

# FALLSTON CUP TOURNAMENT RULES

Additional info regarding the tournament, including updates, accepted teams, schedules, etc. can be found on the tournament website at [www.FallstonCup.com](http://www.FallstonCup.com)

## 1. GENERAL RULES

- A. NO protests.
  - i. All decisions made by the referee are final and may not be protested or appealed.
- B. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- C. Under no circumstances will the Tournament Committee, the host club or governing body be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- D. If the event is cancelled in its entirety meaning no games have kicked off for the event, refunds will be decided by the tournament committee after all tournament expenses are accounted for. If the event is cancelled in part, the tournament committee reserves the right to refund teams with a credit towards future events and will be determined at the conclusion of the event.
- E. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- F. First and second place awards will be presented in each division.

## 2. LAWS OF THE GAME

- A. All games shall be played in accordance with FIFA Laws of the game except as specifically modified by the Fallston Cup tournament rules
- B. All drop balls are uncontested (**with the except for "Braveheart" Sudden Death rules in #11**)
- C. Goals may not be scored directly from a goal kick
- D. For 7v7 size field, all free kicks are indirect with the exception of penalty kicks

## 3. ROSTER CHALLENGES

- A. All roster challenges must be made prior to the start of the game and cannot interfere with games starting on time.
- B. The team(s) requesting the roster challenge must notify the field marshal assigned to the specific field prior to the start of the game of the request to challenge the opposing team's roster
- C. A tournament official or their designate must preside over the roster check
- D. The tournament reserves the right to perform the roster challenge before the game begins, at half time, or immediately at the conclusion of the game
- E. If a challenge takes place by either team, both teams will be required to provide their roster and player cards as well as proof of age for guest players to the oppositions' managers and/or coach to check on site
- F. Failure to immediately produce the required documents to the tournament official or their designate performing the roster check onsite will result in a 0-4 forfeit

## 4. UNIFORM, EQUIPMENT, AND FIELDS

- A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster. If the numbers are not the same, the player may not participate.
- B. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- C. All jewelry is forbidden, the referee may allow medical alert aids
- D. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- E. Teams must be at the fields 20 minutes prior to the scheduled kick-off.

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- F. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and / or tournament committee can postpone or cancel a match.
- G. Game balls will be provided by the tournament at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.

## 5. SUBSTITUTIONS

- A. All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee may disallow any request for substitution, if in the referee's judgment a request is intended to delay the play of the game. Substitutions are allowed for the following:
  - i. Substitutions may be done at the following stoppages of play
    - (1) Free substitutions by either team at goal kicks, corner kicks, throw-ins, after a goal is scored, prior to beginning of second half
    - (2) 1 for 1 substitution for an injured player, except for overtime (see 5B as well as section 11)
    - (3) A player receiving a yellow card must be substituted for when the card is presented, and that player may not return to the field until that team's next legal substitution
- B. There will be no substitutions in sudden death overtime. Injuries result in that team playing a player down if the player cannot continue. That player and only that player may re-enter during the same overtime period in which they exited at an allowed substitution stoppage as outlined above, if they become able to play. If the period ends without the player entering at a substitution stoppage then that player will be the designated player to be removed at the end of that period and will stay off for the remainder of the game.

## 6. DURATION OF GAMES

- A. The following table shows the length of game halves for the tournament's matches.

Age Group	# of players on the field during play	Half length	Ball Size
U8 thru U10	7v7	25 minutes	Size 4
U11, U12	9v9	25 minutes	Size 4
U13 thru U19	11v11	25 minutes	Size 5

- B. In the event that inclement weather forces a cancellation of a game after at least 20 minutes have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is halted before 20 minutes has passed, the match will be rescheduled for complete replay, or recommenced at the discretion of the tournament committee.
- C. There is no overtime for division play.
- D. Sudden Death, "Braveheart," for semi-finals and finals is detailed in section 11 below
- E. The tournament uses the "running clock" where there is no stoppage time added and games end even when the ball is out of play

## 7. HEAD BALL RULES

- A. For 7v7/9v9 play, heading is NOT allowed.
- B. If a player deliberately heads the ball in 7v7/9v9 play, an indirect free kick will be awarded to the opposing team from the spot of the infringement. If the header occurs within the 6 yard box of the goal area, the indirect free kick shall be taken from the spot on the 6 yard box line nearest to where the header occurred.
- C. If an unintentional head ball occurs in 7v7/9v9 play, play will stop and a drop ball will occur at the spot of the occurrence.
- D. If a player whose age denotes they should be playing 7v7/9v9 play is playing up to 11v11 play, the coach of that player is responsible to follow US Soccer and FIFA Laws of the Game guidelines for that player.

