

AUFC-GALLES CHEVROLET UNITED CUP 2018

RULES OF COMPETITION

All matches shall be played in accordance with FIFA Laws except as stated in this rules package. Any disputes will be settled by the Tournament Director or designated Tournament Committee member(s). Tournament rules may be modified under extraordinary circumstances at the sole discretion of the Tournament Director.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED!

TEAM & PLAYER ELIGIBILITY

Eligible players are those who are properly registered with USYSA, US Club Soccer, SAY, or AYSO and whose legal name, date of birth, and player ID number appear on the team's roster form at the **Tournament Credentials Check-in**. ALL teams must provide a validated roster, as issued in the manner approved by the team's State Association. Each team may have a maximum of Four (4) guest players (for teams of all age groups). No player may play for more than one team; dual registered players must declare in writing which team they will play for if both their teams have entered in the **AUFC-GALLES CHEVROLET UNITED CUP 2018**. Coaches MUST provide USYSA, etc. member photo pass card as approved by the team's State association for each player, guest player, and team official listed on the approved roster and present with the team. Each player's member photo pass card must have on it the team information, the valid seasonal year, the player's name, and the player's VERIFIED birthdate as required by Rule 204 of US Youth Soccer Policy on Players & Player Rules. Coaches must also provide copies of any required permissions for a coach or player who is listed as a guest. Out-of-state (but not USYS region IV) teams will also be required to furnish a copy of their state association's Travel Sanction Documentation. **TEAMS USING INELIGIBLE PLAYERS WILL FORFEIT ALL THEIR MATCHES.**

MEDICAL RELEASES

An authorization properly executed with original signatures to allow emergency medical treatment of each player must be presented at the **Tournament Credentials Check-in**.

AGE SPECIFIC RULES

FOR U7/8 WELCOME FESTIVAL

ALL the U7/8 teams entered will receive THREE (3) matches each (bracket size permitting). There will be NO scores, NO points, NO standings kept or published. Also, there will be NO advancement to any playoff matches. EACH player on an entered U7/8 team will receive the same PARTICIPATION (NOT a Placement) AWARD.

AGE SPECIFIC RULES

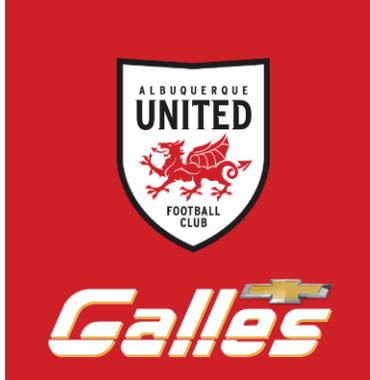
FOR U9/10 – IMPLEMENTING THE BUILD OUT LINE

The US Youth Soccer is recommending the usage of the Build Out Line (BOL) in 7v7 matches, played by the U9 and U10 age groups. The purpose of the BOL is twofold:

- 1) To promote playing the ball out of the back under possession; and,
- 2) To indicate the area of the field where an attacking player may be called for being offside.

Using the BOL:

- I. Used as a retreat line when:



- 1) The ball goes over the end-line for a goal kick, or
- 2) The goalkeeper establishes possession in his/her hands

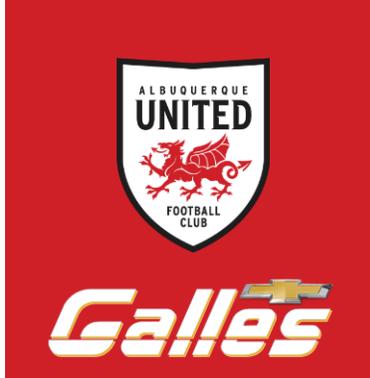
As soon as either of the above situations occurs in a match, all opponents must begin to retreat to behind their BOL. Players not retreating may be cautioned by the referee (same as not retreating when defending a free kick).

