



TOURNAMENT RULES

Version 1.0

<u>Division</u>	<u>*Roster Age</u>	<u>Format</u>	<u>Roster Max</u>	<u>Duration</u>
U9 Dev.	Jan 1, 2018 - Dec 31, 2018	7v7	14	25 Min. Halves
U9	Jan 1, 2017 - Dec 31, 2017	7v7	14	25 Min. Halves
U10	Jan 1, 2016 - Dec 31, 2016	9v9	16	30 Min. Halves
U11	Jan 1, 2015 - Dec 31, 2015	9v9	16	30 Min. Halves
U13 Dev.	Jan 1, 2014 - Dec 31, 2014	11v11	22	35 Min. Halves
U13	Jan 1, 2013 - Dec 31, 2013	11v11	22	35 Min. Halves
U14	Jan 1, 2012 - Dec 31, 2012	11v11	22	35 Min. Halves
U15	Jan 1, 2011 - Dec 31, 2011	11v11	22	40 Min. Halves
U16	Jan 1, 2010 - Dec 31, 2010	11v11	22	40 Min. Halves
U17	Jan 1, 2009 - Dec 31, 2009	11v11	22	45 Min. Halves
U18/19	Jan 1, 2008-Dec 31, 2007	11v11	22	45 Min. Halves

**Because there are different age category cut-off dates, dispensation may be given to players from English and possible other international teams who are born on/after September 1 of the previous year. Other dispensations may be given under special circumstances. All dispensation requests must be submitted in writing to the tournament.*

Game Duration:

All game durations are listed above.

- The game times listed above are for all group round games, plus all playoff games.
- Halftime of all games will be 5 minutes in duration.

Check in:

All teams from the USA are required to submit the following credentials for check in for the tournament:

- US Soccer affiliate (USYS, USSSA or US Club Soccer) approved roster with all players listed.
- Player picture identification cards that are issued by their governing body (at all games as well).
- Any guest player loan forms that are required by the respective US Soccer affiliate organization for guest players.

All international teams are required to submit/present the following credentials at check in for the tournament:

- Tournament Roster.
- Travel permit from your respective National Football/Soccer Federation.
- Passports (or copies of passports) from each team member are needed to verify identification and age. Canadian teams will need player ID cards (instead of passports) if issued by your provincial soccer association/federation.

For more information on the check-in process and credentials needed to check-in your team please see the "[Check In Info](#)" section.



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Player identification cards/passports will be checked by the referee prior to each game. The player's shirt number must be the same as the shirt number on the game roster/game report. If the numbers are not the same, the referee is instructed not to let the player take part in the game until tournament officials resolve the matter.

Rosters:

Players may not play for more than one team in the tournament (unless there is a special exception given by tournament). Teams cannot add players after the team has officially checked in for the tournament. Players must have jersey numbers and may not change numbers once registration is complete.

Jersey Colors:

The first team listed on the schedule is considered the home team and the second team listed the away team. Home teams will wear their lighter colored jersey and away teams will wear their darker colored jersey. In the event of a jersey color conflict, the away team changes jersey color. Both teams will be on the same side of the field, and spectators will be on the opposite side.

Guest Players:

There is no limit to the number of guest/club pass players a team may bring, provided they do not exceed the roster maximum for their age group and have required paperwork/documents for each guest player. (*EXCEPTION: U9 – U11 Premier SuperCopa Qualifier Brackets have a maximum of 4 guest players)

All Guest Players must meet the following criteria:

1. Must be a registered player with the appropriate governing body [USA teams] or provincial association of their national federation [International teams].
2. May not be selected from any other team that is participating in the tournament. If a Guest player is selected from any team which is subsequently invited to participate in the tournament, said player must return to her original team. If a Guest/Replacement player participates in a tournament game and the player's original team is subsequently invited to participate, said player must remain with the team for which she played the tournament game.

For more information about credentials needed for guest/club pass players see the "[Check In Info](#)" section of this website.

