



Coyote Cup Rules

These rules apply to the Rising Star Coyote Cup

1. ELIGIBLE AGE GROUPS

1.1. Rising Star Coyote cup will accept teams in the following age groups: Girls 11U – 19U, Boys 11U – 15U.

2. TEAM ELIGIBILITY

2.1. Teams participating in the Rising Star Coyote Cup must comply with all of the following requirements:

2.1.1. Teams must be properly registered youth players as defined by US Youth Soccer (Policy on Players and Playing Rules, 104 and 201), a USSF affiliated organization (i.e. US Club Soccer, AYSO, etc).

2.1.2. Teams must be in good standing with UYSA and US Youth Soccer or other USSF affiliated organization.

3. PLAYER ELIGIBILITY

3.1. Each player must have the appropriate medical release form, be placed on an official roster and appropriate guest player form.

3.2. Rosters need to final at team check-in and no amendments to the roster will be allowed after the deadline.

3.2.1.1. A player's eligibility will be determined prior to each game. Any team playing an illegal or non-rostered player will forfeit that game and be subjected to a fine.

3.2.2. Coaches will be required to have a medical release form for all players (including guest players) available for the duration of the tournament

3.2.3. No player can play on two teams during the tournament.

4. ROSTERS, PASSES & UNIFORMS

4.1. ROSTER FREEZE DATE: Rosters will freeze after team in checked-in during the tournament.

4.2. ROSTER REQUIREMENTS

4.2.1. 11U -12U: Maximum of 15 players

4.2.2. 13U – 19U: Maximum of 22 players (must designated 18 each game)

4.2.2.1. Team officials limited to 4 to a sideline for ALL age groups

4.3. GUEST PLAYERS

4.3.1. Age groups 11U & 12U will be allowed a max of 4 guest players

4.3.2. Age groups 13U-19U will be allowed a max of 5 guest players

4.4. UNIFORMS

- 4.4.1. Each player shall have a number on the player's jersey. Each player on a team must wear a number different from the number of every other player including goalkeepers (if numbered).
- 4.4.2. Numbered jerseys for goalkeepers are optional. It is suggested that teams traveling with multiple goalkeepers have numbered jerseys for them.
- 4.4.3. Home team listed first in the schedule will wear dark uniforms, the away team will wear light uniforms.
- 4.4.4. All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee.
- 4.4.5. No jewelry is permitted. Allowances for medical alert bracelets and necklaces as approved by the referee.

5. SUBSTITUTIONS

- 5.1. Substitutions shall be unlimited and made with the consent of the referee during any stoppage of play
- 5.2. Players may not exchange jersey with a player coming off the field

6. INCLEMENT WEATHER

- 6.1. In the event of inclement weather or unforeseen events as determined by the Tournament Director, the teams shall assume that the game will be played unless official notification is given. The Tournament Director may alter games duration to accommodate weather related scheduling delays.

7. SUSPENDED GAMES

- 7.1. The referee can suspend or terminate a game for misconduct or safety concerns regarding weather conditions. Games may be cancelled, by request from facility/city/school, due to weather. There will be NO REFUNDS.

8. GAME BALLS

- 8.1. Home team is required to provide the game ball

9. STAY-TO-PLAY POLICY

- 9.1. Teams are required to follow the current STAY-TO-PLAY policy while participate in the event
- 9.2. All hotel rooms must be booked with one of the following approved hotels which can be access by using the following link:
- 9.3. Non-approved hotels, AirBNB, VRBO and other similar properties are not approved
- 9.4. If a team selects to stay elsewhere in the Mesquite/St. George area you may opt out of the stay and play requirement. To opt out of the Stay-to-Play, teams must send an email to zdean@utahyouthsoccer.net informing him of where the team will be staying. A fee of (\$100.00) will also be required in order for teams to opt out of the Stay-to-Play policy, unless more than half of the team will be lodged at a personally or family owned property. Team's choosing this method of lodging will be exempt from the opt

out fee.

9.4.1. Teams from Mesquite/St. George are exempt from the Stay-to-Play policy

10. DURATION OF GAMES & BALL SIZE

Age Group	Game Length	Overtime	Ball Size
17U – 19U	Two 40 min halves	Two 5 min halves	#5
15U – 16U	Two 35 min halves	Two 5 min halves	#5
13U – 14U	Two 30 min halves	Two 5 min halves	#5
11U – 12U	Two 30 min halves	Two 5 min halves	#4

11. SCORING

Team Points for Game Results:

3 Points for a Win (*Includes

forfeit) 1 Point for a Tie

0 Points for a Loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score; however, for tiebreaking rules consideration, the goals scored and goals allowed for the forfeited game will be the average of the goals scored and goals allowed by the team in its other tournament games.

All forfeits will result in the loss of opportunity to advance to quarter, semi or final tournament games. Team Administrator and Coach must meet with Tournament Director before participation can continue in pool play.

