



## CHAMPIONS CUP RULES

### 1. TOURNAMENT AUTHORITY.

The Tournament Director shall have ultimate authority over all tournament competitions and may appoint a Competition Director to act on his behalf.

The Tournament Rules Committee shall be appointed by the US Club Soccer Executive Director, who shall also serve as an ex officio committee member. The Coaching Directors in attendance at each gender shall also serve on the Tournament Discipline Committee.

Decisions relating to the interpretation of the tournament rules shall only be made by the Tournament Director or a Competition Director, in consultation with the Tournament Rules Committee. If a Tournament Rules Committee member is associated with a team entered in that competition at that age group, the Tournament Director or his designee shall be consulted on any rule or competition decision that is required.

### 2. COMPETITION FORMAT.

Points will be awarded in each Age Group in the following manner:

1st Place – 36 pts	4th Place – 9 pts
2nd Place – 25 pts	5th Place – 4 pts
3rd Place – 16 pts	6th Place – 1 pt

The club with the most points at the end of competition (Sum of All Age Group Points) will be crowned the Champions Cup winner.

The Tournament Director, in consultation with the Tournament Rules Committee:

- a. Shall determine the playing format, the schedule and start times of all games, and include adequate rest time between games.

**3. ROSTER RULES.** Non-Academy teams will card with US Club Soccer; Academy teams with U.S. Soccer. Any player registered with and issued a player card for the participating Member Club, who is a member of the designated age group or younger, is eligible to be placed on the Tournament Roster for that club. No guest or loan players shall be allowed. No players may be added to a Tournament Roster other than pursuant to these rules unless an emergency situation arises and permission is obtained in writing from the Tournament Director.

- a. Maximum Tournament Roster Size: up to 26 players registered on the club's official US Club Soccer website (non-Academy teams) or through U.S. Soccer (Academy teams). Any non-Academy team that has not registered its initial team by March 10, 2008 (including submitting paperwork and fees) shall be subject to a surcharge for

expedited card processing. Cards issued at the tournament site are subject to a surcharge of \$4 per card.

- b. Game Roster Size: up to 18 players, selected from the Tournament roster.
- c. Substitutions: unlimited substitutions. Substitutions may occur at any stoppage of time. However, the referee shall have discretion over all substitutions, and may refuse to allow any substitution if, in his opinion, the purpose is to disrupt the game.\*\*

\*\*In allowing for unlimited substitutions, the US Club Soccer Board wishes to remind all coaches that it is their responsibility to handle their substitutions in a professional manner so as not to detract from the game, and if this cannot be accomplished some restrictions on substitutions may be imposed in the future.

#### **4. REQUIRED DOCUMENTS.**

- a. For Non-Academy Teams: A valid US Club Soccer player card for all players and the US Club Soccer tournament roster downloaded and printed form the US Club Soccer website (up to 26 players). Medical authorizations also will be required for all players at check-in. Valid US Club Soccer staff cards will be required for all coaches and the team manager.
- b. For Academy Teams: A valid U.S. Soccer player card for all players and the U.S. Soccer tournament roster (up to 26 players). Medical authorizations also will be required for all players at check-in. Valid U.S. Soccer staff cards will be required for all coaches and the team manager.

Teams will not be allowed to play in the Champions Cup until all fees and surcharges are paid.

- c. See Attachment A: "Team Check-In Procedures" for more information.

#### **5. COMPETITION RULES.** The following rules shall govern all Tournament competitions:

- a. All games shall be played pursuant to FIFA Laws of the Game, unless stated otherwise in these Rules.
- b. Length of Games:
  - U13/U14: 35 minutes
  - U15/U16: 40 minutes
  - U17U18: 45 minutes
- c. For all non-placement games, games ending in a tie will be recorded as a tie, with each team receiving one point.
- d. Overtime (if needed): Games shall end in a tie, other than in a placement game to determine a given competitive division winner. If an overtime period is required, it shall consist of two 10 minute halves (five minutes between halves) and then, if necessary, kicks from the penalty mark.
- e. Ball size: 5 for all age groups

f. All players must wear shin guards. All other equipment rules shall be pursuant to FIFA Laws of the Game.

g. The home team shall be listed first. In case of uniform color conflicts, the designated home team shall change uniforms.

## **6. STANDINGS AND TIEBREAKERS.**

a. Game Points: 3 points awarded for a win; 1 point for a tie; zero points for a loss. A forfeit shall be recorded as a 1 – 0 win, with one goal being credited.

b. Tiebreakers: For teams tied in points at the end of a round robin competition, tiebreaker priorities shall be: head to head competitions (but not in the case of three way ties); goal differential (max. of 3 per game), total goals (max. of 4 per game), fewest goals allowed, penalty kicks.

- In a case where three teams are tied in points, but one team has defeated the other teams tied in points, the winner of the two games will advance.