- Players on the team taking the goal kick, or on the team of the goalkeeper with the ball in hands, may move to any area of the field.
 - On a goal kick, the ball must leave the penalty area before it is considered “*in play*.”
The player taking the goal kick can only touch the ball once and another player must touch it before the first kicker can play the ball again.
 - When the goalkeeper has possession in his/her hands, the ball is considered “*in play*” as soon as the goalkeeper releases it by dropping the ball to the ground, rolling the ball, or throwing the ball.
***To further promote playing the ball out of the back, goalkeepers may not punt or dropkick the ball.
 - If the player taking the goal kick chooses to restart play before the opponents have retreated behind the BOL, the ball is “*in play*” once it leaves the penalty area.
 - If the goalkeeper chooses to restart play before the opponents have retreated behind the BOL, the ball is “*in play*” once the goalkeeper releases it.
 - Once the ball is in play, the match is considered live and opponents may move to any area of the field.
- II. Used as an indicator of where a player may be called for being offside:
- Citing the existing offside rule, an attacking player is not in an offside position, and cannot be called for being offside, if the attacking player is in his/her own half of the field.
 - Replacing the use of the midfield line as the indicator of where a player may be in an offside position, the BOL is now used to determine where a player may be called for being offside. An attacking player is not in an offside position, and may not be called for being offside, if the attacking player is on his/her own side of the BOL when a teammate plays the ball.

AGE SPECIFIC RULES FOR U11 AND UNDER - HEADING

The US Soccer Federation is recommending, and USYS/NMYSA is requiring immediately that players on U11 and younger teams shall not engage in heading, either in training or in matches. In the **AUFC-GALLES CHEVROLET UNITED CUP 2018**, the following rule shall apply – When a player deliberately heads the ball in a match, an Indirect Free Kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs in the goal area, the IFK shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. Referees shall enforce these rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group.

It is the individual teams' responsibility to make sure that BOTH sides of the field are cleaned up after their match. The consumption or possession of any alcohol is strictly prohibited at the New Mexico Soccer Tournament Complex (NMSTC). NO SMOKING will be permitted near the fields (this includes e-cigarettes). NO domestic or wild animals of any kind are allowed at the NMSTC. The maximum speed limit at the NMSTC is TEN (10) MPH.



OFFICIAL MATCH SCHEDULES

The **AUFC-GALLES CHEVROLET UNITED CUP 2018** will provide official match schedules to your team representative at the Tournament Check-in. The schedules &/or bracket assignments made available on the website (www.AUFC.org) should be regarded as subject to revision at any time, depending upon a variety of circumstances.

PRE-MATCH TEAM CHECK-IN

Teams must check in before each match. The assigned referee crew for the match will conduct the pre-match check-in. Coaches will present their players (with their player/coaches pass cards) to the referee crew.

FORFEITS

Teams failing to properly check in within TEN (10) minutes after their scheduled kick-off time MAY forfeit that match. To start and finish a match, U 7/8 teams must have at least (3) players present. U 9/10 teams must have at least (5) players present. U 11/12 teams must have at least (6) players present. U 13/14 and older teams must have at least (7) players present. To be awarded a forfeit win, your team must show up even if you know your opponent will not show up.

CHAMPIONSHIP MATCHES

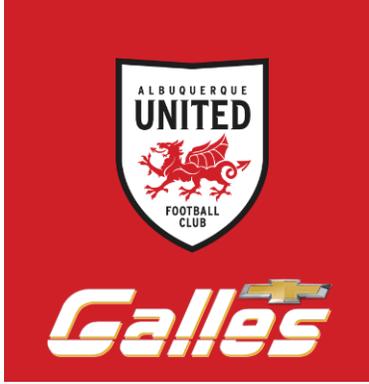
- If tied at the end of regulation, two FIVE (5) minute OT periods for ALL age groups (U9/10 and above) will be played in their entirety (NO GOLDEN GOAL), with a TWO (2) minute halftime.
- If still tied, Kicks From The Mark (as per FIFA laws) will be taken to determine the winner.

