

T-CYSA Atomic Cup 2021

August 7 & 8, 2021

RULES & REGULATIONS LAWS OF THE GAME

All matches shall be played in conformance with the most current rules and regulations of US Club, USYS, FIFA and CONCACAF, unless modified and stated herein, as approved by the governing bodies. The T-CYSA Atomic Cup will use currently registered USSF Referees.

MODIFIED RULES FOR SMALL-SIDED AGE GROUPS (U9-U11)

- No Heading - if a player deliberately heads the balls the opposing team will be given an indirect free-kick at the spot of the infraction.
- No punting or drop kicking by the goalkeeper.
- Build out line
 - ✓ Goal-kick. The opposition can enter the build out area as soon as the ball is played.
 - ✓ GK in possession with their hands. The opposition can enter the build out area as soon as the goalkeeper puts the ball into play. *Example: If the goalkeeper makes a save and is in possession with their hands, the opposition drops behind the build out line and if the goalkeeper places the ball on the ground, the ball is in play.*
 - ✓ Offsides is enforced at the build out line.

**There are no modified rules for the U12 age group.*

TEAM ELIGIBILITY

All teams must have the appropriate tournament documents approved for participation. These may include: Team Roster, Guest Players, Player Identification, Medical Releases, and Application to Travel (if outside the state of Region IV). Each team is required to have on-site at all games the ability to provide, upon demand, acceptable proof of player's age and a properly completed medical release form for each player.

Foreign teams must present passports or proof of entry into the United States. Foreign teams must also provide completed Provincial or National Association paperwork approving the team's participation in the tournament.

CHECK-IN

All teams must check-in at the Tournament headquarters 60 minutes prior to their first game.

At check-in, each team must submit the following for review/retention:

- Official Roster for retention by Tournament Committee
 - ✓ If using US Club Soccer, teams must provide an official US Club roster. (No write-ins without proper player loan form)
 - ✓ If using US Youth Soccer, the roster must be signed by the club registrar. (No write-ins)
- Medical releases for review
 - ✓ Teams must show copies of medical releases for their players. Teams can use whatever version of a medical release that their club uses. There is no tournament specific medical release.
- Players cards for review
 - ✓ Teams are required to present player cards for review.

ROSTERS

Teams may carry the following roster sizes:

- Playing 7v7, no more than 13 players
- Playing 9v9, no more than 16 players
- Playing 11v11 age groups U13 to U14, no more than 18 players
- Playing 11v11 age groups U15 and up, no more than 18 players

No roster changes will be permitted after a team roster has been accepted at the tournament registration.

TOURNAMENT FIELDS

All games will be played at the T-CYSA Soccer Complex in Pasco, WA

T-CYSA Soccer Complex
6160 Burden Boulevard
Pasco, Washington 99301

AGE DIVISIONS

U9	Players born in 2013 or later
U10	Players born in 2012
U11	Players born in 2011
U12	Players born in 2010
U13	Players born in 2009
U14	Players born in 2008
U15	Players born in 2007
U16	Players born in 2006
U17	Players born in 2005
U18	Players born in 2004
Adult	Players born in 2003 or earlier

DURATION OF GAME & GAME GUARANTEE

All teams will be guaranteed 3 games. In the event of low number of teams or too many teams in an age group (division), divisions may be combined or divided at the discretion of the Tournament Committee. Teams in an unbalanced division may receive a 4th game to ensure all teams receive a minimum of 3 games. Teams receiving a 4th game are selected at random. See SCORING FORMAT, GROUP PLAY for details on how total points are tabulated when a 4th game is in effect.

Age Division Half Length, Ball Size

U9	- 2 x 25 minutes, size 4
U10	- 2 x 25 minutes, size 4
U11	- 2 x 25 minutes, size 4
U12	- 2 x 25 minutes, size 4
U13	- 2 x 30 minutes, size 5
U14	- 2 x 30 minutes, size 5
U15	- 2 x 35 minutes, size 5
U16	- 2 x 35 minutes, size 5
U17	- 2 x 35 minutes, size 5
U18	- 2 x 35 minutes, size 5
Adult	- 2 x 35 minutes, size 5

UNIFORMS AND EQUIPMENT

The shirt number of each player must be the same as the player's shirt number on the official roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same. Shin guards are mandatory. All teams shall bring an alternate color jersey or pennies. The designated Home team will change jerseys in case of color conflict. No jewelry shall be worn during matches.

All player equipment shall conform to the requirements of Law 4 of the Laws of the Game. It is the duty of the referee to enforce the Laws of the Game and Rules of Competition concerning player equipment. Protective orthopedic devices, prosthetic devices, and any equipment, gear, appliance, or apparatus that is protective for a known medical condition may be worn during a game if the referee determines that the device conforms to Law 4 of the Laws of the Game.

TEAM WARM-UP

All teams, including goalkeepers must warm-up off the game fields until 5 minutes prior to kickoff. This is to help to keep the fields in great playing condition for the games.

START OF THE GAME

The Home team will choose the side of the field they wish to defend. The Away team will get the kick-off to start the game.

PENALTY KICKS

All penalty kicks will be taken in accordance with Law 14 of the Laws of the game. The modified penalty mark for 9v9 games will be located 10 yards from the goal. This will also be the spot should kicks from the mark need to be taken in a division that has been playing 9v9.

SUBSTITUTION

Substitutions may be made, with the consent of the referee, during any stoppage in play.