## **7. GAME AUTHORITY AND DISCIPLINE.**

a. The referee's decision in all matters related to the field and the game itself shall be final. There shall be no protests of any referee's decision or game result.

b. Red cards awarded to players or substitutes during a Tournament game or dismissals of team officials shall result in that player or team official being suspended for the next Tournament game involving the same team playing when the official was dismissed. The Discipline Committee shall have the authority to take further disciplinary action should they deem it necessary.

c. There shall be no yellow card accumulations. Note that FIFA Circulars #866 and #821 require that a sendoff for a red card or a sendoff after two yellow cards in a game be treated the same. Thus, in both cases the player must sit out the remainder of that game and the next Tournament game.

d. All coaches shall have at all times complete responsibility and control for the conduct of their players, bench, parents, and friends.

e. If, in the opinion of the referee, it is necessary to terminate a game due to the misconduct of a team or others associated with that team, the game shall be forfeited to the opposing team and the matter shall be referred to the Tournament Discipline Committee, which may, among other penalties, suspend the team for the remainder of the Tournament. If, in the opinion of the referee, the termination is the result of substantially equivalent misconduct by both teams or by persons associated with both teams, the matter, including any game results, will be resolved by the Tournament Director.

f. At the end of each game, the referee's game report shall be submitted to the Tournament Director.

## **8. GAME START TIMES AND RE-SCHEDULING.**

- a. All games shall start at the designated time. A forfeit shall be declared if a team cannot field a minimum of seven (7) players at the start time of the game.
- b. Every reasonable effort will be made to complete a game as long as the safety of the participants and spectators is not jeopardized. Should a game not be able to be started or should a suspension of play be required due to safety concerns or unplayable conditions, the referee, coaches and Tournament Director or Competition Director shall consult, but the referee shall have the ultimate authority to either suspend or terminate the game.
- c. If it is not possible to complete a game for the reasons set forth in this section, if the first half is completed, the results shall stand. If the first half is not completed, or if the game is tied, the Tournament Director or Competition Director shall determine whether it shall be rescheduled or another resolution of the matter shall be implemented. The schedule of remaining games shall be a factor in any determination. The teams involved shall be consulted, but the ultimate decision on such resolution shall rest with the Tournament Director or Competition Director.

**9. DISCIPLINE.** Discipline for the Tournament shall be under the jurisdiction of the US Club Soccer.

**10. TOURNAMENT DISCIPLINE COMMITTEE.** The Tournament Discipline Committee shall be the Tournament Rules Committee members at the event and the Tournament Director, or other individuals appointed by the Executive Director. In all matters of discipline, with the exception of an alleged incident of misconduct towards a game official, the Tournament Discipline Committee shall render a determination, and send a report to the US Club Soccer Discipline Committee pursuant to this section.

- a. Suspensions for normal red cards and staff ejections shall not extend beyond the Regional Tournament.
- b. For serious discipline matters with the potential to incur penalties beyond the issuance of a red card or staff ejection, a Competition Incident Report and a referee's report shall be completed and sent to US Club Soccer.

## ATTACHMENT A

### TEAM CHECK-IN PROCEDURES

#### A. Tournament Check-In Procedures:

1. The check-in times and locations shall be determined by the Tournament Director.
2. At check-in, teams shall present the following:
  - a. For Non-Academy Teams: A valid US Club Soccer player card for all players and the US Club Soccer tournament roster downloaded and printed from the club's website information (up to 26 players). Medical authorizations also will be required for all players at check-in. Valid US Club Soccer staff cards will be required for all coaches and the team manager.
  - b. For Academy Teams: A valid U.S. Soccer player card for all players and the U.S. Soccer tournament roster (up to 26 players). Medical authorizations also will be required for all players at check-in. Valid U.S. Soccer staff cards will be required for all coaches and the team manager.
3. Player cards shall be checked against the Tournament roster and stamped accordingly.

#### B. Pre-Game Check-In Procedures:

1. Twenty (20) minutes prior to the start of each game, the coach shall present his team (up to 18 players) to the referee for check-in. The referee shall check player cards against the individual players, and assure the cards have been properly marked.
2. It is not necessary to present a copy of the team's Tournament roster to the referee. However, the coach should have extra copies of the roster available should any questions arise.
3. Cards shall be held by the referee or his designee and returned to the coach at the end of the game, except for any red cards, which shall be given to the field marshal. Red cards shall be turned in to the scorer's tent, and held until the player has sat out the required game.
4. In the case of other disciplinary matters, the player's card shall be held by the Tournament Director until the matter is adjudicated by the Tournament Discipline Committee.
5. All cards shall be returned to the coach at the end of the tournament, unless a questionable card has been confiscated by the Tournament Director or his designee, or an allegation of misconduct against a game official has been filed.