



2024 United Cup Soccer Tournament May 4th and 5th, 2024 Santa Ana Pueblo Sports Complex

United Cup is open to all currently registered USYSA, Club Soccer, AYSO, and SAY boys and girls teams. Guest players may be added with completed guest player approval form from the state association, *if required*. Guest players should be written or typed onto the official team roster. Player cards for guest players must be presented at game check-in. **Cross-organizational guest playing** (such as an AYSO registered player guest playing for an USYS (NMYSA) team or vice versa) **WILL NOT be permitted**.

The maximum roster size **INCLUDES** any and all guest players. No player may play for more than one team in the United Cup; dual registered players must declare in writing which team they are playing for if both their teams are registered in the tournament. Rosters **AND** Pass Cards for each player and coach must also be presented to the referee prior to each game. The age of all players shall be determined according to the Rule 204 of US Youth Soccer's Policy on Players and Player Rules.

CHECK-IN

To check in the team for the tournament, follow the instructions in the GotSport application for your team to **upload the team roster and pass cards**. Guest players may be typed or legibly written on the official roster, with pass cards included in the online check-in. Deadline for uploading completed documents is April 30th, 12 am MDT.

Have all player medical release forms with you at all times during the tournament.

LAWS OF THE GAME

FIFA Laws shall apply with the following exceptions: Unlimited substitutions shall be from the midfield line with the consent of the referee as follows: (1) after a goal by either team, (2) before any goal kick, (3) before a throw-in by any team, (4) at the beginning of any period of play, (5) after any injury, by either team, when the referee stops play, and (6) after a caution, one for one, if the cautioned player is substituted. The modified rules for the U7-U11 small-sided games can be found at the current Duke City Soccer League website located at <https://dukecity.org/handbooks/>

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, or the referee has clearly indicated for them to enter the field.

GAME SCHEDULES

Each team will be scheduled to play a minimum of three games if weather and circumstance allow. The type of schedule depends on the number of teams in the age group bracket.



GAME LENGTH | ROSTER SIZE

Age Group	Max Roster	Max Guest Players	Players on Field	Minutes Played
U7/U8	8	4	4 no GK	4 x 10
U9/U10	12	4	6 + GK	2 x 20
U11/U12	16	4	8 + GK	2 x 25
U13/U14	22	5	10 + GK	2 x 30
U15/U16	22	5	10 + GK	2 x 35
U17/U19	22	5	10 + GK	2 x 35

Maximum roster sizes allowed for U13 - U19 is 22 players, but only 18 players may be active to play in each game.

Ties will stand in all games except in semi-final and Championship games. In semi-final games, there is no overtime and the winner is decided by kicks from the mark (KFTM) in accordance with FIFA Laws of the Game.

In Championship games, ties will be played off in two (2) EQUAL 5-minute overtime periods. A “golden goal”, where the first team to score wins, WILL NOT be used. If a tie still exists at the end of both overtime periods, the winner will be determined by kicks from the mark (KFTM) in accordance with FIFA Laws of the Game. EXCEPTION: NO overtime periods and goalkeepers are used for U7-U8.

DISCIPLINE FOR MISCONDUCT

Any coach or player sent off the field by the referee (red card) for misconduct shall be suspended from the following game. The offending coach or player must leave the field for the remainder of the game and move to a distance where they can not be heard by anyone involved with playing or coaching the game and refrain from communicating with either team. No substitution shall be allowed for an ejected player. ONE (1) point shall be deducted from the team’s point total for EACH red card issued. The pass card shall be held by the referee and turned over to the field marshal. The pass card may be retrieved after the completion of the next game, when the player or coach is eligible to return to the field. Red cards will be reported to the home state associations. Upon written request, the tournament will honor all suspensions and disciplinary actions taken by the team’s home league and will communicate appropriate league and state authorities information or discipline administered during the tournament. Matters involving referee assault or abuse will be referred immediately to the host state association. Santa Ana Pueblo police will be called for all violent behavior. Coaches are responsible for the conduct of their players and spectators at all times during the tournament.

POINTS SCORING

Points shall be awarded thusly: Three (3) points for a win, One (1) point for a tie, and Zero (0) points for a loss. In the event of a forfeit, Three (3) points will be awarded for the forfeit win and Zero (0) to the forfeiting team. In the event of a tie in total points, placement for out of bracket play will be determined in this order: (1) winner of head to head competition, (2) greatest total goal difference—up to 4 per game, (3) most total goals for (limit 4 per game), (4) least total goals allowed (limit 4 per game), (5) Most shutouts, (6) FIFA penalty kicks if possible. The game report including scores, cautions and ejections will be filled out and signed by the referee and handed to the field marshal at the site where the games are played, or turned in to the referee assignor.