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## 8. BUILD-OUT LINE RULES for Goalies and Goal Kicks

- A. 7v7 play (U8, U9, U10) will feature a build-out line to promote playing the ball out of the back in a less pressured situation.
- B. For 7v7 play, the build-out line will replace the midfield line for offsides. An attacking player cannot be offsides if he/she is on the defensive side of the build-out line nearest to the opponent's goal.
- C. Goal Kicks
  - i. The opposing team shall make an attempt toward the build out line
  - ii. Should the ball be put into play before the opposing team has retreated to the build out line, the ball is live and may be played immediately by either team
  - iii. The ball is live when it is kicked and does not need to exit the penalty area to be played by another player
  - iv. Players may cross the build out line as soon as the ball is kicked
    - (1) Should the opposing team cross the build out line before the ball is played, the goal kick will be retaken
      - (a) Players may be warned and/or carded for multiple build out line infractions on goal kicks
- D. Goalie Play
  - i. Punting and drop-kicks are NOT allowed for 7v7 play.
  - ii. The opposing team shall make an attempt toward the build out line when the goalie has possession
  - iii. Should the goalie roll/throw the ball into play before the opposing team has retreated to the build out line, the ball is live and may be played immediately by another player
  - iv. The goalie cannot be the next player to touch the ball after rolling/throwing the ball.
    - (1) The resulting penalty is an indirect kick from the point the goalie touched the ball
  - v. Players may cross the build outline as soon as the ball leaves the goalie's hands
    - (1) When the goalie throws the ball, the ball must touch the ground on or before crossing the build out line
      - (a) Should the throw go past the build out line without touching the ground, the opposing team is awarded an indirect free kick at the point where the ball crossed the build out line

## 9. FAILURE TO SHOW AND FORFEITS

- A. A game may not start with fewer than seven (7) properly uniformed players on each team for any full-sided match. 9v9 teams must have a minimum of seven (7) players to start the game. 7v7 teams must have a minimum of five (5) players to start the game. Once a game has started, it may not continue with fewer than stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- B. A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 4-0 forfeited win.
- C. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 4-0 forfeit win.

## 10. DETERMINATION OF DIVISION WINNERS

- A. At the end of the tournament, the division winner shall be the team with the most points in their group. Teams will be awarded points on the following basis:
  - i. Three (3) points for each win
  - ii. One (1) points for each tie
  - iii. Zero (0) points for each loss
- B. Tie-Breaker System after division play
  - i. Head-to-head competition (***if there is a 3 or more team tie, proceed to the next tie-breaker***)
  - ii. Goal differential (capped at 4 per game)
  - iii. Fewest goals against (capped at 4 per game)
  - iv. Most goals scored (capped at four per game)
  - v. Most shutouts

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- vi. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner
- vii. If a three way tie cannot be separated by rules 2 through 5 above, then the following procedure will be followed.
  - (1) The three tied teams will enter a three way coin flip. The coin flip will be held at the conclusion of Saturday play. Penalty kick shootouts will be held Sunday morning at a time and location determined by the tournament committee. If a team cannot be present for the coin flip, a tournament official will stand in. If the coin flip returns three like results (i.e. all are heads), then the coins are flipped again. Otherwise, the two teams with the same value will have the first penalty kick shootout. The loser of this shootout takes the last position of the three teams. The winner of that shootout will then have another shootout, now against the team that had the first round bye by virtue of having the solitary coin flip result. The winner of this shootout takes the first position of the three tied teams, and the loser of this shootout takes the second position.
- C. When the tie-breaker system is used, the criteria are followed in order until one (1) team is eliminated and then the criteria starts over again at the top of the tie breaker system. Rules are repeated until one team remains.
- D. During a semifinal and final match, if a tie scores exists at the end of regulation, the game will continue into Sudden Death.

