

Nevada Jr. Cup 2019

Tournament Rules

ELIGIBLE PLAYERS

Tournament is open to all USSF sanctioned organizations such as USYS and US Club Soccer. Only those players appearing on the tournament approved team roster will be eligible to play. Players may only be rostered on one team participating in the tournament.

STAY AND PLAY REQUIREMENTS

As a condition of acceptance, all teams, other than those in the local area, are required to stay in Tournament designated hotels. Our lists of approved hotel company, Traveling Teams, the hotel list they provide are the only properties, which may be used for all team players, parents, and coaches. There are no exceptions. Failure to book rooms with the company will result in a fine.

CREDENTIALS

USYSA or US Club Soccer laminated player passes (properly validated by League and/or Registrar) will be required for all players. Any player who fails to provide a player pass before the game will be unable to play. There will be no exceptions to this rule. Player passes will be checked before each game by the field marshal.

At the Mandatory Registration, teams must provide the required credentials. All teams must provide valid laminated Player I.D. Cards with photographs. Your USYSA State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with all of your State Association's rules. Teams in Region IV of USYSA do not need any additional paperwork.

ADMINISTRATION: The administration of the Nevada Jr. cup is vested in the tournament director provided by Nevada Youth Soccer Association. The Tournament Director will decide on any matters not provided for in this policy and his/her decisions are final. **The Tournament Director will only receive communication concerning the tournament and its conduct from a registered team official.**

DISPUTES: The Tournament Director will settle all disputes. All decisions of the Tournament Director are final. All Official game results are final.

TOURNAMENT CHECK-IN

Traveling Teams - Check in will take place a minimum of 1-hour prior at the fields on the opening morning of play. All players must be registered with USSF affiliated organization (i.e. USYS, US Club, etc.) and have their laminated player passes and medical release forms at the time of Tournament Check-In. No Travel papers will be required for teams from states within Region IV. There will be no player additions at the time or after Tournament Check-In. **All Players cards must be from the same organization.** For example, a team checking in is affiliated with USYS so ALL players must have USYS credentials.

Local Teams – Check in will be held on March 4-5 from 9am-4pm at the State Association office located at 2605 S. Decatur Blvd., Suite 114, Las Vegas, NV 89102.

GUEST PLAYERS

(5) Five guest/loan players will be permitted per team with properly completed guest/loan player forms signed by your state association. If the team manager cannot provide the signed guest player form upon request, the offending team will forfeit ALL games for the tournament. These players must be listed on the official GotSoccer roster. Guest players must have the same type of player card as the team they are guest playing for. If a

teams is using USYS player cards (from any state) then the guest player MUST have a USYS player card (and it can be from any state). If a team is using US Club player cards, then the guest player must also have a US Club player card (US Club cards also include boys and/or girls ECNL player cards).

ROSTER FREEZE

Rosters will be frozen at the time your team checks in. Teams must be registered to a 6U-14U boys or girls team. Eligible players are those players whose names appear on the team's official roster on gotsoccer.com. The players listed on the team's official roster must be officially registered to the team through their youth soccer organization or be a sanctioned guest player. A team may have maximum of five guest players.

CHEATING

Any team caught cheating will result in the forfeit of ALL games, whether played or not, in the tournament. A refund will NOT be issued in any circumstance.

INJURY TIME

Referees will be instructed not to add time to a game except in the most extenuating of circumstances.

SUBSTITUTIONS

Unlimited substitution will be allowed only with the referee's permission and only as follows:

- A. Prior to a throw-in by the team in possession
- B. Prior to a goal kick by either team
- C. After a goal is scored by either team
- D. For injured player if play is stopped
- E. At half time

A player receiving a caution (yellow card) MAY be substituted for at that time.

SCHEDULE

All teams are scheduled at least three (3) games (weather permitting). The Tournament Director may reduce the number of games or game durations in order to complete the tournament if playing time is lost to inclement weather. Cancellation or abandonment of games is the decision of the Tournament Director or Center Referee should they determine that playing conditions are dangerous, as per FIFA/USYS/NYSA regulations. The Tournament Director will do everything in his/her control to make sure all games are played. If the Tournament Director makes the decision to abandon all or part of the tournament, the standing at that time will be as final. No refunds will be given.

EJECTION/Disciplinary Action

USYSA-Nevada rules prohibit any player or team official ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his/her suspension. A player or team official receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player or coach who has been ejected (sent off), shall not be replaced and will be suspended from the team's next scheduled match. If all team officials are ejected, then the game will immediately end in a forfeit for the offending team.

