



# Strikers Cup Tournament Rules 2017

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- 1. Authority:** The Tournament Director has the final decision relating to the interpretation of the Tournament Rules and is not open for appeal.
- 2. Team Eligibility:** The team must be comprised of properly registered and rostered players as defined by the rules of USYSA and UYSA.
- The team must be in good standing with UYSA or their respective state USYSA soccer affiliate.
- OUT-OF-STATE teams must provide the appropriate travel papers to the Tournament Director ONE WEEK prior to the first game.
- No OUT-OF-STATE team shall play without proper travel authorization to include rosters, laminated player passes, and signed medical releases.
- 3. JAMBOREE:** At the tournament committee's discretion, a Jamboree may be held during the tournament. With the Jamboree format, there are no winners or losers; therefore, points will not be awarded for game wins or ties. All participants will receive a participation award. These awards will be presented at Tournament Headquarters after each team's final game. All of the regular tournament rules apply to the Jamboree, with the exception of scoring and awards.
- 4. Team Rostering:** U7 (4 v 4 no goalie) Jamboree teams may have a maximum of 8 players.  
U8 (6 v 6 includes goalie) Jamboree teams may have a maximum of 10 players.  
U9–U10 (7 v 7 includes goalie) teams may have a maximum of 12 players.  
U11–U12 (9 v 9 includes goalie) teams may have a maximum of 15 players.  
U13–U15 (11 v 11 includes goalie) teams may have a maximum of 18 players.  
U16–U19 (11 v 11 includes goalie) teams may have a maximum of 22 players, but only 18 players are eligible to show-up and play at any one game.  
**Rosters are set at team check-in and NO amendments to the roster will be allowed after a team has checked-in.**  
**Players can only register with ONE team in the tournament, NO DUAL ROSTERING.**  
**No team travel/tournament roster, NO PLAY, NO EXCEPTIONS.**
- 5. Guest Players:** U7 & U8 Jamboree teams may have a maximum of **THREE** guest players on their roster and throughout the entire tournament.  
U9 & U10 teams may have a maximum of **THREE** guest players on their roster and throughout the entire tournament.  
U11 & U12 teams may have a maximum of **FOUR** guest players on their roster and throughout the entire tournament.  
U13 through U19 may have a maximum of **FIVE** guest players on their roster and throughout the entire tournament.  
All GUEST PLAYERS must be assigned to the team travel/tournament roster (see 5 below), have signed UYSA Participant Registration Forms (Medical Release/Waiver), and signed guest player form (UYSA Specialty Player Action Form).
- 6. Player Eligibility:** A player's eligibility will be determined prior to each game by the team's official certified player roster for the current seasonal year. Any team playing with an illegal or non-rostered player will forfeit the game(s). **Certified travel/tournament rosters must be presented to the referees at the start of each game.**

**7. Equipment:** All players must wear protective shin guards. No jewelry may be worn. Casts, splints and knee braces are allowed provided they are (in the opinion of the referee) adequately covered and padded so as to eliminate the possibility of causing injury to other players.

**8. Number of Games:** Each team will play a minimum of 3 games.

**9. PLAYING RULES:**

**9.1 Start Times:** All games will begin on time. Team travel/tournament rosters must be to referees by game start time or game will be forfeited. Also, a forfeit will be declared if a team cannot field a minimum of THREE players for U7, FOUR players for U8, FIVE players for U9 & U10, SIX players for U11 & 12, or SEVEN players for U13 through U19, at the game start time listed on the tournament schedule. Teams are expected to be at the field sideline 15 minutes early to facilitate check-in.

<b>9.2 Duration of Games:</b>	U7 Jamboree	4 - 10 min. quarters with a 2 min. break between quarters and a 5 min. halftime		
		Size 3 ball		
	U8 Jamboree	2 - 20 min. halves with a 5 min. halftime		
		Size 4 ball		
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	U9 & U10	20 min. halves	Size 4 ball	Semi and Final games 25 min. halves
	U11 & U12	25 min. halves	Size 4 ball	Semi and Final games 30 min. halves
	U13 & U14	30 min. halves	Size 5 ball	Semi and Final games 35 min. halves
	U15 & U16	35 min. halves	Size 5 ball	Semi and Final games 40 min. halves
	U17/U18/U19	40 min. halves	Size 5 ball	Semi and Final games 45 min. halves

Preliminary round games may end in a tie. In Semi and Final games, if the game is still tied at the end of regulation play, two equal 5-minute periods shall be played. If the game is still tied at the end of overtime play, FIFA kicks shall be taken from the penalty mark to break the tie (Also see Dangerous Conditions rule 8.9).

