

ARSENAL CUP 2017

RULES & PROCEDURES VERIFICATION OF RULES & PROCEDURES

RULES OF PLAY:

1. The tournament will follow all USSF rules regarding the use of registered officials. FIFA laws shall apply, with modifications used by the Colorado Soccer Association (CSA), and the following exceptions and additions.
2. Any matters not provided for in these rules shall be determined by the Tournament Committee (TC); the TC's decision shall be final.
3. **No protests or appeals will be accepted or considered. Ruling of referees at the time of the game is final.**
4. Participants are expected to abide by the rules at the site facility.

STANDARDS OF CONDUCT: All participants in the tournament will be expected to maintain high standards of conduct during their stay in Fort Collins, Colorado. These standards are expected of players, coaches, referees, and other guests in the hotels and motels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the TC that a person (or persons) has failed to observe these guidelines the TC reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the current standings, or suspension of the team in question from further tournament play.

PLAYING CONDITIONS:

1. In the event of inclement weather, the TC may suspend play. If games are suspended, all players, coaches and spectators must leave the fields immediately. Play will resume when the TC gives the all clear signal.
2. **If there is a stoppage of play for any reason and that stoppage lasts longer than 15 minutes, and the TC determines that the orderly progress of the tournament is threatened, the TC may take any or all of the following actions:**
 - a. Resume game(s) in progress from the point of stoppage
 - b. Resume game(s) in progress by reducing the time remaining
 - c. Cancel game(s) in progress and record results based on the score at the time of the stoppage
 - d. Shorten and/or reschedule subsequent game(s)

While the tournament will make every effort to continue and complete games, the decisions of the TC are final. However, in the event that teams within the division are unable to play an equal number of games, the divisional winner will be determined on the basis of average tournament points for games played. The team with the highest average points will be declared the winner of the flight.

3. **Injuries:** All injuries must be reported to the TC. In the event emergency service is needed, the TC and Field Marshals have access to cell phones and will make the necessary call. A first aid station will be located near the headquarters.

PLAYER AND TEAM CERTIFICATION: Each team's Coach or Manager will present two (2) copies of its Final Roster and Guest Player Roster (if applicable) along with the USYS approved player and coach passes at the Tournament Check-in at the designated time and place. The team roster is limited to 18 players, including guest players (maximum of three). U-10 rosters are limited to 14 players, including guest players (maximum of three). The tournament will retain one (1) copy of the team's final roster and guest player roster. The third copy of the roster(s) will be returned to the coach and have the official tournament stamp; the coach will present this roster to the referees at the field prior to each game.

TEAM AND PLAYER REQUIREMENTS:

1. A player may play for only one (1) team during the tournament.
2. A coach may coach more than one team during the tournament. The TC will attempt to accommodate schedules for those coaches, but cannot guarantee that there will be no conflicts.
3. Before the start of every game players and coaches will check-in with the referee and present their official tournament team roster and player and coach passes. At the conclusion of the match it is the responsibility of the coach or team manager to retrieve the roster and passes from the referee. If the roster & passes are not retrieved after the game, check at the Tournament Headquarters.

4. **ALL** player passes will be checked at the field prior to the start of a match. If a player does not have a pass at the time of check-in at the field, he/she may not participate in the game. **NO EXCEPTIONS!**
5. If a team/coach fields a player who is not properly registered, the game in question shall be an automatic forfeit. In addition, the team may face further disciplinary action depending on the nature of the violation.
6. A team unable to supply a valid roster and passes may be subject to a forfeit.
7. At the conclusion of the match the Referee will complete the game card in detail; this will include information regarding cautions or ejections issued and any unusual circumstances that may have occurred during the match. The game card and player passes of ejected players/coaches, if applicable, will be turned in to the Tournament Headquarters.
8. The referee will provide the game report to the winning coach to turn in to the tournament headquarters. In the event of a tie, the game report will be given the designated home team coach.

UNIFORMS: All teams shall have an alternate color jersey. **If both teams are wearing similar color jerseys, the home team shall wear dark jerseys and the visiting team shall wear light colored jerseys.** Players must wear the number submitted on the roster and may not trade jerseys. In the event a player must wear a jersey with a number other than the one that is on the roster, the Referee must be advised of the change prior to the start of the match. For player equipment refer to the FIFA "Laws of the Game".

GAME DURATION: In the event of a tie in semifinals a winner will be determined by kicks from the mark. Overtime will only be played in the finals; overtime will consist of two full 5-minute periods. If the game is tied at the end of overtime the winner will be determined by kicks from the mark. The Referee may add time at his discretion. For late starts, the referee can shorten each half equally up to five (5) minutes to re-establish field schedule.

Division	Duration
U-10	2 x 25 min
U11 - 12	2 x 30 min
U13 - U14	2 x 35 min
U15 - U18	2 x 40 min
Half Time	5 minutes

START OF PLAY: Any team not ready to start play with at least seven (7) properly uniformed players at the scheduled or rescheduled game time shall be deemed to have forfeited. (U-10 teams will need at least 4 to start play. U-11 and U-11 will need 6) The TC may exercise discretion to delay a start if a legitimate reason exists.

Scoring System	
Win	= 7 points
Tie	= 3 points
Loss	= 0 points
Shutout	= 1 point (includes 0-0 tie)
Goal	= 1 point (up to 3 per game)
-1 point per red card	

SCORING: There will be no overtime or tiebreakers in preliminary rounds. A team awarded a forfeit will receive maximum points and be scored 6-0. Teams will advance to the playoffs based on an 11 point scoring system. In brackets where more than one team may advance from the same flight the TC will adjust playoff brackets to ensure teams don't face a previous flight opponent if at all possible. If teams are tied after the preliminary round, these tiebreakers shall be used:

- 1.) Head to head competition
- 2.) Goal differential (up to 6 goals per game)
- 3.) Goals Against
- 4.) Most Shutouts
- 5.) Coin flip

FOULS & MISCONDUCT: In accordance with CSA Rules, any outstanding game suspensions shall be recognized by the tournament. Outstanding suspensions served, incidents of misconduct, and suspensions incurred will be recognized and/or carried forward by CSA. Referees will record, and the tournament committee will report, all misconduct and disciplinary activity to CSA and the team's home association. An individual who accumulates three cautions during the tournament will be suspended for the next tournament game. Harassment or insult of any referee or tournament staff member will not be tolerated. Team representatives will be responsible for the conduct of their supporters and will be subject to disciplinary action by the tournament committee and CSA. Non-associated spectators who create a disturbance will be asked to leave or will be escorted from the premises by civil authorities. **Please note: One (1) point will be deducted from team scores for each red card assessed.**

PROTESTS: No protests will be allowed.

REFUND POLICY: In the event of tournament cancellation due to acts of God, inclement weather or other reasons beyond the control of the Fort Collins Soccer Club, entry fee will be forfeited.

MATTERS NOT PROVIDED FOR: Extraordinary circumstances or matters not specifically address in the tournament or CSA rules shall be considered by the tournament committee (TC).

IMPORTANT – This form must be signed and turned in to Arsenal Cup staff at the time of check-in.

VERIFICATION OF RULES & PROCEDURES

I hereby verify that I have read and understand the "Arsenal Cup Rules and Procedures", and have conveyed and discussed said rules and procedures with my players and their parents or guardians.

Dated: _____

Signature of team representative: _____

Please print the information below:

Name of Coach

Name of Team / Age Division