ADJUSTED GAME SCORING

Adjusted Game Scoring is used to fill in points for teams in age groups that have an uneven number of teams within their different groups. Groups with less teams will have played less games at the end of bracket play compared to teams in the other groups. Adjusted game scoring works by awarding each team in the group the average points per played game for that team. For example, if in the U13 boys age group Group A has 3 teams and each team plays 2 games in pool play and groups B and C have 4 teams and each team plays 3 games in pool play, adjusted game scoring will be used for Group A.

12. TIEBREAKERS

11.1 If two teams are tied at the conclusion of the preliminary round, the following criteria will be used in order until one team advances:

1. Head to head results;
2. Winner of the most games;
3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -3 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.

4. Least goals allowed in all games played within the team's flight;
5. Kicks from the penalty mark at a time determined by the Presidents Cup Director.

If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria in the foregoing section will be used in the order shown, beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning with #2, to either advance or eliminate one team. This process will continue until there are no teams remaining.

- 11.1.1 The tiebreaker rules under this section will be used first to determine final standings within each group for advancement based on group standings. The tiebreaker rules will thereafter be used separately to break any ties for wildcard purposes by applying the rules to the teams that are tied to determine wildcard advancement and placement.

13. RESPONSIBILITY OF COACHES & TEAMS

- 13.1. The team listed first in each pairing is the home team. The home team shall have the right to choose the location of its bench area.
- 13.2. Parents and Spectators must occupy the sideline opposite the team bench area. Spectators will be directly across from their team. There shall be a buffer zone extending ten (10) yards on each side of midfield that may not be occupied by parents or spectators. All spectators must remain at least three feet back from the touch line.
- 13.3. Coaches, players and spectators are not allowed behind the end line for any reason.- Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
- 13.4. Coaching is permitted from the touchline by ONE coach at a time. All valid coaches must be on the team's roster.
- 13.5. Coaching is understood as giving directions to one's team on points of strategy and position. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.
- 13.6. Match officials shall be empowered to enforce these provisions and may suspend or terminate games in the event that any team, coach, parent or spectator declines to abide by requests from match officials to comply with these standards. Referees will have the authority to have unruly spectators removed from the field. Any referee assault or abuse will be referred to the state organization for disciplinary and/or legal action.

14. PLAYER/COACH/PARENT MISCONDUCT

- 14.1. The Coyote Cup Director shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Coyote Cup Director, penalties may be increased according to the gravity of the infringements.
- 14.2. Players/Coaches/Spectators that have displayed activities detrimental to the "spirit of the game" as defined within the UYSA Code of Conduct and/or who have displayed violation of local ordinances (including, but not limited to, theft, or willful destruction of property) can be subject to denial from participation for the duration of the event
- 14.3. Any coach rostered to more than one team in the competition who is ejected shall sit out a minimum of the next scheduled match of the team with which the ejection was awarded
- 14.4. An Ejected Coach/Administrator cannot have contact with his/her team during the

ejected game or games until the team and referees have left the field. No communication with players or team management is permitted during the suspended game. Violations of this will result in additional discipline action being taken by the Coyote Cup Director, including but not limited to additional games suspended or recommendations to the home state association.

- 14.5. Players who are serving a disciplinary suspension may occupy the bench in the technical area while dressed in street clothes. If additional disciplinary situations occur in which a suspended player is involved, the Coyote Cup Director will require additional suspensions to be served during the tournament or during the following Season of play.
 - 14.6. Spectators asked to leave by a referee or other event official must immediately depart the field area and are required to remain out of sight and sound of the game until the team has departed the field of play and is no longer the responsibility of the referee.
 - 14.7. When sent off the field of play and shown the red card for infringement of the Laws of the Game, players and substitutes shall be disciplined by additional game suspensions as follows:
 - 14.7.1. Serious Foul Play - Suspend for a minimum of one (1) game
 - 14.7.2. Foul and Abusive Language - Suspend for a minimum of one (1) game
 - 14.7.3. Second Caution able Offense - Suspend for a minimum of one (1) game
 - 14.7.4. Violent Conduct - Suspend for a minimum of two (2) games
 - 14.7.5. Any player, substitute, or team official who refuses the referee's request for his/her name or gives a false name while the referee is gathering data to report on an infringement of the Laws of the Game involving him/her, shall have one game added to the suspension that would normally be levied by the Coyote Cup Director
 - 14.7.6. Ejected players are to remain on the team sideline during the match. The player must be quiet and if they continue to be a distraction or disturbance in the opinion of the referee then this player will be removed from the venue and may be subject to further discipline
 - 14.7.7. Ejected Coaches: Any coach ejected is a one (1) game suspension. During the game suspension(s), there can be NO contact of any kind or by any means between the team and the coach must be 100 yards away from the field of play from 30 minutes before the game until the conclusion of the game. The Coyote Cup Director has the authority to increase the suspension for more than one (1) game.
15. AWARDS
- 15.1. Award presentations will be made at the conclusion of the Championship games on the same field or another location as directed by UYSA Staff. Coaches will be notified either before or after the game of the medal ceremony location.
16. PROTESTS
- 16.1. All games will be considered final and no protests will be allowed