

Siouxland Fall Cup Tournament Rules

Laws of Play

The USYSA/FIFA Laws of the Game will govern play, except where amended by US Youth Soccer Rules of Play and/or the Siouxland Fall Cup Tournament Rules. These rules may be modified before the beginning of tournament play. Final Rules will be published and available at registration.

Eligibility

The tournament is open to competitive teams as follows:

- Under 11 boys and girls – born on or after August 1, 1998
- Under 12 boys and girls – born on or after August 1, 1997
- Under 13 boys and girls – born on or after August 1, 1996
- Under 14 boys and girls – born on or after August 1, 1995
- Under 15 boys and girls – born on or after August 1, 1994
- Under 16 boys and girls – born on or after August 1, 1993
- Under 17 boys and girls – born on or after August 1, 1992
- Under 19 boys and girls – born on or after August 1, 1991

Registration

Teams affiliated either with USYSA or AYSO will be accepted. All teams from outside the state of Iowa must have proof of "Permission to Travel" duly authorized by their governing organization. Rosters can be submitted at check-in.

Proof of age

Each player must have a USSF/USYSA or AYSO player card with a current picture. The player cards must be presented at time of registration and must be available for identification by the referee or field marshal prior to each game.

Medical Release Form

Each player must have a current, signed medical release form. The medical release form must be presented at check-in.

Team Check-In

Coaches for teams from the Sioux City area must check in on Friday, October 2nd at the tournament headquarters on the Jeffery C Dible Soccer Complex in South Sioux City between 6:30 PM and 8:30 PM. Coaches for out of town teams must check in at tournament headquarters at least one hour before their first game. If special arrangements are needed please contact the Tournament Registrar.

The following items will be **required** at team check-in:

- Photocopy of your team roster certified by your State Association
- Valid Player Passes (preferably laminated).
- Guest player certification form (if necessary) from your State Association.
- Appropriate Travel Paper (if necessary) from your State Association.
- Medical Release forms for each player participating.

Team Rostering

All team coaches and players must be affiliated with the US Youth Soccer Association and the appropriate State Association and have a valid, signed player pass with a current picture affixed to the pass.

Teams shall have no more than 18 registered players, which may include up to three (3) guest players.

Players must be on the team roster to participate and may play for only one team in one age group. A team will forfeit any game in which an unregistered player has participated and will not be allowed to advance out of pool play.

Each team will be allowed three guest players. Guest players must have proper documentation provided by their State Association. A team will forfeit any game in which an ineligible player has participated. Players may only play for one team during the duration of the tournament. Guest players may be added to a team's roster up to check in time with proper supporting paperwork.

All players must be registered to play in the Fall 2009 season.

Teams will play in the age group appropriate for the Fall 2009 season.

Equipment

Player equipment must conform to the Laws of the Game as amended for youth players. All equipment is subject to referee approval. All referee decisions are final.

Hard casts are not permitted for play. Braces and soft casts must be padded and approved in advance by the Tournament Commissioner of Referees.

All teams must have an alternate jersey or pinnies available. In the event of a color conflict, the home team must switch to the alternate jersey.

The home team is responsible for providing an appropriate game ball, subject to referee approval.

All fields will have nets and flags already in place.

Game Format

Age Group	Duration	Format	Ball Size	Offside	Roster Size	Min Players
U11-U12	30 min halves	8 v 8	4	Yes	19	5
U13-U15	35 min halves	11 v 11	5	Yes	19	7
U16-U19	40 min halves	11 v 11	5	Yes	19	7

If both teams have at least the minimum number of players at the scheduled game time, the game will start. If a team is not ready to play 10 minutes after the scheduled game time, the game will be forfeit.

The half time interval will be 5 minutes for all games. Games shall be considered completed if one half has been played.

The Tournament Director reserves the right to allow the rescheduling of any game that has been forfeited if circumstances warrant that consideration.

Inclement Weather

Teams will be expected to play according to the schedule of games regardless of weather.

Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause.

Games shall be considered complete if one-half of the game is completed and the Field Representative or Referee, Commissioner of Referees, Game Director or the Tournament Director (s) stops play.

When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

Overtime / Penalty Kicks

Pool play games ending in a tie will stand.

Semi-final or final games tied at the end of regulation will play two five minute overtime periods. The team will alternate ends after the first five minute period. The team with the high score after both overtime periods will be the winner. If no winner has been determined after the overtime periods the teams will then proceed directly to kicks from the penalty mark, in accordance with the FIFA Laws of the Game.

