



COLORADO CINCO DE MAYO SOCCER TOURNAMENT YOUTH RULES - 2019

Team Eligibility:

The Colorado Cinco de Mayo Soccer Tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided the team is in good standing with its youth association.

It shall be the responsibility of each National and State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel, birth certificates and proof of insurance. Other Affiliates of US Soccer must provide the above plus copies of birth certificates at initial registration.

If your team is not currently registered to Colorado Soccer Association and would like to participate, please contact us at: email tournaments@coloradosoccer.org or Office 303-346-2777 Cell 720-377-5240.

Player Eligibility:

US Youth Soccer Players must be legally registered to US Youth Soccer through their respective State Association in accordance with US Youth Soccer registration requirements. All teams must have US Youth Soccer, or approved organization player passes, or the appropriate National Association pass to participate. Passes must be verified, photo attached, and laminated.

Players not yet affiliated with Colorado Soccer Association need to check in at the registration tent at least an hour before your first game to fill out documentation and get certification from a tournament official.

*Players may **NOT** play for more than one team in the tournament in the same age category.

Team Check-In:

Tournament officials shall conduct all credential checks at team check in (registration) prior to each team's first game. All teams must provide the following:

- Current laminated USYSA player card.
- State League Roster/Approved CSA Roster (2 copies)
- Medical Release (they will be returned to the team rep)
- Guest player form (2 copies) Maximum of 4 guest players per team and must have a valid player pass.
- Travel Papers- Official form from State Association or National Association providing permission to participate and certification of the team roster. (If traveling from outside of Region IV)

– Newly registered team/players needs to present the official CSA roster certified by a CSA representative at the check in tent along with an official ID and copy of player birth certificate.

The following will need to be presented before each game at the field to the Referee:

- Current laminated USYSA player card pass to participate or an official ID.
- State League Roster/Approved CSA Roster
- Guest Player Form In no event will a player be allowed to participate who has not been certified by the Colorado Cinco de Mayo Soccer Tournament Credentials Committee.

A player who arrives late at the playing field after the pre-game credential checks may enter the game once the game official(s) verify the player is eligible and with the permission of the center referee.

Games:

The first team listed is considered the home team and will need to change uniforms if there is a color conflict. Both teams will be on the same side of the field, spectators will be on the opposite side. A maximum of two (2) coaches/staff members are allowed on the team bench side. A maximum of twelve (12) uniformed players for 9U-10U (7v7) are allowed on the bench side. A maximum of sixteen (16) uniformed players for 11U-12U (9v9) are allowed on the bench side, all others must be on the spectator's side. A maximum of eighteen (18) uniformed players for 14U-19U (11v11) are allowed on the bench side, all others must be on the spectator side. All coaches/staff members and players must be registered with their home association and have a valid pass. It is the responsibility of the coach to make sure their spectators or fans are not on the team side of the field.

Coaches are responsible for the conduct of their team and supporters through the duration of the tournament.

Laws of the Game:

All games shall be in accordance with the FIFA "Laws of the Game", except as modified below.

The Ball

- 6U-8U, size #3
- 9U-12U, size #4
- U13 and older, size #5

Number of Players

- 6U and 7U- Four (4) per side
- 8U- Five (5) per side w/GK
- 9U and 10U- Seven (7) per side
- 11U-12U Nine (9) per side
- 13 and older- Eleven (11) per side

Substitution

With the referee's permission, a team may substitute or re-substitute any number of players at the following stoppages:

- a. Prior to a throw-in, only by the team throwing in.
- b. Prior to a goal-kick, by either team.
- c. After a goal, by either team.
- d. After an injury when the referee has stopped play, by either team.
- e. Between periods, by either team.

With the referee's permission, a team may substitute for a cautioned player at the time of the caution.

Player's Equipment:

- Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).
- Teams will wear uniforms of matching design and color with numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers.
- In case of similar team colors, the designated home team will be required to change to a color accepted by the referee.
- The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams.

