

VETERANS CUP

November 4-6, 2022 HOSTED BY PRIDE SOCCER CLUB

RULES OF COMPETITION



VETERAN'S CUP 2022

All games will be played under FIFA Laws of the Game as modified by Colorado Youth Soccer, unless otherwise stated in this rules package. All rules disputed will be settled by the Tournament Director or designee.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

I. TOURNAMENT HEADQUARTERS AND OFFICIALS

A. The Tournament Headquarters is located at:
Pride Soccer Complex & Cottonwood Park

Tournament Director: Mackenzie Morris: mmorris@pridesoccer.com

ELIGIBLE PLAYERS

Eligible players are those players whose legal name and birth date appear on the team's roster or guest roster at Tournament check-in. All coaches must be prepared to provide two copies of the team roster at Tournament Check-in and at the field. No players may be added to any roster once the team has started its first game. Players may only play on one team in the Veteran's Cup 2022. See Chart for Roster Size.

TOURNAMENT CHECK-IN

Please see the tournament website for tournament check-in for local teams. Teams traveling over 60 miles will have a mandatory check in NO LATER THAN ONE HOUR PRIOR TO THEIR FIRST GAME at tournament headquarters located at either the Pride Soccer Complex or Cottonwood Park.

ROSTERS

Each team must present two copies of its roster and one copy of its Veterans Cup guest player roster, if applicable, at tournament check -in. A tournament representative will make any changes as directed by the team representative on all copies. One identical copy of each will be marked and retained in the tournament file. The team will receive a mark, stamp, or sticker on the other copies to be provided as required on the fields for games.

Age	Game Format	Max Roster Size	# of Guest Players Allowed	Minimum # of Players to Play
U6	4v4	8	3	4
U7 - U8	6v6	12	3	6
U9-U10	7v7	14	3	7
U11 - U15	9v9	14	3	9

PLAYER MEDICAL RELEASES

Signed medical releases for all players must be presented at tournament check-in. The releases will be checked and given back to the coaches at check-in. From then on, they must be in the possession of the coach and are subject to inspection by the tournament committee members at any time. USYS registration medical authorizations are acceptable if properly signed. There will be no roster changes and/or additions once a team's first tournament game has started.

THE FIELD OF PLAY

In all games, the home team (wears dark) is listed first on the official game schedule. The away team (wears light) is listed second. Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game. All teams will supply their approved tournament roster to the referee prior to the game.

All spectators shall remain in designated viewing areas. At Cottonwood, Grant, and Woodland Hills- the HOME team and it's spectators sit on the north or west side of the field. The AWAY team and it's spectators sit on the south or east side of the field. Parents of home team and parents of away team sit on the same sideline as their team.

At the Pride Complex, due to its layout, players and coaches are on the inside sidelines, and spectators remain on the outside perimeter and berms to watch the game.

During the game, the coaches must remain on their designated side of the field, within their own team's technical area, and off the field of play. Team coaches/managers are responsible to regain possession of rosters at the end of each game.

Teams must be ready to play at their scheduled kick off time or will forfeit the game. Teams failing to check in within ten (10) minutes before their scheduled kick off time will forfeit the game. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in. The team must show up even if it is known the other team will not appear.

SUBSTITUTION PROCEDURES

A player may be substituted on any dead ball situation, with the permission of the referee. Subs are unlimited. The substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee. The substitution only enters the field of play at the halfway line and during a stoppage in the match.

CHANGING THE GOALKEEPER

Any of the other properly registered players may change place with the goalkeeper, provided that:

- the referee is informed before the change is made
- the change is made during a stoppage in the match

THE PLAYERS' EQUIPMENT

Home Team is the team listed first on the schedule and will wear dark jerseys. Visiting Team is the second team listed on the schedule and will wear light jerseys. If the visiting team does not carry a light jersey, then the visiting team must change to a jersey of an alternate dark color that does not conflict.

Referees will request a player to fix equipment or remove equipment that is considered dangerous. A player will not be permitted to play until the dangerous equipment is addressed. After the start of the game, the player may be sent from the field to correct the problem to the referee's satisfaction. A player sent from the field to correct equipment may return to play with the referee's permission.

THE BALL

The home team shall supply the referee with one or more suitable balls, properly inflated and in good condition. The referee shall choose the ball to be used in the game.

Age Group	Ball Size
U6 – U8	3
U9 – U12	4
U13 – U15	5

SCORING

Win = 6 points plus 1 point for each goal scored, maximum of 3 goals

Tie = 3 points plus 1 point for each goal scored, maximum of 3 goals

Loss = Zero points plus 1 point for each goal scored, maximum of 3 goals.

Teams are awarded points for goals regardless of the outcome of the game

Shutout = 1 point for a shut out

Red Card, Coaches or Spectators dismissed due to Irresponsible Behavior = -1 Point.