RED & YELLOW CARDS

Any player receiving a red card shall be expelled from that match and must leave the playing field, remove his/her uniform jersey, put a conspicuously different shirt on, and stay sitting on the bench (to the satisfaction of the Match Referee AND the Field Marshal), may not be substituted, and is automatically disqualified from participating in his/her team's next **AUFC-GALLES CHEVROLET UNITED CUP 2018** match. Players receiving a red card for fighting will not be permitted to play in ANY of their team's remaining **AUFC-GALLES CHEVROLET UNITED CUP 2018** matches. Any coach receiving a red card shall be expelled from that match and must leave the immediate vicinity of the playing field (to the satisfaction of the Match Referee AND the Field Marshal) and is automatically disqualified from coaching his/her team's next **AUFC-GALLES CHEVROLET UNITED CUP 2018** match. If an expelled player &/or coach fails to serve a suspension and plays in or coaches in that team's next **AUFC-GALLES CHEVROLET UNITED CUP 2018** match, that team will automatically forfeit that match and will be scored as an abandonment. Referees will provide Misconduct Reports, documenting red cards and expulsions to the Tournament HQ. Red cards MUST be documented and CANNOT be rescinded.

SUBSTITUTIONS

With the Referee's permission, players may be substituted from the mid-field line at **ANY STOPPAGE IN PLAY**. Substituted players must remain on the sideline until the players they are replacing have left the field.



HOME TEAM

- Is the first team listed in the match schedule,
- Must change their jersey in case of a color conflict,
- Is to supply a properly inflated match ball of appropriate size.
- May request a match ball that is solid white or black & white in color.

VISITOR TEAM

- Is the second team listed in the match schedule,
- Will get to choose its jersey color.
- Should be prepared to supply a properly inflated match ball of appropriate size if called upon.
- May request a match ball that is solid white or black & white in color.

Teams (coaches & players) shall occupy the same side of the field (the home team in the E/N half of that touchline and the visitor team in the W/S half of that touchline). ALL the spectators MUST BE on the opposite side of the field from their teams.

MATCH MATRIX BY AGE GROUPS

Age Group (B/G)	Maximum Roster Size	Guest Players Allowed	Match Length (Min.)	Players On field (W/GK)	Offside Rule Applies	Build-Out Line Applies	Header Rule Applies
U 7/8	6	4	4x10	4 (NO GK)	NO	NO	YES
U 9/10	12	4	2x20	6+GK	YES	YES	YES
U 11/12	16	4	2x25	8+GK	YES	NO	YES (U11s)
U 13/14	18	4	2x30	10+GK	YES	NO	NO
U 15/16	22	4	2x35	10+GK	YES	NO	NO
U 17-19	22	4	2x35	10+GK	YES	NO	NO

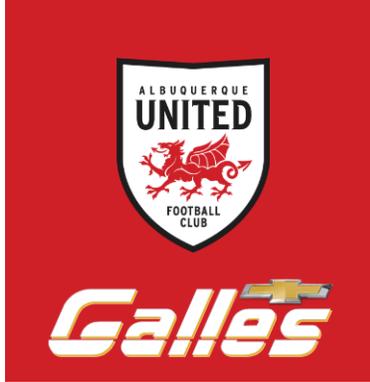
Note: ALL age groups will have a TEN (10) minute halftime. U 15/16 and U 17-19 age groups may have up to (22) players on the roster but MUST have ONLY (18) players participating in a match.

POINTS SCORING SYSTEM

- THREE (3) points for a win,
- ONE (1) point for a tie,
- ONE (1) point for a NO RESULT (a match ended in the first half due to weather),
- ZERO (0) points for a loss,
- THREE (3) points for a forfeit win (scored as a 1-0 win),
- NEGATIVE TWO (-2) points for a forfeit or abandonment loss.
- NEGATIVE ONE (-1) point for EACH Red Card issued to a team (player, coach, or team).

TIE-BREAKERS FOR ADVANCEMENT

1. Head to head result,
2. Highest TOTAL goal differential (limit a maximum of (4) per match) in ALL bracket matches,
3. Least TOTAL number of goals allowed in ALL bracket matches,
4. Most TOTAL number of goals scored (limit a maximum of (4) per match) in ALL bracket matches,
5. Kicks from the mark,
6. Coin toss.



Tie-breakers will be applied in this manner: If three (or more) teams are tied, and a tie-breaker results in one (or more) team(s) to be eliminated from the tie, then the tie-breakers are applied again starting with 1. Head to head result above.

