

# Starting Gate Cup Tournament Rules

## I. GENERAL INFORMATION

1. Awards will be given at the completion of the championship game at the tournament headquarters or on the field upon which the game was played.
2. Awards: Will be given for 1<sup>st</sup> & 2<sup>nd</sup> place all age groups.
3. The Tournament Committee, Directors, and any of its sponsors or partners will not be responsible for any expenses incurred by any team or club if the tournament is cancelled in whole or in part, nor will any refunds be made.
4. The Tournament Committee, Directors, any of its sponsors or partners, the local and state associations will not be held responsible for injury during this tournament.
5. The Tournament Directors have the final authority in the interpretation of the tournament rules and operation.

## II. LAWS OF THE GAME

All games shall be played in accordance with the laws of the game observed by USSF/FIFA and as otherwise modified by these tournament rules. The decisions of the referees are final.

## III. ELIGIBILITY REQUIREMENTS

1. The tournament is open to all registered USSF, US Club Soccer and USYSA club teams.
2. Each registered team is allowed a maximum of (22) players.
  - U7 and U8 (5v5) can roster a maximum of 10 players
  - U9 and U10 (7v7) can roster a maximum of 14 players
  - U10 (Playing 9v9) can roster a maximum of 18 players
3. Unlimited guest players will be allowed to participate per team, provided they possess valid US Youth Soccer or US Club Soccer player passes. A team composed of players from more than one team (all- star teams) will be allowed.
4. Players may play for 2 teams in the event provided:
  - From the same club
  - Listed on the roster for each team
  - Meet the age group requirements for both teams.
5. No roster changes will be permitted after a team roster has been approved.
6. All players and coaches must have a US Youth Soccer or US Club Soccer player pass.
7. Unless your team's association does not require travel permission, all other teams outside the Kentucky Youth Soccer Association jurisdiction, a verified official state roster, and player cards for all players and coaches will be required during online check-in.
8. Other Rules:
  - Teams that participate in the U11 age groups and below are prohibited from deliberately heading the ball during competition.
  - An indirect free-kick will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game.
  - If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
  - Goalkeepers are prohibited from punting the ball in all games. If the Goalkeeper punts the ball an indirect free kick shall be awarded and should be taken on the penalty area line parallel to the goal line at the nearest point to where the

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infringement occurred.

- 7v7 and 5v5 Divisions: Offside will not be enforced unless the referee determines the offside position is directed, intentional and/or persistent to gain an unfair advantage. Defending teams will be awarded an indirect free kick from the offside player's position.
- 7v7 and 5v5 Divisions: U10 and younger teams: If a goalkeeper punts or drops kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If inside the goal area, an indirect free kick should be awarded from a spot outside the goal area closest to where the infraction occurred.
- 5v5 Division: No Throw-ins. If the ball goes out of bounds on the sideline, the team will be given a kick-in. The ball is placed on the sideline and the players from the opposing team must be at least 5 yards away. A goal cannot be scored directly from a kick-in.

## IV. MATCH LENGTH, BALL SIZE, AND AGE DIVISIONS

- U7 and U8 play 5v5
- U9 and 10 play 7v7
- U11 play 9v9

All games within the bracket will consist of two halves of the following duration with a 5 minute halftime:

<b>Age Group</b>	<b>Preliminary Games</b>	<b>Championship Game</b>	<b>Ball Size</b>
U7	20 minutes	20 minutes	4
U8	20 minutes	20 minutes	4
U9	25 minutes	25 minutes	4
U10	25 minutes	25 minutes	4
U11	25 minutes	25 minutes	4

1. The game clock will not stop because of an injury to any player. Due to the time allowed for the games, the game clock must be allowed to run continuously.
2. ALL games will be considered completed if at least one half of the game has elapsed before being called because of inclement weather conditions, poor field conditions or darkness. In the event of the above conditions, the Tournament Directors shall have the right to alter the format of the game as follows:
  - i. Duration of the game may be shortened.
  - ii. Games may be relocated or rescheduled.
3. THE TOURNAMENT DIRECTORS ASSUME NO LIABILITY OR RESPONSIBILITY IF THE TOURNAMENT IS CANCELLED OR SHORTENED BY ADVERSE WEATHER CONDITIONS.

## V. CONDUCT OF PLAYERS, COACHES, AND SPECTATORS

1. Teams (players and coaches) will sit on the opposite side of the field from spectators. No spectators will be allowed on the teams' side of the field.
2. Coaches will be permitted to coach only from the midfield to the 18 yard-line on their designated half of the field.
3. Spectators must remain beyond a designated line; or at least three feet from the

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- playing field. No person shall position themselves behind the goals.
4. Spectators who continually disrupt the game or refuse to abide by the standards of good sportsmanship may be asked to leave the tournament site.
  5. All tournament participants are expected to uphold the standards of the games and exhibit the highest levels of good sportsmanship.
  6. Any player, coach or spectator ejected from a game will not be allowed to participate in their team's next scheduled game. The pass will not be returned to the players or coach at the end of the game and must be picked up by the coach or manager at the tournament headquarters tent following the team's next game.
  7. Any player or coach ejected for violent conduct will be subject to review by the Tournament Directors to determine if further participation in the tournament will be permitted.

## VI. INCLEMENT WEATHER

Every effort will be made to play scheduled games. If a game must be called and at least the first half of the game has been played, then the game will be considered official. In the event of a washout of a whole day, we will go to an alternate schedule with shortened duration of games times. **NO REFUND WILL BE GIVEN IF PART (OR ALL) OF THE TOURNAMENT IS CANCELLED.**

## VII. GAME CHECK-IN AND FORFEITURES

The game schedule for this tournament leaves little time between games. It is imperative that teams arrive for games well in advance and be ready to play and take the field immediately upon the completion of the previous game. Game time will begin at the scheduled start time. Visiting team will kick off. U9 and U10 teams will need to provide player cards to the referee prior to kickoff.

