



2017 Denver Cup

RULES AND LAWS OF THE GAME

FORMAT AND PLAYOFFS: Each team in all age groups and genders is guaranteed four games. Each team in all age groups and genders will play no more than two games in any given day. Depending on the number of teams in the Division, the tournament format will vary. Please consult official tournament game schedules or view them online at www.coloradorush.com for specific game times, locations and teams.

GAME POINTS:

Win = 3 points, **Tie** = 1 points, **Loss** = 0 points Minus one (-1) for each red card issued to a player or coach

Game cards will be collected from the referees by the field marshals, who will then deliver the scores to Tournament Head Quarters.

TIE BREAKERS: Ties within a flight or division: Winner determined in following order:

A: Head to head record.

B: Goal differential. There is a goal differential limit of 4. Goal Differential is determined independent of goals against and goals for. Examples of how Goal Differential is determined in a game with a score of 5-4, the winning team gets a goal differential of +1. If a game is 8-5 the goal differential for the winner is +3. The goals differential of 10 -3 would be 4. Goal differential is determined per game then added together to determine the total goal differential. The Got Soccer advancement is official as long as the correct scores are posted.

C: Fewest Goals against. (Total goals for games played up to 4 goals counted per game).

D: Most Goals for (Total goals for games played up to 4 goals counted per game).

E: Teams shall take Kicks from the Penalty Mark.

If three or more teams are tied, the tie breaker process continues through the calculations and does not revert to a previous tie breaker at any time.

OVERTIME: There is no overtime. *Extra time is not played to break a tie at the end of regulation time. In the finals kicks from the penalty mark will determine the winner and champion.*

KICKS FROM THE PENALTY MARK: If at the conclusion of the overtime periods play is still tied, the game shall be decided by taking Kicks from the Penalty Mark. In this case, the referees will note the numbers of the players on the field at the end of play, and only those players will be allowed to participate in the shootout. The shootout will commence immediately following the overtime periods.

GUEST PLAYER AND ROSTER LIMIT POLICY: 9 v 9 teams are allowed to have up to 15 players on the roster including six as guest players. 11 v 11 Teams are allowed to have up to six guest players. Total Roster Size (team roster plus guest roster) may not exceed 18 players; except U17 - U19 which are allowed 22 players (team roster plus guest roster).



ELIGIBLE PLAYERS: All teams must provide the required credentials at Mandatory Tournament Check In.

- Two identical copies of team and guest roster. One will be retained in tournament files at tournament headquarters. The second identical copy will receive a mark, stamp or sticker to be given to Referees.
- Valid laminated Player I.D. Card with photographs (including guest/loaner players)
- Signed Medical Release Forms (including guest/loaner players) – Must be on site for each game and for each player. At Tournament Check in the staff wants to see this information but we do not keep it.
- Travel documentation as required from the teams State Association
- International teams must present all the above along with Passports, permission to travel from their National Association and proof of age.

NO PLAYER PASS, NO PLAY!!

There will be Roster changes and/or additions to any roster once the team has started its first match. Teams playing under US Club are not required to have or present travel papers. Teams from Region IV are not required to have travel papers.

DISCIPLINE:

1. Any player or coach who is sent off must retire a minimum of 100 yards from the field of play within 60 seconds of being sent off. Any player or coach who is sent off is not permitted to participate in the next scheduled match. The tournament committee reserves the right to review the severity of the offense and may add additional games to the suspension. Passes of players or coaches sent off will be held by the Tournament Committee at the main Tournament Headquarters tent and can be picked up after the participant's sit-out has been served. Passes of participants who are sent off, but who do not have the ability to serve their sit-out, will be forwarded on to the appropriate soccer governing body.
2. Any player or coach receiving a sendoff who plays in or coaches the next scheduled tournament game will cause their team to automatically forfeit that game and the game shall be scored as if abandonment has occurred.
3. Termination of a game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that that team.

AN ASSAULT TO A REFEREE BY A PLAYER, COACH OR SPECTATOR WILL RESULT IN AN EJECTION OF THE TOURNAMENT, AND THE AUTHORITIES WILL BE CONTACTED.



PROTESTS: Referee decisions are final and no protests or appeals will be allowed. Rules clarifications may be requested of the official during the run of play. Decisions by the tournament committee dispute are final and may not be appealed once decision has been deemed official. The tournament committee will consist of tournament directors, assistant tournament directors and club officials.

AWARDS: Awards will be presented after the conclusion of a final match at the Tournament Headquarters area. Please have your entire team come to that location immediately following your final match for the Awards presentation.

Team Awards: A trophy will be awarded to Champion team for all age divisions.

Individual and Champion Awards: Medallions will be awarded to Champion and Finalist players of all age groups.