Referees:

All 11v11 & 9v9 games will have 3 referees. 7v7 games will have 1 referee.

Scoring System:

Pool Play games may end in a tie.

Scoring system for preliminary (pool) games will be as follows:

- 6 points for a win
- 3 points for a tie



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- 0 points for a loss
- 1 point per goal scored in the game with a maximum of 3
- 1 point for a shutout (not allowing opponent to score)
- A forfeit game* will be scored at a 3-0 win

*The forfeiting team will receive zero (0) points for the match.

** The team being forfeited to will receive points for a 3-0 win, and any additional points scored during play at the time of forfeiture will count towards goal differential.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO REMOVE ANY TEAM FROM THE TOURNAMENT AND/OR MAKE THEM INELIGIBLE FOR THE PLAY-OFF ROUNDS FOR INTENTIONALLY FORFEITING A GAME(S).

Ties:

Tournament Playoff games that end in a tie during regulation play will go straight to penalty kicks (per FIFA rules) to determine a winner (there will not be overtime in the playoffs).

7v7 and 9v9 (U9DEV – U11) U90C Spring Boys Cup Playoff Format:

Standard tournament advancement / playoff format applies for all 7v7 and 9v9 formats. Quarterfinals may be necessary depending on the number of teams in a particular group. The Tournament Committee reserves the right to modify the playing format, in both group play rounds and Playoff Advancements based upon number of teams and circumstances at the tournament site.

11v11 (U13DEV – U18/19) U90C Spring Boys Cup Playoff Format:

At the conclusion of the group round games, U90C Spring Boys Cup offers a unique format that provides playoff opportunities for EVERY participating team (11v11 format). Typically, playoff bracketing is predetermined simply based on group round brackets, such as "Bracket A1 vs. Bracket B2". However, for U90C Spring Boys Cup, after the group stage completes for all brackets (first three games), the entire 11v11 event is re-bracketed for Quarterfinals play. The Tournament Committee reserves the right to modify the playing format, in both group play rounds and Playoff Advancements based upon number of teams and circumstances at the tournament site.

Quarterfinals Playoff Advancement based on bracket size:

8 Teams Structure – 2 Brackets of 4:

8 Teams – 2 Brackets



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Top 4 teams in point totals advance to the SuperCopa playoff bracket of 4 teams and advance to semis play. Next 4 teams in point totals make up the Gold bracket of 4 teams and advance to semis play.

12 Teams Structure – 3 Brackets of 4:

The winner of each bracket, plus the next 3 top point earners advance to the SuperCopa playoff bracket of 6 teams. The top 2 teams in points from group receive a BYE to the semis. The other 4 teams play in the quarter finals. The next 6 point earners make up the Gold bracket. The top 2 Gold teams in points from group receive a BYE to the semis. The other 4 teams play in the quarter finals.

16 Teams – 4 Brackets or 4:

The winner of each bracket plus the next 4 top point earners advance to the SuperCopa playoff bracket of 8 teams. All teams play quarter finals as referenced in the opening paragraph, and advance from there. The next 8 point earners make up the Gold bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there.

18 Teams – 3 Brackets or 4 and 2 Brackets of 3:

Groups of 4 teams will play each other. Groups of 3 teams will play each other plus one crossover game with the other bracket of 3. The winner of each bracket plus the next 4 top point earners advance to the SuperCopa playoff bracket of 9 teams. Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there. Next 9 point earners make up the Gold bracket. Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there.

20 Teams – 5 Brackets or 4:

The winner of each bracket plus the next 2 top point earners advance to the SuperCopa playoff bracket of 7 teams. The team seeded #1 will receive a quarter-final bye. All other teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 7 point earners make up the Gold bracket. The team seeded #1 will receive a quarter-final bye. All other teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 6 point earners make up the Silver bracket. The teams seeded #1 and #2 will receive a quarter-final bye. All other teams play quarter finals as referenced in the opening paragraph, and advance from there.