The Referee

- Referees are required to submit a completed official USSF game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries. Referee must submit game score card including signature from both coaches confirming the score.

The Duration of all Matches

- 5U – 6U (4v4) will play a 30 minutes game with a 5 minutes half time.
- 7U – 8U (5v5) will play a 30 minutes game with a 5 minutes half time.
- 9U – 10U (7v7) will play a 40 minutes game with a 5 minutes half time.
- 11U – 12U (9v9) will play a 40 minutes game with a 5 minutes half time.
- 13U – 14U (11v11) will play a 50 minutes game with a 5 minutes half time.
- 15U – 16U (11v11) will play a 50 minutes game with a 5 minutes half time.
- 17U – 19U (11v11) will play a 50 minutes game with a 5 minutes half time.

Playoffs: There are no overtime periods, in case of a tie; kicks from the mark will be done to determine the winner.

Post Game Procedures:

Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in a container.

The Referee will return all player passes and rosters to the coaches of the participating teams at the end of the match with the exception of any players or coaches sent off. A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.

Schedule:

All teams are guaranteed at least three (3) games (weather permitting). Bracket size for each age group will determine format for semi-finals and finals where applicable. Single age brackets will be used where possible. The tournament committee will determine brackets.

4 team bracket – round robin with highest point teams advancing to a final game

5 team bracket – round robin with highest point team as champion

6 team bracket – Two 3 team groups with highest point teams overall advancing to a final game

8 team bracket – Two 4 team groups with semis and championship games

10 team bracket – Two 3 team groups and One 4 team group with semis and championship games

12 team bracket – Three 4 team groups with semis and championship games

16 team bracket – Four 4 team groups with semis and championship games

Determination of Group Winners:

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points:

Win: 3 points

Tie: 1 point

Loss: 0 points

In the event that two or more teams are tied in points at the end of the preliminary games, the following tie breakers shall be applied in the order given until a winner is determined:

1. Head to Head (if all teams played each other)
2. Goal Differential
3. Goals For
4. Goals Against
5. Least Amount of Red Cards
6. Penalty kicks (3) if still tied, Sudden Dead.

*** In case of three teams tied with same points, when one team is determined as 1st place team, the tie breaker for the remaining two (2) teams will start with Head to Head and so on.**

Forfeits:

A minimum of seven (7) players constitutes a game. Games should start at the given start time. In case the team does not have seven (7) players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

Discipline:

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

Red Card: Expulsion from current game and suspension for the next game. Committee reserves the right to impose a stricter penalty for fighting, foul language or any other major infraction. Any coach red carded will receive the player penalty for the same offense.

Yellow Card: Any player receiving 2 yellow cards in one game will sit out the remainder of the game and the next game.

Terminated Game:

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

Protests:

There will be NO PROTESTS. All disputes will be resolved immediately by Tournament Director. These decisions will be final.

External Conditions, Weather, Etc.:

Regardless of weather conditions (unless for safety reasons), players and coaches must be on the field at the scheduled time, ready to play. The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official. The Tournament Director may also reschedule (time and location) a match before it begins. Only referees or the Site Director can suspend a match already started due to weather conditions.

Awards:

The first and second place teams in each age division will receive team trophies and individual medals at the conclusion of the final game or in the case of group play if a points winner is able to be determined and all other teams with remaining games will not be able to earn enough points to beat the team in 1st place.

General:

The Colorado Cinco de Mayo Soccer Tournament, the Tournament Committee, Colorado Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

If there are not enough teams registered within a specific age bracket at the time of bracketing, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up (if room is available) or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by Colorado Soccer Association, US Youth Soccer and/or affiliates of US Soccer; Colorado Cinco de Mayo Soccer Tournament and/or Colorado Soccer Association are not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

Any situation not covered in the above rules will be resolved by the tournament director or their designated representative.