Fighting or Abandonment of a game = -2 Points

Forfeit = 10 points for a no-show forfeit, marked as a 0-3 win to the opposing team

TIE BREAKERS

While following the criteria listed below, never revert back to the top of the list even after a team has been eliminated from the tiebreaker. Ties in the standings will be resolved in the following order:

1. Head to Head Competition
2. Most Wins
3. Goal Differential (Goals Scored Minus Goals Allowed)
4. Most Goals Scored
5. Least Goals Allowed
6. Penalty Kicks – to be taken from the PK spot with a goalkeeper in the goal and are deemed to be either a goal or no goal. 5 players will be selected from the player on the field at game end and will play alternation shots. If the score is still tied after 5 rounds of attempts, then single alternation shots (after any consecutive round) will determine the advancing team

CONDUCT AND DISCIPLINE

TEAM AND SPECTATOR CONDUCT – Misconduct by a team, players, coaches, parents, spectators, supporters, or officials will not be tolerated on or off the field. A team, player, coach, parent, spectator, supporter, or official may be withdrawn from the competition at the discretion of the Tournament Director. In the event that this occurs, a misconduct report will be made to CSA and/or the team's State or National association. Coaches are responsible for the conduct of their team and supporters both on and off the fields.

GENERAL RULES – Verbal abuse or harassment of anyone will not be tolerated. Alcohol, firearms, fireworks, and glass containers are not allowed at the park. Artificial noisemaking devices are prohibited. All facilities are Smoke Free.

EJECTIONS

Any player or coach who received a red card/ejection during a match is not allowed to play or coach in the next match. Players and/or coaches receiving an ejection must leave the match immediately. Failure to comply will result in the game being terminated. Players may sit on the bench during their suspension. However, they shall not be in uniform. Coaches shall not return to the tournament site during the match for which they are serving the one game suspension.

YELLOW CARDS – A player or coach receiving two yellow cards during a match is suspended from that match and suspended from the next match (one match suspension). Two yellow cards in the same match is a red card and are counted as a red card.

ANY PLAYER, COACH, OR SPECTATOR GUILTY OF REFEREE ASSAULT WILL BE SUSPENDED IMMEDIATELY FROM THAT MATCH AND SUSPENDED FROM FURTHER TOURNAMENT PARTICIPATION. A REPORT WILL BE MADE TO THE HOST STATE ASSOCIATION AND THE TEAM'S STATE OR NATIONAL ASSOCIATION.

REPORT OF DISCIPLINARY ACTION

Disciplinary actions taken during a match will be marked on the game card with the name and jersey number of the player or the Coach's name.

STOPPAGE TIME

The game official may add stoppage time to the game duration on any game. In the case of a major delay in play due to severe injury or other such incident, stoppage time may be added but only in the increment that will allow the game to end no less than 5 minutes before the start of the next regularly scheduled tournament game.

INCLEMENT WEATHER

The Tournament Director reserves the right to adjust game length and schedules due to inclement weather or adverse field conditions. Games are on a running clock. Teams will be expected to play their games at the scheduled time and location, regardless of weather, unless otherwise stated by the Tournament Site Director.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. Coaches must be available to be contacted by the Tournament Staff. Teams must not leave the site until their coach has spoken directly to the Tournament Site Director if games are called or postponed due to inclement weather. Keep in contact with the Tournament Director at your site. It is the responsibility of each team to make sure that you supply a cell phone in the event we need to contact you for any reason. Do not make assumptions about tournament play relative to weather or other delays. It is the coach's responsibility to check with the Tournament Site Director regarding any game status at all times.

SHOULD THE SUSPENSION OF NORMAL TOURNAMENT PLAY OCCUR, REGARDLESS OF THE REASON, THE FOLLOWING TOURNAMENT RULES SHALL APPLY:

A game result will be final upon completion of one half of play regardless of the circumstances of termination in preliminary rounds. For championship rounds, the result MAY be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of the game termination and resumption. The winner will be determined based on the score at the game's termination.

SPECIAL RULES:

U7-U8*

No heading or punting. Substitutions on any dead ball. All kicks are indirect. No slide tackling.

U9-U10*

No heading or punting. Offside rule is in effect from the build-out line (not the half-way line)

***Build-out line in effect**

***When the goalkeeper has possession of the ball, the opposing team must retreat behind the buildout line, if the goalkeeper plays the ball to a teammate, it is live as soon as it is released. The GK may throw it past the build out line. Goal kicks are also live as soon as the ball is touched.**

U11-15

Full FIFA rules in effect. Coach may make substitutions on any dead ball.

THE DURATION OF THE MATCH

Age	Length of Game	Half Time	Offside	Overtime Championship Game
U6	2 x 20 minute halves	5 minutes	No	None, Go Directly to Penalty Kicks
U7 - U8	2 x 20 minute halves	5 minutes	No	None, Go Directly to Penalty Kicks
U9-U10	2 x 20 minute halves	5 minutes	Yes	None, Go Directly to Penalty Kicks
U11 - U15	2 x 25 minute halves	5 minutes	Yes	None, Go Directly to Penalty Kicks