

# 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, except as specifically modified by these rules.

## 3. TEAM ONLINE CHECK IN, ROSTER REQUIRMENTS, AND ONSITE ROSTER REQUIREMENTS

- A. All teams are required to check-in online prior to tournament play.
  - i. Teams will be required to submit the following via email to: [boyscup@fallstonsoccer.com](mailto:boyscup@fallstonsoccer.com) (for the Boys Cup) or [girlscup@fallstonsoccer.com](mailto:girlscup@fallstonsoccer.com) (for the Girls Cup).
- B. All players' jersey numbers shall be unique
- C. No player shall play for more than one team during the tournament
- D. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.
  - i. U8 through U10 will play small sided (7v7) with a maximum roster of twenty (20) players; maximum of 14 players may dress for a game.
  - ii. U11 through U12 will play small-sided (9 v 9) with a maximum roster of twenty (20) players; maximum of 16 players may dress for a game.
  - iii. U13 through U14 will play full-sided (11v11) with a maximum roster of twenty-two (22) players; maximum of 18 players may dress for a game.
  - iv. U15 and older will play full-sided (11v11) with a maximum roster of twenty-five (25) players; maximum of 25 players may dress for a game.
- E. TRAVEL/CLUB TEAM ROSTER REQUIREMENTS
  - i. What is needed for Travel/Club Team online check-in:
    - (1) A copy of your state approved roster. This tournament is open to all US Soccer Federation (USSF) affiliates.
    - (2) Age groups are determined using birth year age rules.
    - (3) Guest Players
      - (a) Any guest player(s) must appear on the roster either added electronically or hand written
      - (b) A maximum of two (2) guest players will be allowed during the tournament.
      - (c) All guest players are required to have the same information included on the roster as the 'original' team members.

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(d) Include the proof of age for guest players with your online upload. This may be a player pass or birth certificate

ii. What is needed for Travel/Club Teams onsite during the tournament:

- (1) All teams will be required to have the approved roster and player passes onsite and must include the guest players' names on the roster as stated above
- (2) Proof of age for guest players as listed above

## F. REC/ALL-STAR TEAM ROSTER REQUIEMENTS

i. What is needed for Rec/All Star Team online check in:

- (1) For Rec/All Star teams ONLY, age groups are determined using age as of August 1.
- (2) No player rostered on a travel/club team for the current season shall play on an All Star/Rec team
- (3) All Star/Rec teams will be required to submit typed roster
  - (a) Required information:

- (i) List all non-players names and a contact number who will be on the bench side of the match
- (ii) Player name, birthday, jersey number, parent name, parent contact

ii. What is needed for Rec/All-Star teams onsite during tournament:

- (1) A copy of the uploaded roster
- (2) Copies of proof of age for all players in the form of a birth certificate

## G. Roster Challenges

- i. All roster challenges must be made prior to the start of the game and cannot interfere with games starting on time.
- ii. 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
- iii. A tournament official or their designate must preside over the roster check
- iv. The tournament reserves the right to perform the roster challenge, provided the request is made prior to the start of the game, before the game begins, at half time, or immediately at the conclusion of the game
- v. 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
- vi. 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. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- D. Teams must be at the fields 20 minutes prior to the scheduled kick-off.
- E. 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.
- F. Game balls will be provided by the referees 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.
- G. For game play, teams will take one side of the field while fans, family, spectators, etc will take the opposite side of the field.

## 5. SUBSTITUTIONS

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- 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. Prior to your teams throw in. Piggy back subs are allowed (meaning if the team in possession decides to sub a player or players, the opposition would be allowed to sub a player or players as well)
  - ii. Prior to a goal kick for either team
  - iii. After a goal is scored by either team
  - iv. Prior to the beginning of the second half
  - v. For an injured player (1 for 1 substitutions allowed) except for overtime
  - vi. 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

## 7. HEAD BALL RULES

- A. For age groups U11 and younger, heading is NOT allowed.
- B. If a U11 or younger player deliberately heads the ball, 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 a U11 or younger player is hit in the head by the ball unintentionally, play will stop and a drop ball will occur at the spot of the occurrence.

## 8. BUILD-OUT LINE RULES

- 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. Punting and drop-kicks are NOT allowed for 7v7 play.
- C. When the goalkeeper has the ball, the opposing team shall move behind the build-out line until the ball has been played by the goalkeeper. Once the goalkeeper has played the ball, the opposing team may cross the build-out line.

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- D. For 7v7 play, the build-out line will replace the midfield line in regards to 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.

## 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
  - 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

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- 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 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 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.

## 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. 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.

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- F.** 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.
- G.** Harassment of any tournament officials, referees, coaches, or players before, during or after a match will not be tolerated and may result in ejection.
- H.** The tournament committee reserves the right to suspend any player, coach, non-player, or team from the tournament for unruly conduct.
- I.** 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.
- J.** 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.
  - 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.