

# GSA SUPER CUP TOURNAMENT RULES



## 1. TEAM ELIGIBILITY

Teams must be registered to and affiliated with their state or national organizations which are, in turn, affiliated with FIFA. Applications are invited from teams that are duly registered with their State, Provincial, or National Associations. All teams and players accepted will have their rosters and players verified by their State, Provincial, or National Associations. Only approved players with player passes shall be allowed to play. The maximum number of players on any one team for any match are 12 for U10 through U12 (8v8) and 18 for any team U12 (11v11) through U19. Players may play on only one team during the Tournament. No switching of teams will be allowed. Falsification of player registration forms, team rosters, player passes or other records used in the tournament shall be subject to disciplinary action, up to and including disbarment for the individual(s) involved and disqualification of the teams involved.

## 2. PLAYER ELIGIBILITY

A player must be legally registered to his team in accordance with his national registration requirements with a current and valid player pass that verifies his team and date of birth, including current player photo ID. Player passes will be presented to the referee or tournament official before each game. All player passes will be checked by the credentials committee prior to the tournament. Any guest players must have current player passes to participate in the tournament.

## 3. PREGAME PROCEDURES

Before the game may begin:

### A.

1. The coach of each team will present the team's roster, approved by the tournament, and player passes (when requested) to the referee or tournament official.
2. The referee or tournament official will verify the identity of the players with the team roster.
3. Player's equipment will be checked by the referees.
4. The home team will change their jersey in the case of color conflict. The home team is listed first on the schedule.

B. In no event will a player be allowed to participate if said player is not on the tournament approved roster.

- C. Souvenir patches, flags, pins, etc. may be exchanged at the pre-game procedure.
- D. A player who arrives at the playing field after the pre-game procedure may not enter the game until after being checked by the referee or assistant referee for player pass and equipment.

4. **LAWS OF THE GAME**

All games shall be in accordance with the FIFA "Laws of the Game", except as modified below.

LAW I THE FIELD OF PLAY – No change

LAW II BALL SIZE – Size 5 ball U-13 through U-17, size 4 ball U10 through U-12.

LAW III NUMBER OF PLAYERS – Substitutions shall be unlimited in all age groups. Substitutions may be made only upon proper notification of the referees through the assistant referee and with the referee's permission at the following times:

- A. Prior to a throw-in in your favor
- B. Prior to a goal kick by either team
- C. After a goal by either team
- D. At the beginning of the second half or overtime periods
- E. At the referee's discretion in the event of injury
- F. After a caution, by either team.

LAW IV PLAYERS EQUIPMENT – All equipment must conform to GYSA rules due to insurance regulations.

- A. Cast and Braces: A player wearing an orthopedic cast shall not be eligible to participate in any game. An orthopedic brace may be allowed if the player has a written statement from a physician stating that, in his opinion, the brace is necessary and that no further injury is likely to occur to the joint which is supported by the brace. The referee for each match will be the sole judge as to whether a brace is considered safe for that match.
- B. Protective Equipment: All players in every age group will be required to wear FIFA approved protective shine guards at all times while participating in a game.
- C. In the U-10 age group, players may only wear molded cleats or tennis shoes.

LAW V REFEREES – The referee shall complete and submit the completed game report to the Venue Director or Referee Coordinator immediately following the game.

In the event that the assigned referee fails to appear the Referee Coordinator for that venue will either referee the match or make appropriate changes to the officiating crew to ensure that the match has officials. Should the Referee Coordinator be unavailable, the senior assistant referee assigned shall become the referee. In the event that the referee, Referee Coordinator, and senior assistant referee are unavailable, the Venue Director, together with the managers must find acceptable alternates. The game will be played as scheduled and will be deemed official. When any of the assigned officials fail to appear, the Referee Coordinator and/or Venue Director shall notify the Tournament.

LAW VI ASSISTANT REFEREE – Two assistant referees will be used in all 8v8 and 11v11 matches. In the event an assigned assistant referee fails to appear, the referee, together with the Referee Coordinator and/or Venue Director, must find a suitable alternate. The game will be played as scheduled and will be deemed official.

LAW VII DURATION OF THE GAME – The duration of the games will be as follows:

Age Group	Round Robin & Semi-Final Games	Final Games	Overtime (Final Only)
U15 – U19	2 X 35 = 70 min	2 X 40 = 80 min	2 X 5 = 10 min
U11 – U14	2 X 30 = 60 min	2 X 30 = 60 min	2 X 5 = 10 min
U10	2 X 25 = 50 min	2 X 25 = 50 min	2 X 5 = 10 min

LAW XII FOULS & MISCONDUCT – In U-10 games, when the goalkeeper has taken possession of the ball, in his own penalty area, opposing players must move away and to the side so as not to interfere with the goalkeeper putting the ball into play. In addition, opposing players may not play or touch the ball until it has left the penalty area. For an infringement of either of these requirements, an indirect free-kick to the defending team shall be awarded at the spot of the infringement, subject only to the overriding conditions of Law XIII.

