

REAL COLORADO CUP
Featuring the
Colorado Showcase
TOURNAMENT RULES
May 25-29, 2017



All games will be played under FIFA Laws of the Game as modified by Colorado Soccer Association, unless otherwise stated in this rules package. All rules disputed will be settled by the Tournament Director. Tournament rules may be modified under extraordinary circumstances as deemed necessary by the Tournament Director only. Any situations that arise not specified herein will be resolved or determined by the Tournament Director or designee, with knowledge of the Tournament Director.

FORMAT

<i>Birth Year</i>	<i>Age Grp</i>	<i>Format</i>	<i>Ball Size</i>	<i>Max Roster</i>	<i># of Guest Players Allowed</i>	<i>Pool Play Length of Half (all half-times will be 5 mins.)</i>
2007	U10	9v9	#4	16	6	25 mins.
2006	U11	9v9	#4	16	6	30 mins.
2005	U12	9v9	#4	16	6	30 mins.
2004	U13	11v11	#5	18	6	30 mins.
2003	U14	11v11	#5	18	6	30 mins.
2002	U15	11v11	#5	22	6	35 mins.
2001	U16	11v11	#5	22	6	35 mins.
2000	U17	11v11	#5	22	6	40 mins.
1999	U18	11v11	#5	22	6	40 mins.
1998	U19	11v11	#5	22	6	40 mins.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

Disputes of a non-referee nature will be handled by the Real CO Cup Tournament Director, as expediently as possible, determined by specific nature of the dispute, and overall tournament circumstances. The tournament director may consult whomever within Colorado Soccer Association or USYS or US Club Soccer she/he considers appropriately informed or knowledgeable, in determining outcome. This decision will not be open to appeal.

Decisions by Referees may not be appealed.

ELIGIBLE PLAYERS

*Eligible players are those players whose legal name and birth date appear on the team's roster or guest roster at Tournament Check In. Each team may have a maximum of six (6) guest or loan players. All coaches must provide a player pass for each player via Tournament Check-in and at the fields of play. **No player pass, no play – ODP teams will be excepted.***

No players may be added to any roster once the team has started its first game.

Players may only play on one team in the Real Colorado Cup featuring the Colorado Showcase.

Team Rosters for teams playing 9v9 may include up to 16 players. Team rosters teams playing 11v11 may include up to 18 players. Team rosters for U15-19 teams may include up to 22 players, however, only 18 may play in any one game. These teams must present a copy of their official roster indicating which players will not play in a specific game to the referee at field check-in for that game, as stated below.

TOURNAMENT CHECK-IN

Each team is required to go through the Online Tournament Check-In Process, described herein, ODP teams excepted.

Signed medical releases for all players must be present at every game during the entire tournament. USYS registration, specific club medical authorizations and US Club Waivers are acceptable. Notarized releases are not required.

USYS Teams:

Via the RCC Online Check-in Process, all USYS teams must upload their State Approved, Official, Signed Roster, player and coach pass copies, travel papers or guest player papers (as required for teams from outside Colorado or Region IV), fully executed Real Colorado Cup Policy/Rule Acknowledgement and Team Information Form.

Teams will be advised of approval of all documents by Real CO Cup representatives. A Verified Copy of each team's official roster will be supplied to the team for printing and bringing to the tournament. Said roster will be presented to the referee for each game and collected from the referee after the game by a team official.

US Club Teams:

Via the RCC Online Check-in Process, all US Club teams must upload their US Club Roster, all player and coach pass copies and fully executed Real Colorado Cup Policy Acknowledgement and Team Information Form.

Teams will be advised of issues, approval of all documents by Real CO Cup representatives. A Verified Copy of each team's US Club roster will be supplied to the team for printing and bringing to the tournament. Said roster will be presented to the referee for each game and collected from the referee after the game by a team official.

