

**ELKHORN SOCCER CLUB/COERVER® GREAT PLAINS STATES
“COERVER® CUP”- SATURDAY, OCTOBER 12, 2019
RULES AND REGULATIONS**

Format:

- 7U-15U Boys and Girls- Select (Gold Division) and Recreational Teams (Silver Division) and Boys and Girls High School Divisions
 - **Recreational soccer** is defined as a program that is primarily devoted to the enjoyment and development of soccer players without the emphasis on travel or high level competition. The purpose of recreational soccer is to provide an opportunity for the participants to have fun, learn the sport and develop life skills and a love of the game.
 - The use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited.
- 5v5 (4 outfield players and a goalkeeper)
- Teams play round robin in group stage
- Groups can consist of 3, 4, 5 or 6 teams
- Tournament directors reserve the right to make the decision on the group size based on the number of teams that register.
- Playoff format will also depend on the number of teams in an age group.
- 3 points for a win; 1 point for a draw
- In the event of a tie for playoff seeding, the team moving on will be determined by the following criteria:
 - Head to head
 - Goal differential (maximum of +4 per game)
 - Least goals against
 - Most goals scored
 - Coin toss
- Three team tiebreaker will follow the same criteria until the tie is broken and two teams remain. Once this happens, the tie breakers are reset and will once again follow the criteria above.

Rosters:

- 14 player roster maximum (5 player minimum)
- USSF Birth Year Roster Rule in effect
- Rosters are frozen after submission. Teams violating this rule will forfeit all games in the group stage and will not be allowed to progress to the playoff stage of the tournament.

Cost:

- \$225 per team
- Registration deadline is **FRIDAY, SEPTEMBER 27 BY 5:00 PM.**

Check-In:

- Check-in will take place at the main tent 45 minutes prior to your team's first game. Please make sure you have a printed roster for your team. The roster submitted during registration must match your roster at check-in. **Only the head coach may check-in his/her team at the main tent.**

Scheduling:

- Tournament directors will do their best to match teams with the proper level of competition. If there are not enough teams to complete a bracket, age groups may be combined. The full schedule with game times and field locations will be released no later than 5 days prior to the start of the tournament.

Field Size:

- 48 yards x 36 yards

Goal Size:

- 4 feet high x 16 feet wide

Field Layout:**Game Scoring:**

- 1 point for goals scored inside the shooting/build out line.
- 2 points for goals scored from outside of the shooting/build out line.
*If a shot is taken from behind the 2-point shooting line and then touched by another offensive player inside the 2-point shooting line, the goal will count for 1 point.

Games:

- 30-minute games. Two, 15-minute halves (running clock) with a 5-minute halftime.

- Games will kick-off every 45 minutes
- Special note: If a team is losing by a 5-goal differential, they will be allowed to add an extra player on the field. *Once the goal difference is back to 4 the extra player must come off.*

Playoff Stage ONLY:

- Any ties after regulation time will be settled by a penalty kick shootout.

Penalty Kick Shootout:

- Kicker starts at the 2-point line. Goalkeeper starts on the goal line.
- Referee signals the start with a whistle.
- Kicker has 5 seconds to shoot the ball- no rebounds. Players may advance the ball forward prior to shooting.
- The ball must be moving forward at all times and can never go backward.
- Team leading after three (3) kicks wins.
- If tied after 3 kicks, go to sudden death.
- All players must have a turn to shoot before the order can reset.

Fouls:

- FIFA rules apply
- Fouls that occur outside of the two-point shooting line result in a direct kick.
- Fouls that occur inside of the two-point shooting line result in an indirect kick.
- Defensive players must be 8 yards away from the ball prior to the kick.

Offside:

- Offside will NOT be called during the Coerver® Cup.

Throw-ins:

- In lieu of traditional throw-ins, all balls over the touchline will result in an indirect “kick-in.”
- Defending team must be 8 yards away from the ball prior to the kick.