For the U7/8 festival, all teams entered will receive THREE (3) matches each (bracket size permitting). There will be NO scores, NO points, NO standings kept or published. There will be NO advancement to any playoff matches. Each player on entered U7/8 team will receive the same Participation Award.

FORFEITS

If a team is unable to field (7) players (for teams playing 11v11), (6) players (for teams playing 9v9), (5) players (for teams playing 7v7) and (3) players (for teams playing 4v4), (15) minutes after the scheduled game time, that team will forfeit that game. Since the purpose of the tournament is to play the games and the tournament hosts a number of out-of-state teams unfamiliar with the venues or because there may have been last minute changes that were not properly communicated, the Tournament Director will consider the reasons for the team's tardiness before declaring a forfeit or allowing additional time before declaring a forfeit. If a team forfeits a game without justifiable cause, it will be disqualified from semi-final and Championship games.

Teams using illegal players will be required to forfeit all matches.

CONDUCT

- No animals, alcoholic beverages, verbal abuse, or physical abuse will be allowed on any of the fields or in the parking lots.
- No smoking will be allowed at the complex.
- No coach, spectator or bench personnel are to enter the field of play during a game, PARTICULARLY if an incident occurs on the field. Coaches and substitutes may enter the field only when indicated to do so by the referee.
- Only the team captains or coaches of the team may address the referee before, during, or after a game, and then only for the purpose of information, not to question decisions. This applies from the time the referee arrives at the venue until he/she leaves, not just during the game.
- Under NO circumstances should anyone ever touch a referee. Instead of addressing the referee, attendees are to write down their concerns and give them to one of the Field Marshals or any tournament official.
- Participants are to be properly chaperoned at all times. Under NO circumstances will destructive, threatening or out of control behavior will be tolerated.

Violation of these guidelines will result in **barring the offending person(s) from the fields, suspension or cancellation of games, or ejection of person(s) &/or entire teams from the tournament.** All serious infractions will be reported to the state associations. The team representative will be required to provide a signed conduct form indicating that all the participants and spectators have been informed of these conduct guidelines.

GAME CHECK-IN

Expect to provide a **TEAM ROSTER FOR EACH GAME** to the referee at check-in. This roster must match the roster uploaded for online check-in. Players must check in with the referee for each match, wearing appropriate attire and equipment as determined by the referee.

The home team will provide an acceptable game ball (per the match referee) for each match. Both teams should be prepared to supply two game balls if needed.



PLAYER EQUIPMENT

Home team is designated as the first team listed on the schedule. Both teams must bring two sets of uniforms to each game. **Home teams typically wear white or light colors.** The referee will determine if there is a conflict and the **home team will be required to change.** A player's uniform shall consist of a shirt, shorts, socks, shin guards, and appropriate footwear. Teams must wear uniquely numbered shirts, with the number on each player's shirt **corresponding to his/her number on the roster.**

Goalkeepers shall wear colors that distinguish them from other players. Hard casts with adequate padding will be permitted at the discretion of the match referee, soft casts are permitted with the approval of the match referee.

SUSPENSION OF PLAY

If play is suspended (for inclement weather, field conditions or other situations beyond the tournament's control), after the completion of the first half, that game shall be considered complete and official. If a game is suspended prior to completing the first half, the tournament committee shall decide how to complete the game if possible (a shorter game or a PK shootout). *There will be absolutely NO REFUNDS issued for delayed, suspended, or cancelled games.*

PROTESTS

NO protests will be allowed. Decisions by referees MAY NOT be appealed. Eligibility issues and the interpretation of these rules shall be the responsibility of the Tournament Director and those decisions are final and MAY NOT be appealed.

SANTA ANA SPORTS COMPLEX RULES

- The MAXIMUM Speed Limit is TEN (10) MPH.
- NO domestic or wild animals of any kind are allowed at the complex.
- The consumption or possession of any alcohol is strictly prohibited at the complex.
- NO SMOKING will be allowed at 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. Do not block access for emergency vehicles at any time.
- PLEASE PICK UP YOUR TRASH!!!