ODP Teams – are exempted from Online Check-in and Must Undergo a field check-in: Each team must present its state-certified ODP roster, as well as medical releases or verification by the state that the medical releases are in its possession. ODP teams do not have to present player passes. One copy of each roster will be marked and retained by the tournament. The team will receive a mark, stamp or sticker on their copy(ies) to be presented for all field check-ins.

TRAVEL PAPERS/PERMISSION TO TRAVEL

Out-of-state teams playing under USYS from a state outside of USYS Region IV, must provide up-to-date, state-approved travel papers and roster and/or appropriate player loan papers as required by their home state association. These must be provided to via the online check-in process, but also to CO Soccer Association, prior to the start of the Real CO Cup (to be provided by team's state association).

USYS Region IV teams must provide state-approved player loan forms for any guest players via the online check-in process

Teams playing under US Club are not required to have or present travel papers.

International Teams must provide written proof of permission to travel from their National Association at tournament check-in, but also to CO Soccer Association, prior to the start of the Real CO Cup (to be provided by team's national association).

PLAYER BIRTH CERTIFICATES

Birth certificates are not required to be reviewed or carried for any Real CO Cup purposes. All challenges of an opposing player's age must be registered with the tournament site headquarters prior to the start of the second half of any game. The player's pass and state registered roster will be used to resolve any dispute.

International Teams must be able to provide proof of age for each player. Passports are acceptable.

There will be no roster changes and/or additions any later than one hour prior to a team's first tournament game is scheduled. i.e., 1st game starts at 4pm, no changes after 3pm.

TOURNAMENT REFEREES and FIELD CHECK-INS

All 11v11 games will have 3 FIFA certified referees. All 9v9 will have 1 FIFA certified referee, except for final games which will have 3 FIFA certified referees.

*All teams will supply their RCC verified tournament roster to the referee prior to the game, to be picked up from the referee at the end of the game by team representative. **Team coaches/managers are responsible to regain possession of their verified rosters at the end of each game.***

Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game, as indicated above.

*Actual laminated player and coach cards and med forms must be available at the field, every game. 15 mins. prior to game time. Failure to produce any or all of these documents as requested at any time by a referee or tournament official, will result in a forfeit of **ALL** games. ODP teams do not have to have player or coach passes.*

FORFEITS

*Teams failing to check in within ten (10) minutes of their scheduled kick off time will forfeit the game. All teams must have a minimum of seven (7) players present to be eligible to play. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in. The team must show up even if it is known that the other team will not appear. A forfeiture shall result in the awarding of three points to the non-forfeiting team with a loss and a negative two (-2) points to the forfeiting team. The Tournament Site Director may modify this rule under extraordinary circumstances. **A forfeiting team may not continue into the Championship Round of tournament play, such that the team finishing immediately below the forfeiting team would advance rather than the forfeiting team.***

Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

HOME TEAM

- *Is the team listed first on the schedule*
- *Wears dark jerseys*

VISITING TEAM

- *Is the second team listed on the schedule*
- *Wears light jerseys*
- *If the visiting team does not carry a light jersey, then the visiting team must change to a jersey of an alternate dark color that does not conflict with the color of the home team jersey*

Either team's goal keeper shall change jersey color as directed by the referee regardless of home/visitor status. All players shall wear their jerseys fully tucked into their shorts.

PLAYER EQUIPMENT

- *Hair control devices with any hard parts and jewelry of any sort, including earrings, belly or nose rings, are not permitted.*
- *Religious medals or medical tags must be taped to the body, and approved by the referee.*
- *Splints, casts, braces or other joint support devices, not inherently dangerous, or sufficiently padded with pliable materials to eliminate a dangerous condition, may be worn as approved by the referee.*
- *All players must wear shin guards. Knee high socks shall be worn over, covering the shin guards.*

Referees will request a player to fix or remove equipment considered dangerous. A player will not be permitted to play until corrected and may be sent from the field to correct a problem to the referee's satisfaction.