Laws of the Game

FIFA LAWS OF THE GAME will be applied, as modified by Colorado Youth Soccer unless otherwise noted in these tournament rules.

The following are modifications to the Laws of the Game that shall apply to the tournament. In the event of an extraordinary circumstance and/or situation the Tournament Director only may make modification to Tournament rules.

Law 1 - The Field of Play

In all tournament games both teams shall remain on one side of the field. All spectators shall remain on the opposite side of the field. No spectators will be allowed on either end line or behind either goal.

Law 2 - The Ball

U-9 through U-12 Size 4

U-13 through U-19 Size 5

If a tournament ball is **not** provided then the HOME team will supply the game ball, and will be approved by the referee.

Law 3 - The Number of Players

1. 11v11 - minimum number of players is 7

2. Substitutions: Amended RCCFCS Rules: Unlimited Substitutions.

Law 4 - Players Equipment

1. The team listed first on the official game schedule shall be designated as the home team. The home team shall wear a darker colored uniform and the visiting team shall wear a lighter colored uniform. If both teams are wearing similar colored uniforms, the visiting team must change to an alternate uniform.

Law 5 - The Referee

Prior to the start of each match, the referee shall:



1. Collect a copy of the certified team roster and guest player roster for that competition and the member passes of the players and coaches desiring to participate in the game.
2. Report in writing, on the game report card the name of any person on the roster not participating because of suspension. It is the duty of the coach to report this to the referee.

At the conclusion of each match, the referee shall:

1. Report in writing the identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
2. Retain the pass of any participant who has been sent off or has committed equivalent misconduct.
3. Return the rosters and remaining passes to the appropriate team representatives.

Law 6- The Duration of the Match

Division Duration

U9-10 2 x 25

U11-U12 2 x 30

U13-U14 2 x 35

U15-U19 2 x 40

NO stoppage time added for tournament games.

In the event of and delay in the game due to injury game will resume as soon as possible and play up until 5 minutes prior to the next scheduled kick off in an effort to get the teams the most amount of play time and keep games on schedule.

Law 7 - The Start of Play

A team must have the minimum number of players on the field 5 minutes after the scheduled start time, or the game is rewarded a win to the non-forfeiting team that meets these requirements.

Forfeits – The team must show up even if it is known that the other team will not appear – to be rewarded the match win. Termination of a game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

All Tournament rules are subject to the Tournament Director's discretion and may be modified as deemed necessary!

Inclement Weather Policy:

1. All games at a site may be temporarily suspended or canceled for any of the following reasons: Rain, lightning, excessively high winds, low air temperature, or when the fields are unplayable due to one of the aforementioned reasons.
2. The Tournament Committee, Site Director or Tournament Director only, are responsible for suspension and cancellation of games due to inclement weather. The referee may not suspend or cancel a game due to the weather.
3. Suspension of games - Suspension of play will be signaled by the blowing on an air horn in one long sustained blast. If the games are suspended, all participants and spectators must go to their vehicles or other permanent structure. Teams must not leave the site until their coach has spoken directly with a Tournament Committee Representative. Restart of play will be announced by several short blasts of the horn, or with the announcement of an "ALL CLEAR". Play will restart with a dropped ball at the place where the ball was when play was suspended, unless the ball was out of play, and then play shall restart



with the appropriate restart. If a team is not ready to resume play within 10 minutes of the "ALL CLEAR" signal. The missing team will be determined to have forfeited the game.

4. Cancellation of games - Prior to the start of the games, or if the games have already been suspended, the Tournament Committee or Tournament Director will decide if the games are to be canceled.

If the decision is to cancel the games;

a. In pool play, if the first half has been completed, the current score at the time of the stoppage shall be final.

b. In all playoff games, if the first half has been completed, the score at the stoppage shall be final. If the score was tied at the time of the stoppage, the two teams will proceed to the Taking of Kicks from the Penalty Mark to determine a winner at a time and place dictated by the tournament Director and/or Site Director.

5. Information on postponement and rescheduling will be published on the Colorado Rush Field Cancellation Line (303-767-0139) and also via the Tournament Web-site, www.coloradorush.com. We will send emails and text to the team contact listed in Gotsoccer.com. It is each team's responsibility to check these sources prior to travel to games to check for game time changes.

6. Rescheduling Policy -Tournament Director and Site Directors will make decisions on how to r e s c h e d u l e games, and reserve the right to alter the tournament format to do so. Rescheduling of games will be published as soon as possible in two ways: the web site shall be updated, and new schedules will be posted at the sites. Any and all game times and places are subject to change in the event of inclement weather.

7. If the tournament is cancelled for ANY reasons within or without the control of the Colorado Rush Soccer club, the Tournament Committee will determine, in its sole discretion based on specific criteria, if any or all fees will be retained by Colorado Rush or if any entry fee may be refunded to tournament participants.