

## 2009 Kohl's American Cup Tournament

1. This tournament is for U8-U14 recreational only. Players are allowed up to two guest players. No dual rostered players that also play for a select, competitive or Iowa Premier Soccer League (IPSL) team are allowed to play. Depending on the number of teams entered in a division, some divisions could be combined to allow for a sufficient number of teams to play.
2. Each team shall furnish a regulation game ball to the referee prior to each match. The referee's choice of the game ball is final. U8 games will use a size 3. U9-U12 games will use a size 4 ball. U13 and U14 games will use a size 5 ball.
3. A coin toss will be done at the beginning of each game to determine who kicks off and/or choice of ends.
4. Each team should be prepared to provide another color uniform. It is the responsibility of the home team to change to a different color uniform or pinnies if necessary (the home team is always the first team listed on the schedule). The referee is the final authority on uniform colors. It is recommended to have, at the minimum, white T-shirts available. The primary uniform, at least, should have easily discernible numbers on the back. Secondary uniforms may be numberless, but should only be worn if there is a color conflict.
5. All teams must have a coach that is 21 years of age or older.
6. All coaches or coordinators must report to the Tournament Director's Site at least 1 hour prior to their first game for the team check-in. You do not need your players to check-in.

At Check-in you will present:

- Players Cards
- Medical Releases

All player cards must be presented to the field marshal and/or referee prior to the first game. You will not be required to present your medical release consent forms thereafter unless requested by the Director of Referees or the Tournament Director.

7. Both teams will bench themselves on the same side of the field, and the spectators should be on the opposite side of the field. Spectators shall be on the outside area of each field. Spectators are not allowed to be located behind the goal.
8. Any team that withdraws from a match or fails to play a match (see Rule 15) will forfeit that game and the following game at a score of 3-0 for each game.
9. Following each match the score of the match will be reported to the Referee's Tent. The referees' decisions are final. There will be no protests and games will stand as played.
10. Any person involved in a fight will be immediately expelled from the tournament area for the remainder of the tournament. Any coach or player expelled in this manner will not be allowed to participate during the remainder of the tournament.
11. Any player who receives a red card will be expelled for the rest of the game and will be suspended from playing in the next scheduled game. Any coach that receives an expulsion from a game shall be expelled for the remainder of that game and the next game. **Any spectator that is expelled from a game shall not be allowed to be on the premises of the Hunziker Youth Sports Complex, including the parking lot, for the remainder of the tournament.**

12. The Tournament Director, Tournament Committee, Director of Field Marshals, field marshals, and referees shall have the authority to remove any person from the tournament for unsportsmanlike conduct.
13. Cancellation/refund policy. The Tournament Director, Director of Referees and Tournament Committee shall have the full and final authority concerning the cancellation, delay, change of time, or any other alteration of games that may be required due to the weather or emergencies. If the tournament is cancelled due to inclement weather, any games played the following will apply:

No games played = application fee less 20% of fee.

1 game played = 50% of application fee.

2 games played = 25% of application fee.

3 games played or failure to play semi-final and/or final games = no refund.

If semi-final or final games are cancelled, Champion and runner-up will be determined on points standing after preliminary games.

14. Playing Conditions. Teams will be expected to play according to the schedule of games regardless of weather conditions. Only the Tournament Director and/or Tournament Committee may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the referee or tournament officials. When necessitated by playing conditions, the game format may be altered to include shortened games, kicks from the mark, or coin tosses.

If a game is decided by kicks from the mark, the winning team's score for that game will be recorded as 1-0.

15. Under 8 games will be played with a maximum of four (4) players per side, and a minimum of three (3) players per side. Under 9 and U10 games will be played with a maximum of six (6) players per side, and a minimum of four (4) players per side; Under 12 games will be played with a maximum of eight (8) players per side, and a minimum of six (6) players per side. Under 13 and 14 will be played with a maximum of eleven (11) players per side and a minimum of seven (7) players per side. If the minimum number cannot be fielded within five (5) minutes after scheduled game time, then the team that cannot field the minimum number of players shall forfeit the match. (See Rule 8).

Maximum roster size is 8 players for U8, 11 players for U9 and U10 teams, 14 players for U12 teams, and 18 players for U14 teams.

16. Players must be on the team's tournament roster in order to participate. Violation of this rule will result in the forfeiture of all games played by the offending team.
17. A player can only play for one (1) team. Any ineligible player discovered shall cause the team on which he/she played for to forfeit any game.
18. All players in the tournament must be members of the USYSA. All of the youth players must have a player card. A coach must present player cards for all of his or her players pursuant to Rule 6.
19. Substitutions for all age groups will be unlimited. Teams with the consent of the referee may make substitutions at any of the following times:

Prior to a throw-in; (both teams can sub if both teams have players at the half-way line)

Prior to a goal kick;

After a goal;

After an injury by either team where the referee stops the play and can substitute one for one;

At half time.