## 11. SUDDEN DEATH, “BRAVEHEART,” FOR SEMI-FINAL AND FINAL MATCHES

- A. Overtime play, as follows with the first score ending the event:
  - i. There is no offside during these sudden death overtime periods
  - ii. At the end of the game, all players who were on the field at the end of the game report immediately to the center circle (no additional players are allowed in the center circle). Coaches have to select the players to remain on the field. All other players then report to the sidelines and play continues.
  - iii. A coin flip is then held with the home team calling the flip. The winner of the toss will determine which goal they want to defend, play then starts with a **contested** ball drop at midfield.
  - iv. 11v11 will remove 4 players per team from players on the field at the end of the game; 9v9 will remove 4 players per team from players on the field at the end of the game; 7v7 will remove 3 players per team from players on the field at the end of the game. Please note that if a game ends with a team playing man-down due to red card, play will continue in this sudden death format with that team still man-down. **All formats using no goalkeeper.**
  - v. No substitutions in overtime (injuries result in teams playing a man down. The injured player may return to the field at the next permissible substitution opportunity. If the player cannot continue – team plays a man down for that single period).
  - vi. Play will continue with a **contested** drop ball at midfield and periods lasting 5 minutes. If there is no score at the end of 5 minutes, an additional player is removed from each team, and play will continue for another 5 minutes. This will continue until there is a score.
  - vii. At the end of each period coaches have 30 seconds to designate a player to be removed, if the coach does not do so in an allotted time, the referee may select a player to go off and then play resumes (teams who ended a period a player down due to injury do not remove a player in the next period for play to continue).
  - viii. As each period ends, teams are required to switch ends.
  - ix. Cards given during this overtime are treated like a regular match. Red Card resulting in team playing a player down. Yellow card resulting in the player leaving the field, only to return at the next appropriate substitution opportunity during that period.
  - x. If a penalty kick is awarded, the defending team may place a defender on the goal line in front of the net. This defender can use any part of the body except the hands.
  - xi. If no score has been recorded by either team following the 3v3 level of play, each team removes one more player and then play resumes with a drop ball at midfield with 2v2 without time limit until goal is scored.

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## 12. GAME AND SCORE REPORTING

- A. The field marshal will ensure that the game report forms are properly completed with issued cards and score. The field marshal will obtain signatures from the referees, home and visiting coach to verify all of the information reported on the game report. They will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.

## 13. INCLEMENT WEATHER

- A. In the event of inclement weather, the tournament committee will have the authority to change game as follows:
  - i. Relocate or reschedule any game(s);
  - ii. Change the duration of any game(s);
  - iii. Cancel any preliminary game(s) that have no bearing on the selection of division winners.

## 14. CONDUCT

- A. Smoking is NOT permitted at this tournament.
- B. Pets are NOT permitted at this tournament.
- C. Alcoholic beverages are NOT permitted at this tournament.
- D. Artificial noise-makers are NOT permitted at this tournament.
- E. Open fire and/or propane devices are not permitted anywhere onsite, including fields and parking areas
- F. Teams are limited to three adults on the player sideline
- G. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.
- H. Coaches, players and spectators are required to conduct themselves within the spirit of the law as well as the letter of the Laws of the Game.
- I. Harassment of any tournament officials, referees, coaches, or players before, during or after a match will not be tolerated and may result in ejection.
- J. The tournament committee reserves the right to suspend any player, coach, non-player, or team from the tournament for unruly conduct.
- K. Player Ejection due to a red card
  - i. The minimum penalty for an ejection is that a player receiving a red card shall not be permitted to play in the immediate next competition match of his or her team. The same applies for a player accumulating 2 yellow cards in one game.
  - ii. Violent behavior may subject a player to multiple game suspensions or ejection from the tournament at the discretion of the tournament committee.
  - iii. A player receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty.
  - iv. A player is allowed to serve their suspension at the next game on the team bench, provided they are not in uniform.
  - v. If the team of an ejected player allows the player to participate in the game he or she is to be sitting out, that team will automatically forfeit the game as a 0-4 defeat.
- L. Non-Player Ejection
  - i. This section addresses ejection of any individuals who may be reasonably construed as being associated with a team such as coaches, bench personnel, managers, relatives, and spectators.
  - ii. Referees and tournament officials are empowered to eject non-players from the match location.
  - iii. If a non-player is ejected, he or she must leave the field immediately and retire to their vehicle. The ejected non-player must comply without delay to be out of sight and sound on the way to their vehicle. Failure to comply may result in termination of the match and the non-player's team forfeiting as a 0-4 defeat.

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- iv. Should an ejected non-player refuse to leave the game location immediately as indicated above or should the non-player leave and return to the game location either during or after the match, the team associated with the ejected non-player will forfeit the game as an 0-4 defeat.
- v. Should a team's coach be ejected and that team does not have another rostered non-player present, the match shall be terminated immediately and the team without a coach will forfeit the match as a 0-4 defeat. Spectators and parents who are not on the tournament roster will not be permitted to take on the role of the ejected coach.
- vi. The minimum penalty for a non-player ejection is a one game suspension from the next competition match of the same team where the ejection occurred. Coaches of multiple teams will be permitted to coach the other team(s) on the same day without penalty. Parents or spectators associated with multiple children will be permitted to attend a different child's match. The Tournament Committee reserves the right to impose additional penalties that may carry over to other team(s) associated with the non-player.
- vii. Violent behavior or repeat ejections may subject a non-player to ejection from the tournament.
- viii. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.
- ix. Ejected non-players will not be with the team during the next match(s). They may not be within sight or sound of the field and may only be at the tournament location in the parking lot, inside their vehicle.
- x. If an ejected non-player is found to be in attendance at that team's next scheduled match, that team will automatically forfeit the game as a 0-4 defeat.