VIOLENT CONDUCT shall not be allowed to participate in the next TWO scheduled games (subject to review by the Tournament Committee). Any player or team official who assaults a referee will be expelled from the tournament.

FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further tournament games. Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament and the game will

immediately end with the offending team forfeiting the game. If the players cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament. If, in the opinion of the center referee, a match must be terminated for misconduct, the offending team forfeits that match and will be suspended from further play in all remaining matches which will result in forfeits. Previous points earned and any right to a refund, awards or other consideration will be forfeited. Any verbal abuse directed at the committee members, referees, or other staff members/volunteers will result in suspension and ejection. Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or any style of play that detracts from the game of soccer.

HOME TEAM RESPONSIBILITIES

Home team (first team listed on the schedule) will be required to change jerseys in the event of a color conflict and will supply the GAME BALL if a tournament ball is not provided. The game ball will be subject to referee approval. Spectators must remain **directly across** the field from their team. Both teams are to sit opposite the parents. Failure to comply will result in removal from the field.

LENGTH OF GAMES

Listed as below or as determined by the referee. All Teams are guaranteed minimum of three games (Weather Permitting).

Age	Players	Roster Size	Game Length	Ball Size	GK	Offside	Headers	PK's	Goal Size	Field Size	Refs	Restart Play	Subbing	Players Required to Start Game
6U	4v4	8	4x10	3	NO	NO	NO	NO	4x6	L - 25-35 W - 15-25	1	Kick In Throw In	Anytime Unlimited	4
7U	4v4	8	4x10	3	NO	NO	NO	NO	4x6	L - 25-35 W - 15-25	1	Kick In Throw In	Anytime Unlimited	4
8U	4v4	8	4x10	3	NO	NO	NO	NO	4x6	L - 25-35 W - 15-25	1	Kick In Throw In	Anytime Unlimited	4
9U	7v7	14	2x25	4	YES	YES	NO	YES	6.5x 18.5	L - 55-65 W - 35-45	2	Throw In	Stoppage Only Unlimited	5
10U	7v7	14	2x25	4	YES	YES	NO	YES	6.5x 18.5	L - 55-65 W - 35-45	2	Throw In	Stoppage Only Unlimited	5
11U	9v9	16	2x30	4	YES	YES	NO	YES	7x21	L - 70-80 W - 45-55	2	Throw In	Stoppage Only Unlimited	6
12U	9v9	16	2x30	4	YES	YES	YES	YES	7x21	L - 70-80 W - 45-55	2	Throw In	Stoppage Only Unlimited	6
13U-15U	11v11	18	2x30	5	YES	YES	YES	YES	8x24	L - 25-35 W - 15-25	3	Throw In	Stoppage Only Unlimited	7

7v7 Build Out Line

- 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 prior to a goal kick and may only cross the build out line once the ball has left the penalty area.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick is 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
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line.
- The goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

*6U-10U Punting is NOT allowed

*U11 and below Headers are NOT allowed

GAME POINTS

A. Points will be awarded for each game in accordance with the following schedule:

(3) Three points for a WIN

(1) One point for a TIE

(0) Zero points for a LOSS

B. For a forfeited game, the winner will be credited with a 1-0 win and awarded three points. A team abandoned by another team during a game will be awarded three points.

C. No points will be awarded if both teams fail to appear

FORFEITURES

Teams have a 5-minute grace period after the kickoff start time to appear for the match. Failure to appear within 5 minutes will result in a forfeit, awarding the present team a 1-0 win (3 points)

GAME ABANDONMENT

Should a game be abandoned for reasons beyond the control of either team, the game is considered official if one half of play has been completed and the score at the time of abandonment will stand as the final result. If the game is abandoned before one half of play has been completed the outcome will be decided by the Tournament Director and will consist of either a rescheduling of the game, or a recommencement of the game from the game time at abandonment, or the awarding of a tie to both teams.

BRACKET SCENARIOS

4 teams- each team plays each other once and the top two go to the final.

6 teams- two brackets of three teams will play crossover (bracket A teams play bracket B teams) with the top two teams going to the final.

8 teams- two brackets of 4, each team plays the other three teams in their bracket with top teams from each bracket going to the final.

