



2010 TOMATO CUP SOCCER CHALLENGE TOURNAMENT RULES

TEAM ELIGIBILITY:

The tournament is open to currently registered USSF league or association teams. All teams must be currently registered and in good standing with their state association.

PLAYER AGE AND ELIGIBILITY:

Boys and girls teams will be in separate divisions.

All teams will determine their ages per the USSF USYSA age guidelines effective September 1, 1991. Ages will be determined based on a player's age as of August 1st.

PLEASE NOTE: The U14/15 division is set up to accommodate teams that have "captive U15 players" on their roster for the fall season. U14 teams are allowed to have a maximum of 4 players who are U15-age.

U09 and U10 teams will play in the 6 v 6 format. Maximum roster size is 12.

U11 and U12 teams will play in the 8 v 8 format. Maximum roster size is 14.

U13 and U14/15 teams will play in the 11 v 11 format. Maximum roster size is 18.

The roster submitted at check-in will be the official roster for the tournament and may not be altered. A player may only play for one team during the tournament.

Age groups may be combined if, in the opinion of the tournament committee, doing so will not harm the integrity of the competition between teams that have applied to the tournament. Any combination of age group will **not** result in a team playing in a format with more players on the field than normal (i.e. a team playing in the 6 v 6 format will not be combined into a group playing in the 8 v 8 format, etc.)

TEAMS:

The first team listed on the tournament website (and on the charts at the tournament headquarters tent) is the home team. The home team supplies the game ball for the match, and the visiting team supplies a back-up game ball. A maximum of 3 coaches are permitted on the coaches' side of the field. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators. Field Marshals will communicate which side is the coaches' side if questions arise. Spectators are not permitted behind the goals.

PLAYER CREDENTIALS AND UNIFORMS:

1. Player picture identification cards are to be present and available at all matches.
2. Identification cards must be checked by the Field Marshal prior to each match.
3. All shirt numbers of each player must be different.
4. If a jersey color conflict occurs, the home team must change jerseys.

GAME FORMAT:

U09 & U10: 2 - 25 minute halves, 5 minute halftime, ball size #4,

U11 & U12: 2 - 30 minute halves, 5 minute halftime, ball size #4

U13 & U14/15: 2 - 35 minute halves, 5 minute halftime, ball size #5

LAWS OF THE GAME:

International Rules (FIFA/USSF) apply with the following exceptions:

1. Substitutions must be at the mid-field line.
2. Unlimited substitutions may be made in all age groups with the consent of the referee at the following times:
 - a. After a goal by either team
 - b. Before any goal kick
 - c. Before a throw-in, either team may sub no matter who has the ball.
 - d. At the beginning of any period of play
 - e. After an injury, by either team, when the referee stops play
 - f. After a caution, the cautioned player may be substituted. If the cautioned player is substituted, the opposing team may also substituted on a one-for-one basis.
3. The following exception only applies to U09 games played in the 6 v 6 format:
 - a. The standard offside rule shall not be applicable (**blatant offside is highly discouraged.**)
 - b. Games may be officiated with a single center referee (with or without 2 club assistant referees.)

FORFEITS:

Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a game will be declared a group winner. The team winning by forfeit will be awarded one goal, or the score recorded at the time of walk off (whichever is higher). The opponent's score will be zero. The score will be the official score in case goal differential is necessary as a tie breaker. The Tournament Director reserve the right to decide all matters concerning a forfeit.

A team must have 7 eligible players to start a game in the 11 v 11 format, 5 eligible players to start a game in the 8 v 8 format, or 4 eligible players to start a game in the 6 v 6 format. A team will be required to forfeit if they do not have the minimum number of players available by 10 minutes after the schedule start time of the match.

SCORE:

Scores will be posted as quickly as possible on the tournament's web site and on the charts at the tournament headquarters tent. Coaches should report any discrepancies to headquarters prior to the start of their next game. Scores are reported to headquarters by the Field Marshal and the referee game card. Both coaches must sign the referee's official game card at the conclusion of each game.

