

## **TOURNAMENT RULES for Rush Summer Cup**

### **LAWS OF PLAY**

Play will be governed by the FIFA Laws of the Game, except where/when amended by USYSA (or US Club if applicable) Rules of Play, the Iowa State Soccer Association Rules of Play and/or the tournament Rules.

These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published on the tournament website. A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he played for to forfeit any game. The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

### **TEAM, PLAYERS AND COACHES CREDENTIALS**

Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer/US Club Soccer affiliated state/provincial association. Teams may have up to 5 guest players; guest player forms may be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. A player can only play on one team during the tournament. A roster certified by your state association must be submitted before the tournament begins and to complete online check-in.

Any Team participating must carry valid player's passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy.

Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable). All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Foreign teams or a team coming from a CONCACAF nation: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States. Teams are also required to have player picture identification cards. You must also have the required completed form from your Provincial or National association approving the team's participation in the tournament.

### **HOME TEAM**

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

### **EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY**

Teams must have matching uniforms and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the "Home" team is

responsible for changing colors. All player equipment is subject to Referee approval. All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.

### **PLAYING CONDITIONS**

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 has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

### **POINT SYSTEM AND BRACKET WINNERS**

Bracket winners will be determined by the following point system:

Win ----- 3 (three) points

Loss ----- 0 (zero) points

Tie-----1 (one) points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner.

If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

### **DIVISION STRUCTURE**

3-teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the SemiFinals. The winner of the Semi-Final will play #1 in the Final.

4-teams – Each team will play the other three teams in the group. Champion and Finalist will be determined by points. No finals.

5-teams – On Saturday, each team will play two group games (opponents determined at random). On Sunday, #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

6-teams – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Bracket A #1 will play Bracket B#1 in the Final

7-teams – Division of 7: 1 group of 3 and 1 group of 4. Group with 4 plays round robin with two games Saturday and one game Sunday. Group of 3 will play two group games Saturday. On Sunday, 1st place teams in each group play for the final. 2nd place teams in each group will play in a consolation game. 3rd place teams in each group will play in a consolation game.

8-teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the Final.

### **TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied proceed to step 2.

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal Differential (max of 4)
3. Goals For (max of 4)
4. Goals Against
5. Most Wins
6. Most Shutouts
7. Penalty Shootout

### **SUBSTITUTIONS**

U8 - U19 (if applicable) – with the consent of the Field Referee substitutions may be made according to the laws of the game.

### **7v7 RULES**

- The build out line promotes playing the ball out of the back in a less pressured setting
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line

### **Tournament Rules**

Matches will be played in accordance with FIFA Laws of the Game, except as modified.

- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play

- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

### **NO HEADING**

No heading at U9-11.

### **MIN #s NEEDED TO START A GAME**

7V7 5 PLAYERS

9V9 7 PLAYERS

11V11 7 PLAYERS

### **PREGAME CHECK IN PROCEDURE**

Managers/Coaches need to provide a copy of an approved stamped roster to the referee prior to each game. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site.

Referee is not to collect player passes. Referee will keep the approved stamped roster and turn it in with a game card.

### **GAME LENGTH**

U8 (4v4 no gk) Two 20 minute halves (Directly to PK's if tied – only semi-final and finals)

U9 & U10 (7v7) Two 25 minute halves (Directly to PK's if tied - only semi-final and finals)

U11 & U12 (9v9) Two 30 min. halves. (Directly to PK's if tied - only semi-final and finals)

U13 - U18 (11v11) Two 35 minute halves (Directly to PK's if tied - only semi-final and finals)

### **SHOOT-OUTS (KICKS FROM THE MARK)**

Kicks from the mark are used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension, they may NOT participate in the kicks.

### **RED CARDS**

The player(s) receiving the Red Card and the Coach or team manager must report to Tournament Headquarters following the game. Players will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in a Final Match, the player will have to serve suspension in the following year's event.

### **REFEREE ABUSE**

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

### **REFUND**

Shall be determined by the tournament staff. If the tournament is canceled due to COVID-19, teams will receive a full refund minus a \$25 admin fee.

In case of rain – HARD RAIN, NOT A SPRINKLE – we will update via emails and texts to managers through GotSoccer/GotSport and via our tournament website. In the event inclement weather forces the cancellation of all or part of the tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future Iowa Rush tournaments (within one year), and will be given in the following increments:

- a. No games played = 75% credit or 50% refund
- b. One game played = 50% credit or 25% refund
- c. Two games played = 25% credit

### **TEAMS, PLAYERS AND COACHES**

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in the tournament. Player passes and roster may be checked prior to each match.

### **GAME ROSTER**

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

### **TEAM DISCIPLINE**

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

### **PROTESTS**

No Protests. All decisions of the tournament director are final.