LAW XIII through LAW XVII – NO CHANGE

5. **CONTROL OF SIDELINE CONDUCT**

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves within the letter and spirit of “THE LAWS OF THE GAME”. The Referee Coordinators and Venue Directors have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct, in addition to any specific disciplinary action brought about by the other authority. In addition to good manners, the following rules will apply in this tournament:

- A. While the game is in progress, the Manager/Coach and the reserve players must remain on their respective benches and not roam the sidelines.
- B. Managers/Coaches will be responsible for the behavior of their fans.
- C. Any serious complaints involving the misconduct of a team, its players, coaches or fans will be recorded by the Tournament Committee. This information will be reported to the home state association and the home club/league of the team, player, coach or fan involved, except that all matters regarding referee assault will, in accordance with USSF Rule 1108, be referred to the home state association and to the GYSA D&P Committee. The home state association and the home club/league of the team, player, coach or fan involved will, except in the case of referee assault, have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from this tournament.

6. **POST GAME PROCEDURE**

We ask that, as a mutual courtesy, both teams meet at center circle and congratulate each other for a game well played.

- A. Referees will insure the return of player passes to the respective manager/coach.
- B. Managers/coaches of both teams will insure that their sideline area is clean and that all trash is in containers.
- C. Referees will complete the game report and deliver it to the Referee Coordinator or Venue Director.
- D. Referees will deliver a disciplinary report to the Referee Coordinator or Venue Director as soon as possible; however, no later than 30 minutes after their last game of the day.

7. **DISCIPLINE**

A player or coach ejected will have an automatic one game suspension to be served at the next match played by the team which the player or coach is associated with. Depending upon the severity of the unacceptable conduct, the Tournament Director may suspend the offending manager/coach/player for the duration of the tournament and/or recommend further disciplinary action by the appropriate state or national association. If an individual is coaching more than one team in the Tournament, any suspensions shall be applicable to the age group in which the infraction occurred.

8. **DETERMINATION OF CHALLENGE ROUND – GROUP WINNERS**

In group play, quarter finals and semi finals there will be no overtime game. Standings in a group, or the determination of wild card teams, if necessary, will be determined by the following method:

- First : Game points – 3 points for a win, 1 point for a tie and 0 points for a loss.
- Second: Head to head competition.
- Third: Net goal differential (maximum of 3 per game)
- Fourth: Least goals allowed (maximum of 3 per game)
- Fifth: Most goals scored (maximum of 3 per game)
- Sixth: Most shutouts
- Seventh: Shots from the mark

All determinations of teams advancing will be made by the Tournament Director only, not by Venue Directors. Schedules will be adjusted by the Tournament Director to insure that two teams from the same group will not play each other in the opening game of the subsequent round.

9. **DETERMINATION OF QUARTER FINAL AND SEMI FINAL GAME WINNERS**

In head-to-head competition, if the game is not decided after full time, penalty kicks will be taken in accordance with FIFA "TAKING OF KICKS FROM THE PENALTY MARK" (Knock-out competitions – obtaining a result). No overtimes will be played.

10. **DETERMINATION OF FINAL GAME WINNERS**

In head-to-head competition, if the game is not decided after full time, overtime will be played. If the game is still not decided after overtime, penalty kicks will be taken in

accordance with FIFA "TAKING OF KICKS FROM THE PENALTY MARK" (Knock-out competitions – obtaining a result).

11. **FORFEITS**

A team shall be allowed a ten (10) minute grace period from the scheduled kick-off time before awarding the game to their opponents. For all purposes of this tournament, including Section 8 of these rules, a forfeit shall be counted as a game played with a final score of 3-0. The Tournament Director, however, may reschedule a game under Section 12 of these rules, if appropriate.

12. **PROTESTS**

There will be no protests allowed.

13. **EXTERNAL CONDITIONS, WEATHER, ETC.**

In the event adverse conditions, not limited to weather, necessitate rescheduling, curtailment or cancellation of games, the Tournament Director shall have absolute authority to make the changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners within a certain time period.

14. **GENERAL**

- A: The Tournament Committee will not be responsible for any expense by any team due to the cancellation in whole or part of this tournament.
- B: The Tournament Committee's interpretation of the foregoing rules and regulations shall be final.
- C: The Tournament Committee reserves the right to decide on all tournament matters.

14. **UNPLAYABLE FIELD CONDITIONS**

If the fields are declared unplayable by the tournament staff every attempt will be made for teams to participate in full-team kicks from the mark. The format for this will be:

- Every team member will be allowed 1 kick from the mark, keeper included.
- Substitutions are NOT allowed.
- Should the number of players be uneven between the teams, a tournament official will select players that will be allowed 2 kicks (1 during normal team rotation, 1 at the end). This selection will be made prior to any player taking a kick.
- Should the score be tied after every player has kicked, it will then go head-to-head.
- The kicks from the mark will be administered by 3 certified officials.

15. **WATER BREAKS**

If weather conditions warrant, referees will be instructed to provide two water breaks during matches. The water breaks should occur during a dead ball situation

approximately half way through each playing half. The following guidelines for water breaks are to be observed:

- Players should NOT leave the playing field
- No coaching should occur during the break
- The clock will remain running during the break