Substitutions

With the referee's permission, unlimited substitutions following US Youth Soccer guidelines:

- U9 - U12 at any stoppage of play, except a penalty kick.
- U13 - U19 according to the following;
 - Prior to your throw-in
 - Prior to a kick-off by either team.
 - During stoppage of play for injury.
 - A cautioned player may be substituted prior to restart of play.

To speed play - players coming on to the field do not need to wait for the substituting player to exit the game. At the discretion of the referrer the entering player can be required carry on with them a clearly visible "pinie" and the substituting player must carry it off.

Any team that does not substitute correctly will first result in a caution (yellow card), A second violation will be an ejections (red card) and the team must player with one less player then they had on the field at the time of the infraction.

Bracketing

4-Team Divisions:

Each team will play each of the other teams in the bracket (three games). The winner of the bracket will be determined by playoff between the two teams that accumulates the most points in pool play.

5-Team Divisions:

Each team will play each of the other teams in the bracket (four games). The winner of the bracket will be determined by which team accumulates the most points in pool play.

6-Team Divisions:

The teams in each bracket will play four pool games . The winner of the bracket will be determined by which team accumulates the most points in pool play.

7-Team Divisions:

Each team will play four pool games. The winner and finalist of the tournament will be determined by which team accumulates the most points in their first four games pool play. Teams playing a 5th game cannot earn points in that game even though their opponent playing in their 4th game will.

8-Team Divisions (two four-team brackets):

The teams in each bracket will play three pool games. The top team in each bracket will play in the championship game.

10-Team Divisions (two five-team brackets):

The teams in each bracket will play four pool games. The top team in each bracket will play in the championship game.

The tournament director reserves the right to modify the method of determining the winning team in each division. Any changes will be communicated to the coaches before the tournament begins. Special Note: The U11 Boys and U12 Boys champions will be determined

based on results of the first three games and match ups determined by the tournament director after the results of games 1-3 are finalized.

Tournament Scoring

Bracket winners will be based on the following point system:

Win	3 points
Tie	1 point
Loss	0 points
Shutout	1 points
Goals	1 point per goal with a maximum of 3 Goals per game
Winn by Forfeit	5 points
Ejection	2 points deducted for each
Maximum 7 points per game	

Tiebreakers

In the case of a tie in points in a bracket at the end of pool play, the following tie-breaking system will be used to determine the winner:

1. The results of head to head competition between the tied teams (not used if more than 2 teams tied)
2. The team with the fewest Yellow Cards
3. The team with the fewest Red Cards
4. The winner of the most games
5. Goal differential (goals scored - goals against)
6. Fewest goals allowed
7. Kicks from the penalty mark (FIFA rules)
8. Coin toss (if kicks from the penalty mark cannot be scheduled)

Mercy Rule

In the event a game is not competitive; a five-goal rule is in effect. If a team is ahead by five goals or more at half time or at any time during the second half, the referee, at the request of the losing team's coach, may stop the games.

Referees

U11 and older matches will use the 3-referee system. Only registered USSF referees will be used in this tournament.

Cautions and Ejections

All cautions (yellow cards) and ejections (red cards) will be reported to the Tournament Director following the game.

Any player or coach ejected from a game shall be ineligible to participate in their next game. At the discretion of the Tournament Director, the suspension may be increased and could result in ineligibility for more than one game. Ejected players and coaches must report to the tournament headquarters immediately after the game in which the card was given to determine their status for subsequent games.

Player passes from ejected players will be held at the tournament headquarters until all penalties have been served. Should a player be ejected in the final game, the player pass will be mailed to their club registrar.

Any team receiving a second ejection for any reason at any time during the tournament will be ejected from the tournament immediately after the red card is issued. The match involved and all subsequent matches involving that team will be forfeited.

Bench and Sideline Behavior

Coaches are responsible for the words and actions of their players and spectators. Verbal or physical abuse of the opponents, referees or teammates by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

Protests

Protests will be presented to a panel of the Commissioner of Referees, Tournament Director and Tournament Registrar. The decisions of this panel are binding and final.

Refunds

Should all or a portion of the Siouxland Fall Festival be canceled due to inclement weather or just cause resulting in the tournament not providing the play of three games (does not include forfeitures), refunds shall be issued as follows:

Games Played	0	1	2
U11-U19	\$120	\$80	\$40

The Siouxland Soccer Foundation and Gateway City Soccer Club will not be responsible for any other expenses incurred by any team or individual.

No refunds will be issued for applications withdrawn after team has been accepted.