TOUCLINES

Both teams will be on the same side of the field, each occupying a separate half of the touchline. Spectators will be on the opposite side of the field from their team. No spectators will be allowed on either end line or behind either goal.

GAME BALL

The referees may be provided with Tournament Game Balls. In the event a tournament game ball is not provided, the HOME team will supply the game ball. All balls will be regulation to the age group: Size 4 for U10-U12, Size 5 for U13+, and will be approved by the referee.

GAME DURATION for Preliminary Play and Consolation Games

Real CO Cup Division:

U10 (9v9)	25 minute halves	5-minute half times
U11-12	30 minute halves	5-minute half times
U13-14	30 minute halves	5-minute half times

Colorado Showcase Division:

U15-16	35 minute halves	5-minute half times
U17-19	40 minute halves	5-minute half times

GAME DURATION for Championship Rounds

U10-11(9v9)	25 minute halves	5-minute half times
U11-12	30 minute halves	5-minute half times
U13-14	35 minute halves	5-minute half times
U15-U16	40 minute halves	5-minute half times
U17-U19	45 minute halves	5-minute half times

SUBSTITUTIONS

Teams may substitute at any dead ball situation per FIFA Laws of the Game, with the permission of the referee. Substituting players will wait at the halfway line for admittance by the referee.

STOPPAGE TIME

The game official may add stoppage time to the game duration stated above **only in semi-final and championship games**. No stoppage time added during preliminary play game.

REPORTING OF GAME SCORES

Winning team must obtain the game card from referee and deliver scores to the tournament site director tent at the site where the game is played within one hour of game completion. In the event of a tie, the home team must obtain the game card and deliver the score. Cautions, ejections, score will be recorded on the game card by the referee, only.

SCORING

- Three points for a win.
- One point for a tie.
- No (zero) points for a loss.
- **Minus one (-1) point for each red card issued to a player or coach.**
- **Minus two (-2) points for a forfeiture or abandonment of a game.**

MISCONDUCT

A player receiving a red card shall be expelled from that game, may not be replaced, and is automatically disqualified from the team's next scheduled tournament game. In the event a player is ejected from a game for violent conduct, that player will not be permitted to play in the next 2 games. Two yellow cards in the same game for a single player will result in a red card (non-violent).

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent for the duration of the game and take no further part in it. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at any time during the team's next game.

A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Site Director or the center referee.

Any player or coach receiving a send off who plays in or coaches the next scheduled tournament game, will cause their team to automatically forfeit that game and the game shall be scored as if an abandonment has occurred.

Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

Any or all of the above will be reported to the appropriate governing agency, whether state, national, provincial or international, through the appropriate channels, as directed by sanctioning requirements, but at the minimum, the Real CO Cup featuring the CO Showcase, referee assignor will file a full report to CSA, including any player passes still in possession of the tournament at its conclusion.

FIGHTING

Any player, coach or spectator who is involved in a fight for any reason will be ejected from the tournament. Any player, coach, or spectator, who enters the field during a fight will be ejected from the tournament regardless of the reason for entering the field.

In the event more people are involved than can be clearly identified, the game will be terminated and the entire team or teams will be ejected from the tournament.

Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The player will be ejected from the tournament, and will cause their team to forfeit the game.

ANY PLAYER, COACH, OR SPECTATOR WHO ASSAULTS A REFEREE WILL BE EXPELLED FROM THE TOURNAMENT.

ABANDONMENT

If abandonment occurs, the abandoning team will be viewed as forfeiting the game, with the Rules for Forfeiture being applied. Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

CHAMPIONSHIP ROUND FORMATS

Real CO Cup Division (U10-U14)

2 Brackets of 5 – Championship/final between Winner of Each Bracket

1 Bracket of 5 – Championship/final between 1st and 2nd Place in Bracket

2 Brackets of 4 – Quarterfinals to Semi-Finals to Championship/Final

3 Brackets of 5 – Semifinal between Winner of Each Bracket and Highest 2nd Place Finisher to Championship/Final

CO Showcase Division (U15-U19)

