



## **FC Pride Cup 2008**

# **RULES & REGULATIONS**

### **LAWS OF THE GAME**

All games will be played under international rules (FIFA) as modified below.

### **TEAM ELIGIBILITY**

Teams may carry a roster of no more than 18 players for U13-14 (3 guest players), and will play 11 v 11. **U14 teams may have no more than 3 U15 eight grade players on their state approved roster.** U11-U12 rosters will have no more than 14 players (3 guest players), and will play 8 v 8. U11/U12 Teams playing 11 v11 may have up to 18 players (including 3 guest players No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State or National Association. No special formed all-star teams will be permitted. Each player must have a valid USSF/USYSA ID card.

### **LIABILITY INSURANCE COVERAGE**

FC Pride has purchased additional tournament insurance (Liability) for all teams. Teams do not need to purchase any additional insurance to participate in the FC Pride Cup.

### **INDIVIDUAL PLAYER ELIGIBILITY**

Players rostered on two teams entered in the FC Pride Cup may participate on both teams as long as the teams are in different age groups. Player must be on both team rosters at time of final check-in.

### **DURATION OF GAME**

<u>AGE DIVISION</u>	<u>PRELIMINARIES</u>	<u>SEMI'S &amp; FINALS</u>	<u>BALL SIZE</u>
U14	2 - 30 minute halves	2 - 30 minute halves	5
U13	2 - 30 minute halves	2 - 30 minute halves	5
U12	2 - 30 minute halves	2 - 30 minute halves	4
U11	2 - 30 minute halves	2 - 30 minute halves	4

### **HOUSING REQUIREMENTS**

All teams that are selected for participation are **required** to make hotel reservations for their entire team through the Indianapolis Convention and Visitors Association- Housing Group. Reservations are required at one of the designated FC Pride Cup hotels and must be booked through the ICVA. In the event your team does not utilize the housing group, your team may not be accepted to the FC Pride Cup.

**REFEREES:** U11-U14 games will have a center referee and 2 assistant referees.

### **UNIFORMS AND EQUIPMENT**

**Home team must wear their light uniform and provides the game ball.** Each player must wear shin guards and an official uniform with a number on the back.

### **START OF THE GAME**

The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.

### **SUBSTITUTION**

**The following rules for substitution will be followed:** A modified **FIFA** rules of substitution will be followed for all games. Any team may substitute at any dead ball based on the referee's approval. **Substitution is unlimited.**

### **EJECTION**

**Player:** Any player or coach ejected from a game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach of the team after the player has sat out their suspension. The coach is responsible for picking up the players pass after their suspension is completed.

**Coach:** In the event a coach is ejected from a game, he/she must leave the complex and not return until the conclusion of the team they were coaching completes their next game. A coach may not coach another team until the suspension has been completed.

## **FAILURE TO SHOW – FORFEITS**

A minimum of seven players constitutes a team. A five (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 1-0 and will receive only the 3 points for the win. *In the event of a forfeit in a group, all teams in the group will be awarded the same points.*

## **PROTESTS**

Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$200 bond, which will be returned only if the protest is upheld. Referees judgment will not be a basis for protests.

## **SCORING FORMAT**

Three (3) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. In the event of ties in total point standings, the following sequence will be used:

1. Head to head competition between teams that are tied
2. Best goal difference for all games - up to 4 per game
3. Fewest goals allowed
4. Penalty kick shoot out - 5 players per team; if still tied, sudden victory penalty kick shoot out

In the event that of a three team tie, head to head competition will be eliminated if a winner cannot be decided. The following tie breaker sequence will be used:

1. Best goal difference for all games - up to 4 per game
2. Fewest goals allowed
3. Penalty kick shoot out - 5 players per team; if still tied, sudden victory penalty kick shoot out. A coin toss will determine who participates.

## **TIE BREAKER, SEMI-FINALS & FINALS**

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semi-final or final game, 2-5 minute overtimes will be played to completion. In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken as listed below to determine a winner.

## **TIE BREAKERS - PENALTY KICKS**

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

- (a) Each team will select (5) players to kick - only players on the field at the end of the game may be selected.
- (b) Team will alternate kicks - first team to kick will be determined by the referee's coin flip.
- (c) If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
- (d) All eligible players must kick before any eligible player can repeat.
- (e) Keepers may be changed after any shot.

## **INCLEMENT WEATHER/CANCELATIONS**

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond our control. In the event that severe weather delays the tournament, all games which are at least at half time will be considered complete. All which have not reached halftime will complete the half only if weather permits ( in the event the game can not be completed the game will considered a tie). If the game determines a bracket winner the below standard for Semi-Finals/Finals will be followed for determining a winner.

In the event Semi-Finals or Finals cannot be played due to severe weather the following tie-breaker format will be used to declare champions. *Please note this for inclement weather only!*

1. Penalty kick shoot out - 5 players per team; if still tied sudden victory penalty kick shoot out
2. Head to head competition between teams that are tied
3. Totals Points
4. Best goal difference for all games - up to 4 per game
5. Fewest goals allowed
6. Coin Toss

## **CANCELTION POLICY/ REFUND POLICY**

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, and circumstances beyond the control of the tournament or soccer club.

In the event of Total Cancellation prior to the start of the first scheduled tournament game the tournament will refund a percentage of your application fee up to 75% of your fee.

In the event of tournament interruption or cancellation after the first scheduled tournament game begins the tournament has no obligation to refund any portion of your application fee.