SPORTSMANSHIP:

1. In accordance with FIFA policy, there shall be no dissent between players and/or coaches, and the referee. Questioning a referee's call is considered dissent. Coaches are responsible for the actions of their fans, and are expected to demand their support in monitoring and enforcing this policy.
2. Any player ejected from a game will be ineligible to participate for a minimum of the next scheduled game. Substitution for an ejected player will not be allowed for the remainder of the current game.
3. Any coach ejected from a game will be ineligible to participate for a minimum of the next scheduled game for the team being coached at the time of the ejection; if the ejection occurred during the team's last game of the tournament, the coach will be ineligible for the next tournament game in which he/she would be coaching, regardless of the team involved.
4. Any player/coach ejected will have his/her player pass turned in to the referee headquarters immediately following match in which the ejection occurred. If dismissed in the last game, the card will be returned to the team's coach unless it was for assault, fighting, or spitting in which case it will be returned to the appropriate state association. Records of all dismissals will be sent to the appropriate association.
5. Any player or coach who received an accumulation of three (3) yellow cards must sit out the next game.
6. Spectators may be ejected from the park for improper conduct, at the discretion of the Tournament Director.
7. Artificial noise makers are not permitted.
8. All coaches must remain within their coaching area, which is an area behind the restraining line, 3 yard deep and extending 20 yards from the center line toward the goal line on the team's half of the field, opposite the similar area for the opposing team. A team can have no more than three coaches in the team's coaching area. All spectators must be on the opposite side of the field from the teams.

STANDINGS/TIE BREAKERS:

Each team will be awarded three points for a win, one point for a tie and no points for a loss. In the event of ties in the group standing, the following procedure (in the order listed here) will determine the group winner:

1. Team with the most wins
2. Winner of the game played between the tied teams. If three or more teams are tied for the group lead, this step will not be used (proceed to step 3)
3. Highest net goal differential (goals scored minus goals allowed), per game, totaled. Maximum goal differential per game is three (3). EXAMPLES: for a score of 4-1, goal differential is +3 for the winner and -3 for the loser. For a score of 5-1, the goal differential is also +3 or -3.
4. Fewest total goals allowed (gross), all games
5. Kicks from the Penalty Mark (FIFA Laws of the Game, see definition below).

These tie-breaking rules are followed in order until one team remains. This procedure NEVER returns to the beginning of the tie-breaking rules after a team or teams is/are eliminated.

TIE BREAKER IN FINALS:

U09 & U10: two (2) 5 minute overtime periods, played to completion. If the game is still tied at the end of the overtime periods, Kicks from the Penalty Mark.

U11 and older: two (2) 10 minute overtime periods, played to completion. If the game is still tied at the end of the overtime periods, Kicks from the Penalty Mark.

PENALTY KICK ELIMINATION:

Only players on the field at the end of the second overtime period (or last game for Standings Tie Breaker) are eligible for penalty kicks. A coin flip will determine who goes first (visiting team calls). Five penalty kickers per team, alternating kicks per team. The most goals scored after five kicks for each team wins the tie breaker. If the score remains tied after five kicks, teams will alternate kickers until there is an unmatched goals between the teams. After all eligible players on the field of play have taken kicks, teams will start with their first kickers again and in the same order.

PROTESTS:

Protests will not be accepted.

PLAYER EQUIPMENT:

1. Shin guards are mandatory and must be covered by a sock.
2. No cutoffs under or in lieu of uniform shorts are allowed
3. Shirts/jerseys will be tucked into players' shorts at all times
4. Hard casts are not permitted. Soft casts are permitted with the permission of the referee.

GENERAL:

1. Coaches are required to have player cards and medical release forms available at every game.
2. If a game is temporarily suspended due to weather, field conditions or other situation beyond the tournament's control, each team involved must check with tournament headquarters for further instructions. A game interrupted in the first half will resume play from the point where the game was stopped and be played to full completion, or to completion of at least the first half, at the discretion of the Tournament Director. A game interrupted in the second half can resume play from the point where the game was stopped and be played to full completion, or can be recorded as a complete game with the score at the point that game was stopped, at the discretion of the Tournament Director.
3. The Tournament Director's interpretation of the preceding rules/regulations will be final.
4. The Tournament Director reserve the right to decide on all matters pertaining to the Tomato Cup Soccer Challenge.
5. Pets are not allowed at the fields.
6. In the event of inclement weather, the tournament will post information on the website and have the authority to change the format as follows:
 - (a) relocate and/or reschedule games.
 - (b) Reduce by up to 50% the scheduled duration of any game, excluding finals.
 - (c) Cancel any preliminary round game which has no bearing in deciding a group winner.
 - (d) Cancel any or all games if necessary.
 - (e) The Tournament Committee and any organization helping to sponsor the tournament, shall not be responsible for any expenses incurred if the weather causes any cancellation of scheduled games.