

Fall 2007 Governor's Cup Tournament Rules

October 20 – 21, 27 – 28, 2007

Awards: Awards will be given to first and second place teams and players in all divisions. Divisions with semi-finals will receive third place awards.

Consolation Games: No consolation games will be played. Losers of the semi-final games will be awarded third place.

Standing of Teams: For initial games, teams will be assigned to four or six team pools for round robin play. Each team will play others within their respective pool. Teams will receive points for play based on the outcome of the games. Those teams accumulating the most points will advance to the second round games. Wildcard teams, if any, will be assigned on a basis of next highest point totals after pool winners. If a team forfeits a game voluntarily they are prohibited from advancing in pool play.

Point System: Points will be awarded as follows: Win - 3 points, Tie - 1 point, Loss - 0 points. A team winning by forfeit will be awarded three (3) points for a win, including a score of one (1) to zero (0). No points will be awarded for a double forfeit. Teams will lose (1) point for each red card or coaches dismissal. Players receiving red cards or coaches being dismissed will serve a minimum one game suspension. Tournament officials reserve the right to extend the disqualification based on the nature of the offense.

POOL PLAY FORMAT:

One Pool Division: If a division has four teams total, the team with the highest point accumulation at the end of three (3) games of play will be declared the winner, second highest point total will be awarded second. If a division has six (6) teams total, the two (2) teams with the highest point totals at the end of three (3) games will play for first and second place.

Two Pool Divisions: If a division has two pools of four teams each, the pool winners will be chosen on a basis of the highest point accumulation within each pool. These teams will play for first and second place. If a division has a six (6) team pool, the top two teams from the six team pool, the winner of the other pool and one wildcard team (selected on the basis of the next highest point total from both pools) will proceed to second round games.

Three Pool Divisions: If a division has three (3) pools of four (4) teams each; the pool winners will advance to second round games. One (1) wildcard team will be selected on the basis of the next highest point total from all pools. If a division has six (6) teams, two teams will advance to second round games with the winners of the other pools and no wildcard team will be selected.

Four Pool Divisions: If a division has four pools of four teams each, the winners of each pool will advance to the second round.

Six Team Pools: Six team pools play games scheduled with other teams in the pool such that teams on one side of the pool will play the other three teams within the pool on the opposite side and the two highest point teams will advance.

Wildcard Teams: Every attempt will be made that the wildcard team will not play a team from their own pool in semi-finals.

Round Robin Pool Tie Breakers:

1. Head to head competition
2. The greater goal difference (goals for minus goals against, with a maximum of 3 goals differential per game considered)
3. Least goals allowed.
4. The teams shall take kicks from the penalty mark, as per FIFA Laws of the Game, until a winner is declared.

Game Definition: Round Robin pool games will end when the designated time period has elapsed, as determined by the referee. No tiebreakers will be used. The score at the end of regulation play shall stand. In the event of a tie in a Semifinal or

a Final game the following procedures will be followed: 1. Two (2) full, five (5) minute overtimes will be played. 2. If still tied kicks from the penalty mark as defined in FIFA Laws of the Game will be used to determine the winner.

Half time will be five (5) minutes. **The Tournament Committee reserves the right to shorten the game times or half times in order to keep the tournament on schedule.** Once a game has started and is halted for inclement weather, the tournament committee with one representative from each team present will decide if the game is to stand as is or if it is to be restarted. To facilitate these decisions the fields will be processed in numerical order. If a team representative is not present when the initial call for that field is made that field number will default to the end of the field list. At the 2nd call for a field, if a team is still not present, a forfeit by the team not present will be awarded. A failure by both team representatives to be present for the 2nd call will result in a double forfeit. All field decisions will be made at the site Headquarters.

Delayed Games: If a match is delayed for any reason, coaches are responsible for obtaining the new start time from Tournament Headquarters. Failure to comply and be present at the new start time will result in forfeiture.

Game Lengths:

	Preliminary	Semi-Finals
U-9/U-10	25 min. Halves	25 min. Halves
U-11/U-12	25 min. Halves	30 min. Halves
U-13/U-19	30 min. Halves	35 min. Halves

FORFEITS: IF A TEAM IS NOT AVAILABLE FOR PLAY AT GAME TIME, THE GAME WILL BE FORFEITED.

Substitutions: Substitutions will be unlimited, but must be made with the consent of the referee, at the midfield and only at the following times:

1. Prior to an own throw-in
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury, by either team, when the referee stops play (one-for-one)
5. At half-time

Coaches are responsible for receiving the consent of the referee prior to substituting players. Substitution of the goalie, other than at half time, requires the consent of the referee.

Registration: Attendance at the Friday night registration and coaches meetings is **mandatory** by either the coach or a team representative.

Teams and Age Divisions: For the purpose of defining the terms used for this tournament, the following explanation is provided.

Competitive : Defines a team who is recreational plus, recreation all-star, select or club teams which are more competitive in nature and are formed partially or solely by the coach or team manager in lieu of exclusive player assignment by an association or league and which play a regular team schedule of games established by their association or league.

