

adidas Beaverton Cup

2010 Rules of Competition

All matches will be played in accordance with FIFA rules, with modifications listed below.
Last revised 6/18/2010

Tournament Scoring System

For standings in pool play, points will be awarded as follows:

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for a shutout
- 1 point for each goal scored (maximum of 3 points)

There is a maximum of 10 points possible for each game. A 0-0 draw will be scored as 4 points.

If two or more teams are tied on points after round robin play, the following tie-breakers will be used to determine who advances to championship games:

1. Head to head play (only if two teams are tied)
2. Best total goal differential (up to + or – 4 goals per game)
3. Fewest goals allowed
4. Fewest yellow and red card points received. A yellow card is one point and a red card is two points. If a player receives a red card for having received a second yellow card, the team receives two points.
5. Coin toss conducted by tournament director(s). Team representatives may or may not be present at option of the tournament director(s).

If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with #1. (For example, if teams A, B and C are tied on points, tiebreaker #1 does not apply. If tie-breaker #2 sees teams A and B tied on goal differential, with a better goal differential than team C, team C is eliminated. The next tiebreaker to be applied is head to head play between teams A and B.)

A team shall be awarded a forfeit win when opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score. However, for tie breaking consideration, the goals scored and goals allowed for the forfeit game will be the average of the goals scored and goals allowed by the team in its other tournament games.

In tied games designated by the tournament as requiring a winner, kicks from the penalty mark, as provided in the Laws of the Game, will be taken at the end of regular time.

Format, Game Length & Ball Size

Age Group	Format	Game Length	Ball Size
U10 - U11	8 v 8, 11 v 11	Two 25 minute halves	#4
U11-U12	11 v 11	Two 30 minute halves	#4
U13 – U14	11 v 11	Two 35 minute halves	#5
U15 – U16	11 v 11	Two 35 minute halves	#5
U17 – U19	11 v 11	Two 35 minute halves	#5

Half time for all games is five minutes.

Number of Players

Each team must have a minimum of seven players on the field (U10 and U11 playing 8 X 8 a minimum of six players). If a team does not have at least seven (six) players ready at the scheduled kickoff time ("ready" means in uniform, checked in with the referee and on the field of play) they will be allowed five minutes to assemble seven (six) players. A team that does not have seven (six) players ready within five minutes after scheduled kickoff time, or that falls below seven (six) players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.

Guest Players

A team may have any number of guest players as long as these players can be verified as registered players. Teams may not add to their roster after the team's first game of the tournament. Any team using a player not listed on their tournament roster will forfeit that game. Players may not be rostered on more than one team in this tournament.

Roster Limits

Roster limits are as follows:

Age Group	Format	Maximum Roster
U10-U11	8 x 8, 11 v 11	14
U11-U15	11 x 11	18
U16-U19	11 x 11	22

Substitutions

Either team may substitute, with the permission of the referee, an unlimited number of players on any dead ball. There will be no limit on the number of times a player may re-enter the game.

Player Equipment / Uniforms

The referee will inspect player equipment before the game. Players shall not wear anything which is considered by the referee to be a danger to themselves, teammates or opposing players.

Each team must wear shirts of the same color, which are different from the opposing team. If, in the opinion of the referee, there is a conflict of colors, the designated home team must change. All shirts, including alternates, must be numbered with no duplications. Players, other than goalkeepers, with unnumbered shirts will not be permitted to play. Players may not change shirts during a game except with the permission of the referee.

Coach and Bench Personnel

All coaches and other bench personnel must remain within the technical area during the game. Although the technical area may not be marked, this is understood to extend no more than five yards beyond the benches in either direction and no closer than three yards to the field. Coaching during the game is limited to one person giving directions to their own team. No mechanical or electronic devices may be used. Team head coaches are also responsible for the conduct of their players, bench personnel and spectators.