REPORTING OF INDIVIDUAL MATCH SCORES

BOTH (opposing) coaches AND the Center Referee MUST sign off on the Match Scorecard. Then it is the WINNING team's responsibility to turn it in to the Tournament HQ Tent within TEN (10) minutes after the match has ended. In the event of a TIED match (in bracket play), it is BOTH TEAMS' responsibility to turn it in to the Tournament HQ within TEN (10) minutes after the match has ended. ALL Match Scorecards will be reconciled with the Official Referee Match Report before the final Match Points are awarded.

CONDUCT, SPORTSMANSHIP, & VERBAL ABUSE

Coaches are responsible for the conduct of their players and spectators. Referees have complete authority during all matches and will not allow abusive or profane language or threats. If, in the opinion of the referee, a match must be terminated due to serious or persistent misconduct, the match will be abandoned. The team (or teams) at fault may be suspended from any further play and/or required to forfeit all points previously earned, per the judgment of the Tournament Director. Tournament Representatives, Referees, and other Volunteers are not expected to accept verbal abuse from anyone at the event. If the Tournament Director determines that there has been excessive verbal abuse, he may expel a team from the tournament. An expelled team has no right to any refunds, awards, or any other considerations whatsoever.

MATCH ABANDONMENT

Tournament scoring for abandonments will be determined by the Tournament Director after consultation with the Field Marshal and the Referee crew. Scoring for matches terminated by abandonment is ordinarily based on the score at the time of the abandonment; however, depending on the circumstances, the Tournament Director may award or subtract points from the teams' tournament scores, regardless of the match score, solely at his discretion. Referees determine the abandonment; the Tournament Director determines its effect on the tournament results.

ANY PLAYER / COACH / SPECTATOR WHO ASSAULTS A REFEREE WILL BE PERMANENTLY EXPELLED FROM THE TOURNAMENT AND REPORTED TO THE PROPER AUTHORITIES.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee reserves the right to modify any or all the tournament rules to conclude the event safely and fairly. Coaches must be available to be contacted by the tournament staff. **Teams must supply a local phone number, cell phone number, and hotel room number at the Check-in, in case we need to contact you for any tournament-related reason.**



NMSTC **LIGHTNING POLICY & PROCEDURES**

Referees will have full control of the match with the ability to stop or delay the match due to inclement weather. Once the “All Stop/Clear the Field” signal is sounded by the NMSTC this policy takes over. Coaches, Referees, Spectators &/or Players **CANNOT** override the decision to clear the fields.

- The NMSTC will sound an “All Stop/Clear the Field” signal when the complex is being shut down and cleared for lightning. (This will be a long sounding siren). **Go to your vehicle and wait.**
- Once shut down, every (5) minutes the complex will re-sound the “All Stop/Clear the Field” siren until the lightning danger has passed.
- Once the lightning danger has passed the complex will sound the “All-Clear” signal. (Double tones).
- Once the “All-Clear” signal has sounded matches will be given a maximum (10) minute warm-up time (starting with the “All-Clear” signal). Control of the match now reverts to the Referee Crew.

SUSPENSION OF PLAY

If play is suspended due to inclement weather, field conditions, or other situations beyond the tournament’s control, after the completion of the first half, that match shall be considered complete and official. If a match is suspended prior to completing the first half, the Tournament Director, in consultation with the tournament committee, shall decide how best to complete that match (a shorter match or a PK shootout, etc.). **There will be ABSOLUTELY no refunds issued for suspended, shortened, or cancelled matches.**

New Mexico Soccer Tournament Complex (NMSTC) RULES

- **PLEASE PICK UP YOUR TRASH!!!**
- **The MAXIMUM Speed Limit at the NMSTC is TEN (10) MPH.**
- **NO domestic or wild animals of any kind are allowed at the NMSTC.**
- **The consumption or possession of any alcohol is strictly prohibited at the NMSTC.**
- **PLEASE PICK UP YOUR TRASH!!!**
- **NO SMOKING will be allowed near the fields (this includes e-cigarettes).**
- **There will be a parking charge of \$5.00 per vehicle per day.**
- **PLEASE park in designated parking lots ONLY or your vehicle could be towed. DO NOT park on the grass or DO NOT block access for emergency vehicles at any time.**
- **PLEASE PICK UP YOUR TRASH!!!**

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