EJECTION

Any coach or player receiving two yellow cards or one red card in one match will be sent off and suspended from play in the following match. The referee shall file a misconduct report with the Tournament Committee, who shall review the report, and may at their option, increase or decrease the suspension in accordance with US Club guidelines.

The referee shall have total control of their fields during their assigned matches. Coaches are responsible for the conduct of their players, parents, guests, and staff. Abusive behavior towards the referees, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament and/or facilities.

PROTESTS

Only coaches may protest a misconduct report or the outcome of a match. The referee of the match must be notified immediately after the match concludes and the coach must follow-up within sixty (60) minutes after the match with a written request and a \$100 non-refundable bond (Cash or Money Order). All protests are submitted in writing to the tournament committee at Tournament Headquarters for consideration. The Tournament committee will have final authority on all matters related to them.

Notes:

- Protests for receipt of a red card will only be considered in the event of a misapplication of the Laws of Play for suspensions greater than one game.
- Protest of game outcomes will be considered only in the case of overage or suspended players or the clear misapplication of the Laws of Play by a referee.
- Protests involving Referee judgment will not be accepted.
- All protests not involving misconducts will be reviewed by the tournament committee.

FAILURE TO SHOW – FORFEITS

A minimum of seven (7) players constitutes a legal team for either a 9v9 or 11v11 game. A minimum of five (5) players constitutes a legal team for a 7v7 game. Any team not having enough players for a legal team at the start time for the match shall be granted a single 10-minute grace period. If a team is still unable to field at least seven players at the expiration of the grace period, they shall be deemed to have forfeited the game. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive the appropriate points for that score. Any team that forfeits a match will not be eligible to advance to the knock-out or final rounds of the tournament.

SCORING FORMAT, GROUP PLAY

A maximum of three (3) points may be awarded per each game. Three (3) points shall be awarded for a win, one (1) for a tie, and zero (0) points for a loss.

If a team is scheduled a 4th game, the lowest points out of all 4 games will be dropped and total points will be tabulated from the points incurred from the other 3 games. EXCEPTION from dropping the lowest points: If the team with 4 games incurs a forfeit, the points from the forfeit will be included in the total and the next lowest points will be dropped from the total tabulation. Forfeit rules will also apply.

TIE BREAKERS, GROUP STANDINGS

If teams finish group play tied in total points, the following tiebreaker shall be implemented:

1. Head-to-head competition
2. Highest Goal Differential, all games – Limit of 4 per game.
3. Most wins.
4. Most Goals For, all games – Limit of 4 per game.
5. Fewest Goals Against, all games – Limit of 4 per game.
6. For determination of advancement the tournament will use a Penalty kick shoot-out – 5 players per team; if still tied, sudden victory penalty kick shoot-out.
7. For determination of seeding the tournament will do a coin toss at the tournament headquarters.

In the event of a 3-way tie, the tiebreakers will be followed (starting at #2) until 1 team advances or is eliminated, then the tiebreakers will be started again (at #1) for the remaining 2 teams.

TIE BREAKERS, GROUP, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in group rounds. In the event of a tie in a semi-final or final game, two 5-minute overtimes will be played (no golden goal). In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken to determine a winner at the assigned field or at a designated shoot out area, as decide by the tournament officials.

TIE BREAKERS – PENALTY KICKS

If penalty kicks must be used to determine a winner in the preliminary or final rounds, the format will be as follows:

1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – first team to kick will be determined by the referee’s coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Goalies may be changed after any shot (from the initial players selected to participate in the kicks).

TEAM BENCHES

Players of both teams will be positioned on one side of the field as directed by the Field Marshall. Spectators of both teams shall be on the opposite side of the field.

GAME BALLS

Game balls will be supplied by the home team.

GAME REPORT

The referee will give the Field Marshall a completed match Game Report, including full names of both teams, score, and any Misconduct Reports, at the field at the completion of the match. If a Field Marshall is unavailable, referees are to take the Game Report to the T-CYSA Conference Room.

NUMBER AND REST TIME BETWEEN MATCHES

A team will normally play up to two games a day. Every attempt will be made to ensure teams from the same bracket are scheduled for the same number of games per day.

The tournament game scheduler will strive to provide a minimum rest time of at least two games between the end of one game and the start of their next game. It is possible that this rest period will need to be shortened.

HYDRATION BREAKS

In the case of extreme heat, hydration breaks may be added mid-way between each half at the discretion of the Tournament Committee or referees. Coaches will be notified whether hydration breaks will be implemented for a game.

INCLEMENT WEATHER/CANCELLATION

The Tournament Committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament, most notably in the case of lightning or loss of light. By default, if a game is shortened or canceled after match play has started, the score will be considered final if the second half of play has started. Match delays due to unforeseen circumstances or occurring prior to the start of the second half will be addressed by the Tournament Committee. The Tournament Committee's decision will be final.

CANCELLATION POLICY

The T-CYSA will not be responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions.

NOT PERMITTED AT T-CYSA SOCCER COMPLEX

Dogs, pets, alcohol, illegal substances, and weapons are not permitted in the T-CYSA Soccer Complex at any time.

HOUSING POLICY

This tournament is not a stay and play. Teams may stay at any hotel or accommodation of their choosing.

FINAL AUTHORITY

The Tournament Committee has final authority in all matters not mentioned in the rules above. The Tournament Committee also has final and only say on rule clarification.