Red Cards

Any coach receiving a send off (red card) must leave the site. Any player, coach or bench personnel sent off (red card) may not participate in the team's next game of the tournament. Any player, coach or bench personnel sent off for violent conduct may not participate in any further game of the tournament and will be referred to their state or national association for further sanctions. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in an additional game of the tournament. A coach who is suspended may not be present at any game for which they are suspended.

All yellow and red cards given during the tournament will be reported to the Oregon Youth Soccer Association or the player's home state or national association.

Team Check-In and Credentials Teams must check-in at least 90 minutes prior to the first match. Teams will be notified of the time and location of Check-In.

1. Player Cards: All players must be registered with a member of their national soccer association, which is affiliated, directly or indirectly, with FIFA. In the United States, this is the United States Soccer Federation (USSF). Members of USSF include US Club Soccer (USCS), US Youth Soccer (USYSA), American Youth Soccer Organization (AYSO), and Soccer Association for Youth (SAY). Proof of such registration shall be player identification cards (cards must have player's picture and be laminated) issued by the registering organization, which must be presented at Check-In. Players may be registered for either the 2009-2010 or 2010-2011 soccer years. *There can not be a mixture of player cards from different affiliations (Every player on the team must have the same type of player card. A team can not mix USYSA cards with US Club Cards, or any of the above listed affiliations.)* **No valid player card, no play.**

2. Travel Papers: Teams travelling as USYSA teams (other than Washington or Idaho teams) must present travel papers at check-in. Teams travelling as US Club teams do not need travel papers. Copies of travel papers will be given to our state association.

3. Roster Verification

At check-in, teams must present seven copies of their official roster that includes each player's full name, date of birth and shirt number, as well as the full name of all coaches and other bench personnel. Verification of the roster will consist of checking player cards and/or travel papers against the official roster. After verification of player registration, teams will receive six copies back. One of these official rosters must be presented to the referee before each match.

Age Groups

All age groups (except U19) are based on player age as of August 1, 2010. For teams from the United States, these are US Youth Soccer 2010-2011 age groups. (For example, to be eligible for the U14 division, players must be 14 or younger on August 1, 2010.) Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee. No overage players are permitted, except that players on "8th grade exemptions" are permitted on U14 and U15 teams. This allows an overage player who will be in the 8th grade in fall of 2010, or who was in the 8th grade in Fall of 2009 to play U14 or U15, respectively. Teams must provide documentation of 8th grade exemptions at registration. The U19 age group is based on 2009-2010 and 2010-2011 age groups.

Protests / Appeals / Refunds

All referee judgment decisions, including the five minute grace period, shirt color conflicts, selection of game ball, field playability, amount of time added on, etc., are final and are not appealable. Any other appeal must be made in writing to the tournament director(s) within one hour after completion of the game being protested, after notifying the referee and the opposing coach of the appeal before the referee has left the field (or a subsequent game on that field has begun). An appeal bond of \$50 in cash (no checks) must accompany the written appeal. The bond will be returned if the appeal is granted. An appeal committee of three neutral persons will be appointed by the tournament director(s) to hear the appeal and make a decision before the next games for the teams involved. Their decision will be final.

Refunds will not be granted for any reason once the tournament schedule is posted. Refunds may be granted at the direction of the tournament director prior to that.

The Tournament Director

The tournament director has the authority to convene a judicial committee of three neutral persons. Such a committee may be convened to deal with any actions that are disruptive to the tournament or bring the game into disrepute. Such a committee is empowered to take such action as they deem appropriate against any player, coach, manager or spectator. Sanctions imposed by such a committee may range up to and including expulsion from the tournament. The committee may only act after giving the player, coach, manager or spectator an opportunity to respond to the accusations.

The tournament director has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver or lack of enforcement. These are the official rules of competition and they supersede any other summary or description of the rules, written or verbal.

Extreme Weather Policy

If temperatures reach 95 degrees, the referee may provide a two minute water break during each half. Game clock will be kept running.

Alcoholic Beverages

Possession or consumption of alcoholic beverages at any game site by players, coaches or spectators is prohibited.

Athletic Trainers

There will be a trainer available at the tournament headquarters site at 158th and Walker Road.