## VIII. JERSEY COLOR CONFLICTS

HOME teams shall wear white or light colored uniforms. VISITING teams shall wear dark colored uniforms. In the event two competing teams have like-color jerseys as their primary jersey, the team listed first on the schedule shall be considered the HOME team and **MUST** change to an alternate jersey color. Referees will make the final decision on what they consider to be "like" colors. If a jersey conflict occurs in the playoff rounds, the jersey color will be determined by a coin toss.

## IX. POINT SYSTEM

The Tournament Directors will make every effort to schedule all matches. However, the Tournament Directors assume neither liability nor responsibility for matches when one or both teams forfeit a match. All matches declared a forfeit would be considered as "played" matches. The following points will be awarded for each match:

- Win = 3 points
- Tie = 1 points
- Loss = 0 points
- No additional points will be given for shutouts, goals scored, and goals surrendered during group play

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Tie breaking procedures (if two or more teams have the same number of points; preliminary rounds), the tie-breaking formula will be:

1. Head-to-head Game (this is not used if more than two teams are tied).
2. Most games won.
3. Goal Differential (Max of 4 per game)
4. Most Goals Scored (Max of 4 per game)
5. Least Goals Allowed
6. Penalty Shootout

There will be no overtime or penalty kicks for games within a flight, which end regulation time in a tie. For semi-final, if the score is tied, kicks from the penalty mark (using FIFA rules) will be used to determine a winner. In semifinal penalty kick situations, only players on the field at the end of the second half may participate in the penalty kicks.

In the event of ties at the end of the championship round game, winners will be determined by Penalty kick elimination – Only players on the field at the end of the second overtime will be eligible for penalty kicks.

**FAILURE TO SHOW – FORFEITS:** A minimum of seven players constitutes a team. A five (5) minute grace period will be extended beyond the kickoff time before a forfeit is declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 4-0 per and will receive only the 3 points for the win. In the event of a forfeit in a group, all teams in the group will be awarded the same points. The team who forfeits a match will have all their matches recorded as a 4-0 loss regardless of the actual outcome and the forfeiting team will not be eligible to advance to the semi-finals or finals. In the event a team withdraws from the event prior to the event and we can not find a replacement team or do not have enough time to reschedule the division, all teams who were supposed to play the team who withdrew will receive a 0-0 draw and 1 point for that match.

**NOTE:** ALL preliminary game scores count toward the final standings, even if they are out of your bracket.

## X. PLAYER SUBSTITUTIONS

Teams will be allowed an unlimited number of substitutions subject to the following rules:

1. All substitutions must be made at the midfield line with the consent of the Referee.
2. Substitutions may take place:
  - a. Prior to throw-in by either team with referee's permission.
  - b. Prior to a goal kick by either team.
  - c. At the beginning of a period of play.
  - d. After a goal by either team.
  - e. After an injured player is removed from the field (both teams may substitute a like number of players).
  - f. Cautioned (Yellow Carded) players may be substituted before the restart of play, with the consent of the referee. (Team not having cautioned players may substitute a like number of players).
  - g. NO substitution shall be allowed for a player ejected from the playing field by the referee. The ejected player's team shall play short for the remainder

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of the game. The ejected player shall be banned from the next scheduled tournament game. The referee will collect the player pass of the ejected player and deliver it to the Tournament Referee Assigner. The coach or manager must pick up the card after the team's next tournament game at the Referee Tent. If the player was ejected for violent conduct, the player will not be restated to participate further in the tournament until the incident is reviewed by the Tournament Directors. If the ejected individual is a coach, assistant coach, or team manager the above policy applies.

3. Coaches – Remember: You are responsible for the conduct of your team and its supporters.
4. Any player who is found to be bleeding or to have blood on his/her uniform during the match will be asked to leave the field at a stoppage of play. The player may be substituted for the player leaving the field may return to field only after (a) the bleeding has stopped and (b) both the player and the uniform are free of any sign of blood. The Assistant Referee will check the player and indicate to the Referee that the player is ready to re-enter the game. At a stoppage of play, the Referee will signal the player back on to the field.

## XI. PLAYERS' UNIFORMS AND EQUIPMENT

Teams are required to have two (2) sets of different colored jerseys. Players must have numbers on the backs of their shirts (optional for goalkeepers). Goalkeeper's jersey must be distinguishable from field players' jersey. No player number duplication will be permitted. All players must wear shin guards. Absolutely no jewelry of any kind can be worn during a game. Home team will wear light colors and visiting team will wear dark colors. Home team is listed first on the schedule. Players must dress uniformly. Players wearing hard casts will not be allowed to play. Soft casts and/or protective gear must be inspected and approved by the Referee.

## XII. GAME REPORTS (SCORE CARDS)

The referee and an official from each team shall sign the game report. The Referee has the responsibility of submitting the game report. Player cards will be returned to the teams after the game reports are signed.

## XIII. PROTESTS

There are no protests allowed in the tournament. All decisions made by the Tournament Committee shall be deemed final.

## XIV. BUILD OUT LINE (7v7 and 5v5) - **Will be Half Field**

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The goalkeeper can put the ball into play sooner if he or she chooses to do so, but the opponent will not be penalized for regaining possession in these instances
- The opposing team must also move behind the build out line during a goal kick until the

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ball is put into play

- Referees can penalize teams for time wasting if they are not retreating beyond the build-up line or distribution from the goalkeeper is taking extended periods of time
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.