If a player is issued a yellow card, a coach may substitute for that player only during that stoppage in play.

20. Duration of Play.
- A. Under 8: length of play for all games is two (2) x twenty (20) minute halves with five (5) minute break between each half.
  - B. Under 9 and 10: length of play for all games is two (2) twenty five (25) minute halves with five (5) minute break between each half.
  - C. Under 11 and 12: length of play for all games is two (2) twenty five (25) minute halves with five (5) minute break between each half.
  - D. Under 13 and 14: length of play for all games is two (2) thirty (30) minute halves with five (5) minute break between each half.
21. Point System (Used in U11 – U14 games only). Standings will be determined by the following point system:
- Win - 3 points
  - Tie - 1 point
  - Loss - 0 point
22. Team Divisions/Advancement.
- A. All U8 and U10 age Groups and below will play a round-robin format, scores are not kept. All teams need to report to the main tent at the end of their final game to receive their participation medals.
  - B. In age groups where there are four teams, all teams will play each other in round-robin play. The two teams with the highest points total will play each other in a Final Game.
  - C. In age groups where there are 8 teams, the teams will be divided into two brackets (Red and Blue) with 4 teams each. Each team will play the other teams in their bracket. The teams with the highest points total in each bracket will advance to play in the championship match.
  - D. In age groups where there are ten teams there will be three brackets (red, blue and yellow) with four teams in red and three teams each in blue and yellow brackets. In the red bracket all teams will play the teams in their bracket in round-robin play. In the blue and yellow brackets teams will play against the two teams in their bracket and one cross-bracket game. The three bracket winners will advance to the semi-finals along with the best 2<sup>nd</sup> place finisher (wildcard) in any of the brackets. The semi-finals will be the 1<sup>st</sup> seed vs. the wildcard and 2<sup>nd</sup> seed vs. 3<sup>rd</sup> seed. If this results in a rematch then 2<sup>nd</sup> seed vs. wild card and 1<sup>st</sup> seed vs. 3<sup>rd</sup> seed.
  - E. In age groups where there are fourteen teams there will be four brackets (Red, White, Blue, and Gold) with four teams in Red and White Brackets and three teams each in Blue and Gold brackets. In the Red and White brackets all teams will play the teams in their respective bracket in round-robin play. In the Blue and Yellow brackets the teams will play the other two teams in their bracket plus one cross-bracket game. Semi-Finals will be Winner of Red vs. Winner of Blue and Winner of White vs. Winner of Gold. If any teams have the same point total then the tiebreaker criteria (see Rule 23) will be used to determine the final standings.

23. Tie Breakers. If any teams have the same point total, the following will be used as a tiebreaker.
  - A. Head to head competition (not criteria if more than 2 teams).
  - B. Goals scored minus goals allowed (maximum of 4 goal differential per game, example - a score of 7-1 would be calculated as 5-1).
  - C. Most shut outs.
  - D. Fewest goals allowed.
  - E. Most goals scored (no max.).
  - G. Kicks from the mark.
24. There will be no overtime in any games. Ties will stand in preliminary round games. In case of a tie in semi-final or Championship games, teams shall go immediately to kicks from the mark per FIFA rules.
25. In the event that kicks from the mark must be used to determine a win, the format will be as follows:
  - A. Each team will select five (5) players to kick. Only players on the field at the conclusion of the game may be selected to kick;
  - B. Teams will alternate (the first team to kick will be determined by the referee's coin toss)
  - C. If the score remains tied after five (5) kicks, the teams will alternate kicks with the remaining players that were on the field at the end of play, one at a time, until a winner is determined;
  - D. A team goalkeeper can be changed with the referee's permission after each shot.
26. Other than defined above, all games will be played in accordance with FIFA Laws of the Games.
27. Every player and coach is participating at his or her own risk.
28. All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by spectators will not be tolerated. The referee has the authority to verbally warn, caution, or send away the team coaches for the conduct of the spectators.
29. Every team is requested to help ensure that the field and the surroundings are left clean and litter-free.
30. Alcohol in any form will not be allowed on any playing field, adjacent to the playing field or parking lot areas.
31. Withdraw Policy. The tournament will refund all checks up to and including the application deadline of May 15<sup>th</sup>, 2009. After this period and up until team acceptance, refund will be left to the discretion of the Tournament Director. After acceptance, there will be no refund of the application fee.
32. Pets are not allowed at the Hunziker youth Sports Complex. If a pet is brought to the soccer facility the person will be asked to remove it from the complex.
33. Amendment to the Rules. The Tournament Director and/or Tournament Committee have the right to modify these Rules as they deem to be necessary throughout the tournament.