Rosters : Rosters are limited to eleven players for U-9 & U-10 teams, thirteen players for U-11 & U-12 teams, eighteen players for U-13 and older teams, including guest players for Competitive teams. **Rosters cannot be modified after registration.** All players on the roster who are participating in the tournament must have birth dates verified through the use of current player passes, which includes the player signature and a current picture. Player passes are required at registration and in the possession of each coach during matches. There will be a verification of the players by the referees, using the field pass verified at registration, prior to each game start. Player passes must be laminated. All players must be affiliated with US

Soccer. Players will be permitted to play in an older division; however, under no circumstance will older players be allowed to play in a younger division.

Combined Age Divisions: In most instances teams will be placed in single age divisions, however, due to the number of teams in an age divisions some teams may be placed in a division of two age groups, e.g. U11 combined with U12.

Guest Players: A maximum of three (3) guest players will be allowed in the Competitive divisions. **No guest players are allowed in the Recreational Divisions.**

Medical & Liability Waivers: Each player must provide a notarized medical and liability waiver form to participate in the tournament. These forms will be verified with the coaches at check-in and registration.

Players on the Field:

U-9 & U-10 will play 6v6 (Minimum 3)

U-11 & U-12 will play 8v8 (Minimum 4)

U-13 and older will play 11v11 (Minimum of 7)

Sportsmanship: Proper Sportsmanship is required at all times. Coaches, team managers, and fans are expected to be examples for the players. Coaches are responsible for their sidelines and their players. Red Cards will be issued to offending players. Any coach being dismissed must immediately leave the field and be out of sight of players and the referee prior to the restart of play. A violation of this provision is grounds for termination and forfeit assigned to the offending team. Ejection from the tournament requires immediate departure from all fields of play used for the tournament during the remainder of the tournament.

Fields of Play: Each team, and their fans, shall occupy opposite sides of the field. Coaches and all players not awaiting substitution must be in their respective technical areas. Fans must stay at least five (5) feet back from the touchline in order for the assistant referee to be able to make appropriate calls.

Protest: All questions relating to the qualification of the competitors or interpretation of the rules or any dispute or protest shall be referred to the Tournament Committee. Judgment decisions of the referee are not subject to appeal or protest. The decisions of the Tournament Committee shall be binding to both teams. To be eligible for consideration, a protest must first have been made verbally to the referee and the opposing coach at the game site before entering the field of play or leaving the game site. Each protest must be filed with the tournament committee and include 1. A non-refundable case fee of \$100 (cash); 2. Five written copies of the protest; which must include a full and complete description of the circumstances on which the protest is based; 3. Five written copies of any information to be presented by witnesses. The Tournament Committee must receive all protests within two (2) hours of completion of the games(s) being protested. The Tournament Committee shall immediately notify the team against which the protest is made and shall send a copy of the protest and all particulars to that team, which will then have the right to defend the case with or without witnesses. A plea of ignorance of the rules and regulations of the competition is not sufficient grounds for an appeal. After investigation, consideration and a final decision will be communicated in writing to all parties.

Recreational and Competitive Tournament Fees: The tournament fee is \$425 per team, except U-9 & U-10 Teams, which is \$375.00.

Team Acceptance: Space in the Tournament is limited; therefore not all teams requesting to participate may be accepted. Acceptance will be on the basis of win-loss records, geographical and other information, which in the judgment of the Committee improves the quality of the Tournament. Every effort will be made to notify teams as early as possible after the closing date whether they have been accepted.

Cancellations/Refunds:

\$100 Refund- If the tournament is canceled prior to any games being played

\$50 Refund- If the tournament is canceled after the team has initiated one game but before the second has begun.

No refund will be issued for forfeited games. No refund will be provided once a team has begun its second scheduled game. Every effort will be made to complete all scheduled games.

Jersey Conflict: All teams are required to have alternate jerseys. The home team is the first team listed on the schedule and will be responsible for changing jerseys in the event of a conflict as determined by the referee. The home team will forfeit if the conflict cannot be resolved.

Publicity: Participation in the tournament constitutes the approval by coaches, players, parents, and fans for the use of pictures, names and addresses in the publicity and the promotion of the tournament.

Medical Limitations: Due to the potential injury to any player, individuals with a hard cast on (including but not limited too) the forearm, upper arm or leg/foot **will not be permitted to play.** Simple ace wraps, finger splints and knee braces with full sheath covers are permitted.

Dispute Resolution: The Tournament Committee in its sole discretion may modify these rules to address extenuating and/or unforeseen circumstances.

Laws of the Game: Unless other wise stated in these rules, "FIFA Laws of the Game" is the standard set of play regulations for each match.

The Governor's Cup is a sanctioned tournament through Kansas Youth Soccer Association, a member of United States Youth Soccer Association. Please view the web site www.govcup.com for all tournament information.