

# 2011 Chinook Cup Tournament Rules

## FIFA Laws of the Game apply with the following modifications

### Tournament Headquarters and Team Check-in

Every team must check-in at Tournament Headquarters at least two hours prior to their first scheduled game.

Tournament Headquarters is located at Cook Park, 16992 SW 92<sup>nd</sup> Ave, Tigard, Oregon 97224.

Tournament Director and contact person is Kibwe Cuffie, 503.968-7197

Teams must bring 6 copies of the official tournament team roster and individual player passes for each Coach/Player on the roster.

Only players on the roster at check-in will be allowed to play in the tournament.

Non-Oregon US teams must also bring approved travel papers from their state association, or US Club Soccer cards for each Coach/Player on the roster. *\*Not required for Region IV*

Once teams have completed the Team Check-In procedure prior to their first game, they do not need to check in prior to their subsequent games. We do

not require notarized medical releases for players. There is no official trainer on site.

### Roster Size and Guest Players

The U9 teams will play eight a side, and may roster a maximum of 14 players, including up to six guest players. The U10 and U11 teams will play 8 v 8 and may roster a maximum of fifteen players, including up to six guest players. The U11(11v11), U12-U14 teams may roster a maximum of eighteen players including up to six guest players. (A guest player is a "registered player participating in a competition for a team to which the player is not on the roster for purposes of league play".)

### Substitutions

Free substitution will be allowed for all age groups, with the referee's permission, any time play has stopped. A referee may deny a substitution request if the referee considers it to be an intentional plan to disrupt the play, or an attempt to run off an excessive amount of time.

### Length of Games and Ball Size

U9: 25 minute halves; Size 4 ball

U10: 25 minute halves; Size 4 ball

U11: 25 minute halves; Size 4 ball

U12: 30 minute halves; Size 4 ball

U13: 30 minute halves; Size 5 ball

U14: 30 minute halves; Size 5 ball

If Quarterfinal or Semifinal games are tied at the end of regulation time, the game will go to FIFA Penalty Kicks.

Only players on the field at the end of the game may participate in the Penalty Kicks. If a championship game is tied at the end of regulation time, two overtime periods of five minutes each shall be played to conclusion. If the game is still tied after the second period of overtime, the game will go to FIFA Penalty Kicks. Only players on the field at the end of the game may participate in the Penalty Kicks.

### Player Cards

EVERY player in the tournament must have a valid picture player card issued by their state association or governing body. These cards are checked at the Tournament Check-in and must be present at all games.

### Player Ages

Ages are based on the 20010/2011 age groups. No overage players are allowed except for players with "8<sup>th</sup> Grade Exemptions" (documentation of 8<sup>th</sup> grade exemptions must be provided at registration).

A player may not play on more than one team during the tournament.

U09 Born on or after 8/1/02

U10 Born on or after 8/1/01

U11 Born on or after 8/1/00

U12 Born on or after 8/1/99

U13 Born on or after 8/1/98

U14 Born on or after 8/1/97

## **Tournament Format and Brackets**

The brackets and format will be established based on the quantity and quality of the teams entered into the tournament. The format will allow all teams to play a minimum of 3 games.

## **Game Start Times**

Referees will start the game clock at the designated time regardless of whether teams are ready to play. A referee may add time lost due to injury, but the game must conclude at least five minutes prior to the start of the next match. A five-minute grace period will be allowed for teams that do not have the minimum number of players to start the game.

## **Minimum Number of Players**

At U9, U10, and U11 a team must have a minimum of six players to participate in a match. At U11–U14 a team must have a minimum of seven players to participate in a match. If a team does not have enough players, after the five minute grace period, they will forfeit the game with the other team receiving three total points and 3 goals.

## **U9 & U10 rules particular to this age group**

NO Slide tackling, No Penalty kicks, No direct kicks. Indirect kicks will be given in place of penalty kicks in regulation time.

## **Team Sidelines**

Players and Coaches must be on one side of the field, spectators on the other side. Coaches, players, and spectators are not allowed behind the end line for any reason.

## **Alternate Color Jersey**

Each team must have an alternate color of numbered jerseys. The home team (listed first) will be responsible for changing jerseys if there is a color conflict. Uniform numbers must match the numbers on the official roster. U9 & U10 teams do not require numbered uniforms.

## **Official's Report**

Coaches should verify with the referee at the game's conclusion that their score matches his report. All game results will be called into tournament headquarters by the field marshal immediately following each match. In the event of a conflict, the referee report shall be deemed the official score for the game.

## **Cautions and Ejections**

Any player receiving two yellow cards in a single game will be shown the red card and sent off and may not be replaced. Any player or coach that receives a red card in a game will receive at least a one game suspension (the next game). The tournament committee, depending on the circumstances, may apply a greater suspension. Any coach or team official that is ejected (red card) from a game must immediately leave the game site so as not to be within sight or sound of the field. In the event the coach or team official refuses to leave, the referee shall suspend the game and declare a forfeit by the offending team. Players who are ejected from a match may remain on the team sideline. Any coach or team official that is ejected must immediately leave the game site facility.

## **Game Balls**

All game balls are being supplied by Nike and Southside Soccer Club and will be brought to each game by the referees.

## **Player's Equipment**

Shin guards, covered by socks, are mandatory. All casts and equipment are subject to approval by the match referee.

No jewelry of any kind (earrings, nose rings, body rings, bracelets, necklaces) is permitted. Taping of jewelry is not permitted. Medical bracelets are allowed but must be taped.

**N.B. Trainer will not be on site.**

## Scoring Method

Scoring during the tournament will be based on the following system:

**Win** ..... 3 points

**Tie** ..... 1 points

**Loss** ..... 0 points

## Tie Breakers

If two teams are tied in points after the preliminary round, the following tie breakers will be used.

1. Head to Head results
2. Goal differential.
3. Goals Scored.
4. Goals Against
5. Coin toss

Playoff games go straight to penalty kicks. For final games only, there will be two 5 min over time periods (no golden goal) before penalty kick.

## Appeals

Referee judgment decisions are final and may not be appealed. Any other appeal must be verbally lodged with the referee and the opposing coach at the game site. The appeal must then be made in writing to the Tournament Director within two hours of the end of the match. The Tournament Director will review any appeal correctly filed under this rule. There will be a \$50.00 non-refundable fee for any appeal that is filed. All decisions of the Tournament Director are final.

## Refunds

Teams that are not scheduled to play three games during the tournament will receive a \$100 refund.

Teams that withdraw from the tournament prior to registration closing for the age group/division they entered, will receive a full refund less a \$100 administrative fee.

Teams that withdraw from the tournament after registration closes (July 24<sup>th</sup>), will not receive any refund.

## Inclement Weather

In the event that play cannot be started or is stopped due to weather, teams will take cover, but will remain at the game site and proceed as follows:

- a. If time allows, resume play and play to completion
- b. If there is insufficient time to play the entire game, the game will be continued until the half is completed.

The game will then be considered complete.

The tournament director will coordinate stoppage of play. The tournament director reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delays due to inclement weather, including shortening subsequent games as necessary to complete the schedule.

## Shortened/Abandoned Games

Referees are the sole arbiter of the game clock, and their decisions regarding game length are final, and may not be appealed. If games are shortened/abandoned for any reason, the tournament director reserves the right to determine how the game result shall be determined. Decisions by the tournament director in determining the official game result are final, and may not be appealed.

## Other

Rules governing game venues are posted at the various locations. All teams, coaches and spectators are expected to follow all posted venue rules. In addition, alcohol and swearing are not permitted at any location. Violators of these rules will be asked to leave the venue.