Corner Kicks:

- Direct

Goal Kicks:

- Indirect. Defending team must be behind the two-point shooting line prior to the kick.

Goalkeepers:

- Goalkeepers may not punt/dropkick the ball at any time.
- Goalkeepers may not throw the ball in the air past the first two-point shooting line.

Substitutions:

- Substitutes may enter the game at any time (“on the fly”). Substitutes must enter at midfield after the player they are replacing has exited the field.
- No stoppage of play is needed in order for a substitution to take place.

Yellow cards:

- Yellow cards will be issued as per FIFA Laws of the Game.
- Two yellow cards received by the same player in a game will result in a red card, and the team must finish the game playing with one less player on the field.

Red cards:

- Red cards will be issued as per FIFA Laws of the Game.
- Any player who is shown a straight red card may not play in the next game, and their team must finish the current game with one less player on the field.
- Any coach who receives a red card must leave the premises and will not be allowed to coach for the remainder of the tournament.

Protests:

- No protests can be made based on judgement calls made by the referee. All calls on the field are final.
- Coaches should express any concerns about violations of rules to the tournament directors at the main tent- a director will be present at all times during the tournament.
- Any questions regarding rules of game play should be addressed with the referee prior to the start of the game. If the referee cannot answer a specific question regarding game play, then the coach must speak with a tournament director at the main tent.

Late Team Rule:

- A team that arrives within the first 5 minutes of the scheduled kick-off will start the game one goal behind.
- Teams that arrive 6 minutes (or more) after the scheduled kick-off will forfeit the game with a default score of 2-0 to the opposing team.
- If both teams are 6 minutes late (or more), the game will be recorded as a 2-0 loss for both teams.

- Tournament directors have the final decision in any dispute or conflict that may occur.

Results and Standings:

- After every game, the referee will complete a game card to report the official score.
- Both coaches must verify the final score of every game, otherwise the final score will be what the referee recorded on the game card.
- Game cards will be handed in directly from the referee to the main tent, where scores will be recorded.

Official Game Ball:

- One game ball will be provided at each field.
- If additional balls are needed at any point in the game, they must be provided by the home team.
- 7U and 8U will use size 3 balls; 9U-12U size 4; 13U and 14U size 5.

Team benches and spectator seating:

- Teams will position themselves on the same side of the field.
- Coaches must stay on their side of the field and may not coach from any other location.
- All spectators must sit on the opposite side of the team benches.
- Parents/guardians are responsible for their children at all times.

Facility:

- Drugs and alcohol are not permitted on the premises. Any individuals in violation of this will be ejected from the grounds.
- Any vandalism on the grounds will also be cause for removal.

Sportsmanship:

- Violent and dangerous play will not be tolerated and may result in ejection from the tournament.
- Any negative and abusive language towards another team, player, spectator, referee or tournament staff member may result in ejection from the tournament.

Weather:

- Tournament directors have the right to suspend games due to lightning or severe weather.
- If it is necessary to suspend games due to weather, updates will be made to coaches at the facility and on social media (Twitter and Facebook).
- If games are suspended due to lightning, all individuals at the facility must clear the fields and proceed to their vehicles.

- If the decision to cancel the game is made, and one half of the game has been completed, then the result will stand and be recorded as a completed game.
- If the weather or condition of the fields make it impossible to carry on with the tournament to completion, every effort will be made to finish the remaining games on the following day (Sunday).

Injuries:

- Coaches are considered guardians for players when the parents/guardians are not present at the facility.
- Coaches have the responsibility of making decisions in the best interest of the health and safety of their players when parents/guardians are not present.
- Coaches may not allow players to play if the medical staff at the tournament advises against further participation.
- The coach is responsible for having emergency medical information for every player with them at every game.
- The time missed during a game due to injury will not be added on due to scheduling issues.
- A certified athletic trainer will be present during the tournament.