24 Teams – 6 Brackets of 4:

The winner of each bracket plus next 2 top point earners advance to the SuperCopa playoff bracket of 8 teams (group winners receive highest seeds). All teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 8 point earners make up the



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Gold bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 8 point earners make up the Silver bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there.

32 Teams – 8 Brackets of 4:

The winner of each bracket advances to the SuperCopa playoff bracket of 8 teams (seeding determined by points). All teams play quarter finals as referenced in opening paragraph,

and advance from there. Next 8 point earners make up the Gold bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 8 point

earners make up the Silver bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there. Next 8 point earners make up the Bronze bracket. All teams play quarter finals as referenced in the opening paragraph, and advance from there.

36 Teams – 9 Brackets of 4:

The winner of each bracket advances to the SuperCopa playoff bracket of 9 teams (seeding determined by points). Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there. Next 9 point earners make up the Gold bracket. Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there. Next 9 point earners make up the Silver bracket. Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there. Next 9 point earners make up the Bronze bracket. Teams seeded 8 and 9 will play a first round game to determine who advances to quarter-finals. Teams seeded 1-7 and the winner of 8/9 will play quarter finals as referenced in the opening paragraph, and advance from there.

Playoff opponents are chosen based on seeding teams based on total points. *Example, if the winner of bracket C has 30 points after their first three games and they have the highest total points among all teams then they will be placed as the 1st seed and will play the 8th seed (one of the wildcard teams) (See the exception for the 36 team bracket).*

Quarterfinal opponents are defined by the following seeding (except for 36 team bracket):

1st vs 8th

4th vs 5th

3rd vs 6th



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2nd vs 7th

**Because variety of competition is a significant element of the U90C Spring Boys Cup, the tournament committee reserves the right to adjust seeding by 1 position (possibly 2) to avoid teams facing each other in quarterfinals who have already played each other during group rounds. Seeding adjustments are at the complete discretion of the tournament committee, but will not be made to affect which playoff bracket a team has earned a spot in.*

GotSport cannot calculate this structure, so it must be manually calculated and input by the tournament committee. This means that as group rounds complete, there will be a delay in posting the playoffs as the committee executes this process. Please be patient during this time, and do not contact tournament headquarters, as this only delays the process.

There will be a period of 2 ½ - 3 hours after completion of ALL group round games before quarterfinal games are posted as the Tournament Committee verifies all teams' standings and points. GotSport updates will be sent to notify teams when play-off rounds are FINAL.

(*IGNORE the schedules for quarterfinals in GotSport UNTIL team contacts are notified via email / text that schedules have been completed*)

Once the Quarterfinals are set, the single elimination tournament will play out as scheduled. There is NO reseeding after the Quarterfinals.

Tie Breakers:

If teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head to Head game results - winner will advance.
- b. Most number of "shutouts" - team with most "shutouts" will advance.
- c. Goal differential
- d. Goals Against (least)
- e. Kicks from the mark, aka. Penalty Kicks

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine b, c, d, and e will be used.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied



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after tie breaker number 5, the team that applied first will sit out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then “play” the team sitting out, (kicks from the mark), the winner will advance.

Example 1: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, Team 2 is +4 and Team 3 is +2. Team 1 is first; Team 2 is second and Team 3 is third.

Example 2: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, Team 2 is +4 and Team 3 is +2. Team 3 is third, Team 2 defeated Team 1, therefore, Team 2 is first and Team 1 is second.

Example 3: (6 Team Bracket) - Three teams have 6 points and Team 1 had defeated the other two. Team 1 is the group winner. The tie-breaking procedure begins for the remaining tied teams with number 1.

Substitutions:

In ALL age categories, unlimited substitutions with re-entry are allowed for all games. Intentional time wasting will not be tolerated, and players and coaches are subject to caution at the discretion of the referee when/if it becomes obvious to the referee a team/coach/player is intentionally wasting time (multiple/frequent substitutions late in the game, fainting injury, etc.). In addition, the referee can add extra time to a game for lost time when they believe a team is intentionally wasting time.