**9.3 Home Team:** The home team is listed first on the schedule and shall change jerseys if the referee decides there is a color conflict, and shall supply the game balls.

**9.4 Substitutions:** Free substitution is allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times:

1. Prior to a throw in by the team with possession.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After an injury to either team, when the referee stops play (one for one).
5. During half-time.
6. Prior to the start of either overtime period but after the second overtime period and prior to a shootout no substitutions will be allowed.
7. For a player receiving a yellow card at the time of caution.

**9.5 Spectator Conduct:** It is the responsibility of each team to maintain proper team and spectator conduct. The coach is responsible for all spectators from their respective teams. Coaches can be ejected from the game due to unruly spectators. Unruly spectators will be asked to leave the premises. Failure to comply may result in a forfeiture of the game. Unruly conduct, including but not limited to, negative comments toward game officials, players, coaches, and/or other spectators will not be tolerated. At no time shall foul or abusive language be permitted. Anyone ejected from a game will automatically be suspended from the next game and upon review of the Tournament Director may be suspended for the remainder of the tournament. Spectators will be seated in accordance to the current UYSA Sideline Policy.

**9.6 Coaching:** Only coaches/team administrators rostered for the same team of registration for the current seasonal year may be on the team bench. Coaching will only occur within the specified technical area. Coaching from outside the technical area and/or from the sidelines is not permitted.

**9.7 Scoring:** Preliminary round games will be scored as follows:

- Win 3 points
- Tie 1 point
- Loss 0 points
- Forfeit 3 points (Score 1-0) ~ The team that forfeits will receive 0 points.

**9.8 Tiebreakers:** Preliminary round scoring ties will be broken as follows:

1. The winner of head-to-head competition.
2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 per game).
3. Least goals allowed.
4. Most goals scored (to a maximum of 4 per game).
5. Shut-out wins (not counting forfeits).
6. Least amount of red cards.
7. Least amount of yellow cards.
8. If teams are still tied to this point the winner will be determined by a coin toss.

**9.9 Dangerous Conditions:** In case of dangerous weather or field conditions the following game durations may occur:

1. Be shortened.
2. Be cancelled.
3. Be rescheduled.
4. Go to FIFA kicks from the penalty mark.

If FIFA kicks are taken in lieu of a preliminary round game, a maximum of 5 kicks will be taken per team. At the end of the 5 kicks the game will be scored as 1-0 for the team having scored the most penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks each.

In the event of excessive heat and at the discretion of the referee, water breaks may be granted at any time during a game.

**10. Registration and Check-In:** A team representative is required to present the following information at check-in:

1. **ONE (1)** Official UYSA Roster (does not need registrar signature). This roster will be stamped and kept by the tournament committee.
2. **SIX (6)** UYSA/Affinity Travel/Tournament Rosters (must show ALL coaches/assistant coaches and players photos who will be coaching/playing in the tournament. NO PICTURE/NO PLAY). Black & white copies are acceptable. All GUEST PLAYERS must show on this roster.
3. Signed UYSA Specialty Player Action Form for each guest player. MUST be filled out completely with ALL signatures (player, parent, and current team coach).
4. ALL travel papers for OUT-OF-STATE teams.

CHECK-IN will be held at Tournament Headquarters on the Monday evening (6:00-9:00 PM) prior to the tournament start date for local area teams. Teams outside of the local area traveling long distance may check-in no later than two hours prior to the first game time at Tournament Headquarters.

Once CHECK-IN is complete, rosters are FINAL.

Signed medical release/waiver forms for players are not required at check in. All coaches should have the signed UYSA Participant Registration Forms (Medical Release/Waiver) at all games for all players participating in the tournament in case of an emergency.

- 11. Awards:** Individual awards will be presented to the 1st and 2nd place teams in all divisions. Awards will be handed out immediately following the championship games at Ellison Park.
- 12. Protests:** No Protests will be tolerated. The referee's decision is FINAL!
- 13. Refunds:** There will be no refunds or reimbursements of tournament fees for cancellation or forfeiture of games.

For more information on the Strikers Cup Tournament, visit our web page at [www.laytonstrikers.com](http://www.laytonstrikers.com).