2 Brackets of 4 – Championship/final between Winner of Each Bracket

1 Bracket of 4 – Championship/final between 1st and 2nd Place in Bracket

3 Brackets of 4 – Semifinal between Winner of Each Bracket and Highest 2nd Place Finisher to Championship/Final

TIE BREAKERS

PRELIMINARY GAMES/ROUND ROBIN

1. Head to head competition
2. Least number of goals scored against you.
3. Most goals scored by you.
4. Sum of the goal differentials for games played up to three goals counted per game. This will be averaged for those teams playing an unequal number of games in the preliminary rounds
5. Kicks from the mark. If more than two (2) teams are still tied at this point, the Tournament Director will give instructions as to how to complete the competition.

In the event that two teams from the same bracket meet in the first game of the championship round, the teams will be cross-bracketed. No team from the same bracket shall play against a team from their flight in the first round of championship play, if there is any alternative.

In the event of a circular tie in pool play, the tie breaker process continues through the calculations and does not revert to a previous tie breaker at any time.

QUARTER-FINALS, SEMI-FINALS, AND FINALS **ONLY** (NO OVERTIME FOR PRELIMINARY PLAY)

If, at the conclusion of regulation play, there is a tie, 2 teams shall then play the following:

- a. 2 full 5 minute halves of overtime,
- b. If still tied at the end of the overtime halves, the match will be decided by kicks from the mark, according to FIFA Laws of the game.

SAFETY

In the event of serious weather, the Tournament Site Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields. Play will be resumed when "ALL CLEAR/RESUME PLAY" is signaled from the Tournament Site Director. Teams must return to the field after "ALL CLEAR/RESUME PLAY" is sounded for further instructions from the tournament officials.

INCLEMENT WEATHER

Teams will be expected to play their game at the scheduled time and location, regardless of weather, unless otherwise notified by the Tournament Site Director.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. Coaches must be available to be contacted by the Tournament Staff. Teams must not leave the site until their coach has spoken directly with the Tournament Site Director, if games are called or postponed due to inclement weather. Keep in contact with the Tournament Director at your site. It is the responsibility of each team to make sure that you supply a cell phone and/or local phone/hotel number at check-in in the event we need to contact you for any reason. Do not make assumptions about tournament play relative to weather or other delays. It is the coach's responsibility to check with the Tournament Site Director regarding any game status at all times.

Should the suspension of normal tournament play occur, regardless of the reason, the following tournament rules shall apply:

*A game result will be final upon completion of one half of play regardless of the circumstances of termination in preliminary rounds. For championship rounds the result **may** be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption. The winner will be determined based on the score at the game's termination.*

If one half of play has not concluded when a game is called by the referee for any reason, the Tournament Site Director will determine with the center referee if, and in what minute, the game will resume during the first half, as well as the length of the second half of the said game. The score at resumption will be as it was when play stopped.

If a team is not ready to resume play within 10 minutes of the "ALL-CLEAR/RESUME PLAY" signal from the Tournament Site Director, the missing team will be determined to have forfeited the game with the tournament Rules for Abandonment being applied. Such time will be kept by the referee for that game.

The Tournament Director will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the Real CO Cup and all participants.

GENERAL RULES

No alcohol or smoking of any substance is permitted on or at any Real CO Cup field venues at any time during the tournament. Animals are permitted only according to each field provider's rules (with the exception of service animals).

REFUNDS

Should the Real CO Cup featuring the Colorado Showcase be cancelled for any reason once tournament check-in has taken place, Real CO will determine, in its sole discretion based on specific criteria including but not limited to timing of any such cancellation, number of games played, lengths of played games, etc., if any or all entry fees will be retained by Real CO or if any entry fees may be refunded to tournament participants. The decision will be made and carried out within 45 days of the termination of the tournament. Total refunds will not be more than 30% of Real CO expenses in hosting/planning the tournament.