The official game report for each completed game must be verified (i.e., score, cautions, send offs) immediately after the game by the team coach or manager. Game reports that are not verified stand as submitted and may not be contested or appealed.

Send Offs and Cautions:

Players or Coaches sent off during a game are not allowed to play/coach in the next game. A player or coach receiving two cautions during the preliminary round is not allowed to play in the next game, whether it be the preliminary round or the elimination stage.

At the start of the elimination stage, any coach or player with a single yellow card, will have that yellow card removed for purposes of accumulation of yellow cards.

A player or coach receiving two cautions during the elimination stage of the competition is not allowed to play in the next game. In case of continued bad conduct of players, teams, officials, or supporters, the team may be withdrawn from the competition and reported to their association. **Coaches are responsible for the conduct of their team and supporters.**

Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and/or manager. Official Game Reports will be reviewed by the Disciplinary Committee, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being



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required to sit out additional games or being withdrawn from the competition. Team officials will be notified as soon as possible if a hearing has been scheduled.

Build-out lines 7v7 categories:

For all 7v7 format games, build-out lines will be used. A horizontal line drawn from sideline-to-sideline half-way between the top of the penalty area and the midfield line, build-out lines will encourage possession and playing the ball out of the back. When a goalkeeper has the ball in hand or takes a goal kick, the opposing team remains behind the build-out line until the ball is put into play. This line also indicates where offside can be called, as teams cannot be called for offside between the midfield and build-out line. An offside offense can only occur between the build out line and the goal line in the team's attacking half of the field. The build out line serves the same purpose as the midfield line in reference to offside decisions, players may not be offside between the midfield line and the build out line. New rules also ban headers as well as punts and drop kicks from the goalkeeper.

Concussion Rule:

U.S. Soccer recommends, and US Club Soccer requires, the immediate removal of any player who sustains a significant blow to the head or body, who complains about or who is showing symptoms consistent with having suffered a concussion.

For events with an on-site healthcare professional, this professional will perform applicable testing – SCAT3 or Child SCAT3 and modified BESS – to evaluate players on the field/sideline. Any player suspected of suffering a concussion will not be allowed to return to play until he/she is cleared by the healthcare professional. No coach, parent/guardian or player may overrule the healthcare professional.

If a coach attempts to allow a player who had been removed from a game for concussion assessment and who has not been cleared to return to play by the on-site healthcare professional, the referee should immediately stop play, direct the player to leave the field, instruct the coach to select a substitute and issue a warning to the coach. If a coach persists, the referee is entitled to take necessary disciplinary measures against the coach.

For events without an on-site healthcare professional, no coach can permit a player who has been removed from a game for concussion suspicion/assessment to return to play until he/she is cleared by a healthcare professional. Referee responses and actions outlined in the previous paragraph should be taken against any coach who persists in trying to re-insert the player into the game without proper clearance by a healthcare professional.

Filing Protests:

All protests must be submitted in English to the Tournament Committee within three hours of the end of the game. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.

Subject to the foregoing, FIFA laws, as modified by USSF, USYSA and NTSSA rules, apply. Please note that per FIFA Laws of the Game number 4, the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards.



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Judgment calls by referees may not be appealed. Protests against any substitution violations will not be allowed after a game.

Disciplinary Committee decisions may not be appealed.

Interruptions and/or cancellations because of Inclement Weather, or any other reason:

In the event of inclement weather that results in suspended play, bracket/group games that have completed the first half may be considered complete games and may not be rescheduled. For Quarter-final, Semi-final and Final games, play will resume from the point of suspension if weather and field conditions permit (this may be the following day for Quarter-final and Semi-final games). The final decision will be made by the Tournament Committee and teams will be informed as quickly as possible.

In the event that the tournament is cancelled or altered due to weather or other unforeseen events, a refund of the entry fee (if any) or a portion of the entry fee (if any) will be determined by the Tournament Committee after all organizational fees and expenses have been calculated.

The decision of the Tournament Director(s), in conjunction with the Tournament Committee, on any matter is final and may not be appealed. Tournament rules are subject to change.