10 teams- Three brackets as follows: 4 teams in bracket A and three teams in brackets B and C. Bracket A plays three games within their bracket and the winner moves on to the finals; Brackets B and C play two games within the bracket and then the winners move on to the semifinals for their third game and the other teams play a consolation as their third game (B2 vs. C2 and B3 vs. C3)

WILDCARD BRACKETS

This is crossover play, meaning teams do not play each other in their same bracket. The top two teams from either bracket will play against each other in the final. Tiebreaker "A" does not apply to wildcard/crossover brackets.

TIE BREAKING WITHIN A BRACKET/DIVISION

In the event of a points tie, places will be determined as follows:

(If a tie exists in the determination of a wild card team, criteria B through E will be applied.)

- A. Head to head (If all teams played each other)
- B. Goal differential (Maximum of 4 goal differential per game)
- C. Least Goals Against
- D. Most Goals Scored (maximum of 4 goals per game)
- E. FIFA Penalty Shootout (Site and time are at the discretion of the Tournament Director or held ½ hour prior to and at the site of the teams next potential match. 11 Players from the teams must be ready to participate within 5 minutes of the appointed time or else that team will forfeit.)

THREE WAY TIE BREAKERS

If a three-way tie exists within a bracket after steps 1 through 4, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Semi-Final games.

TIE BREAKING IN CHAMPIONSHIP GAMES

For advancing teams (to include quarter-finals and semi-finals, and finals), the tie breakers will be limited to FIFA penalty kicks. In semifinal brackets involving wild cards, (C vs. pts), a coin flip will be used to prevent a match of teams that have previously played.

PRE-MATCH CHECK IN

Teams must check in with the field marshal at the field marshal tent thirty (30) minutes prior to the time their match is scheduled to begin. Player cards with tournament sticker must be presented to the field marshal. Field marshal will check player equipment and cards before each game. The field marshal will not check in partial teams. All players must be present to conduct check in. Players passes will be held until the conclusion of the game in which a coaches or manager is expected to pick up upon conclusion.

EQUIPMENT

Shin guards must be worn by all players. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the competition. Players wearing hard orthopedic casts will not be allowed to play if it determined to be a risk to other players. The referee shall make the determination of the safety of the cast. Players shall wear approved cleats. Coaches are responsible for picking up players cards after each match.

AWARDS

8U-15U - There will be awards given for 1st (Trophy + Medal) and 2nd place (Medal Only). Awards will be given to the coach/manager at the completion of the Championship Games. Awards will not be mailed to teams. They can be picked

up at the tournament headquarters located at your complex after the completion of the championship match. Awards will only be handed to a registered coach or manager only.

6U-7U Participation medals will be given to all players in this age group. Medals must be picked up at the tournament headquarters on Sunday. Awards will only be handed to a coach or manager only.

MISCELLANEOUS

Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All decisions and calls of the tournament referees are final. **No protests will be allowed.**

DISPUTES:

The Tournament Director or her designee will settle all disputes. All decisions by the Tournament Director and official game results are final.

PROTESTS:

No protests will be allowed and all games will be considered final.

REFEREE DECISIONS:

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

CONTINGENCY PLAN:

Plan A. All games will be played as scheduled. Plan will not change before Friday.

Plan B. Shorten all first round games to 15 minute halves.

Plan C: Plan B plus shorten all second round games.

Plan D: Plan C plus shorten all third round games.

Plan E: In the event the grass fields become totally unplayable due to inclement weather, games will be shortened and played on turf fields. It may be necessary to decide some games with FIFA Penalty Kicks.

The Tournament Committee will do whatever is necessary to play all games, however, the safety of the players is paramount. Along with safety, damage to the fields will be considered in making the decision to cancel any games. The City of Las Vegas reserves the right to cancel field use due to weather which is out of the Tournament Director's control. Refunds will not be issued due to shortening or canceling of games due to inclement weather.

NEVADA LAW:

The Nevada Legislature passed Law AB 474 in 2005 to protect sports officials, including referees and assistant referees. State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to \$2,000 and one (1) year in prison. If the victim suffers severe bodily harm, the punishment may be up to a \$10,000 fine and fifteen (15) years in prison. (NRS 200.471 and 200.481)

NO PETS ARE ALLOWED IN CITY OF LAS VEGAS SOCCER FIELDS

NO ALCOHOLIC BEVERAGES AT OR NEAR THE TOURNAMENT FIELDS

PLEASE PICK UP TRASH AT THE END OF YOUR GAMES

GOOD LUCK! HAVE FUN! THANK YOU!