

The EPIC Cup

Tournament Rules, 2017

PLAYER ELIGIBILITY:

Players must be born within birth year time frame established by the USSF for the division in which they would participate. Player passes with photograph, duly authorized by an appropriate USSF State Registrar, must be presented at pre-game check-in.

ROSTER LIMIT:

- Team rosters will be limited to 22 players for teams playing the 11v11 format (other than allowed by USYSA).
- Team rosters will be limited to 16 players for teams playing the 9v9 format.
- Team rosters will be limited to 14 players for teams playing the 7v7 format.
- The Roster submitted at Tournament Registration will be the official Roster for the Tournament and may not be altered. A player may only play for one team.

GUEST PLAYERS:

Five (5) guest players will be allowed per team. Prior to the start of each game, the Field Marshal or Referee shall check that each team have the following: current passes for players and coaches, approved roster, and approved guest roster (if applicable).

LAWS OF THE GAME:

International Rules (FIFA/USSF) apply. Please note: off side may not be called for U8, U9 and U10 games under a single referee system. Referees will make every effort to ensure no intentional or blatant off side takes place under this format.

SUBSTITUTIONS:

Unlimited by either team, prior to a throw-in, goal kick, after a goal, and after the half break. A one for one substitution is permitted by either team, at a stoppage of play for injury, caution, or ejection. A player who is

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bleeding or has blood on his/her uniform shall be removed from the field and cannot return until the bleeding is stopped and the uniform is cleaned or changed. Substitutions may be made for injured players.

MATCH FORMAT:

U8/9/10 – 7 v 7

- Preliminary games 25 min halves
- Championship games 25 min halves
- Ball size 4

U11/12 – 9 v 9

- Preliminary games 30 min halves
- Championship games 30 min halves
- Ball size 4

U13 thru U19 - 11 v 11

- Preliminary games 35 min halves
- Championship games 35 min halves
- Ball size 5

Half-time length is planned for 5 minutes, but may be shortened, if needed, at the referee's discretion.

NOTE: The Tournament reserves the right to consolidate age groups.

MATCH LENGTHS:

Preliminary Games will consist of two halves of equal length. See the chart above for game lengths for both preliminary and semi and final games for all divisions. No overtime periods in preliminary games.

Semi-Final and Final Games will consist of two halves of equal length.

Overtime periods are 2x5 minutes per half for under 8-14 for either short-sided games or 11v11. The Committee reserves the right to adjust game length for conditions beyond their control. See Weather/Reschedule section below.

The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

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CODE OF CONDUCT:

Any player or coach ordered off the field by the referee for misconduct shall be suspended from at least the next game, as determined by the Tournament Committee. The Tournament Committee shall review each incident based on the report of the referee. The Tournament Committee's decision with respect to any suspension shall not be subject to review or appeal.

Noisemakers of any kind are prohibited from being used at any games at all sites during the tournament.

FORFEITS:

A minimum of 7 players constitutes a team (5 for U8/U10). A 10-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner for advancement purposes. Winning teams as a result of forfeits will be automatically awarded the average number of goals either scored and/or allowed in their games.

INCLEMENT WEATHER:

The Tournament Committee shall have the authority to make the following changes if deemed necessary:

- A. Shorten the duration of the games.
- B. Suspend temporarily or permanently any game in progress. (Preliminary games terminated after one half of play because of bad weather shall be considered official as of the time of termination.)
- C. Cancel any or all games if necessary. Cincinnati Soccer Club, the EPIC Cup tournament committee, any of our sponsors, advertisers, supporters, or providers of soccer facilities are not responsible for any expense incurred by cancellation of scheduled games.
- D. In the event that a final cannot be played or finished. If the game has reached half time then that score will stand and a winner declared. If less than one half of the game has been played, or the game not started, then co-champs are declared.

TEAM CONTACT PERSON:

Each team, on checking in must have a contact person who can be reached at any time should the necessity arise.

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GAME SCORES:

The center referee will keep the official game card, which he shall receive from the designated field marshal prior to each game. The center referee shall obtain the signature of each linesman and each participating head coach at the conclusion of each game. The referee will be responsible for returning the game card to the designated field marshal at the conclusion of each game.

STANDINGS:

Each team shall be awarded three points for a win, one point for a tie, no points for a loss. The following procedure will determine the finalists.

- (1) Most points (3 for win, 1 for draw, 0 for loss)
- (2) Head to Head (unless 3 or more teams are tied)
- (3) Highest number of total NET goals (goal differential). Maximum goal differential is four goals per game.
- (4) Least goals given up
- (5) Least cards (yellow/red) accumulated
- (6) Penalty kicks (FIFA Laws of the game)

Note that for 6-team groups, the top two teams in a single table of standings will play for the championship. For divisions with two 4-team brackets, the two group winners will play for the championship. For divisions with only four teams, the champion and runner-up may be determined by group play (no final).

If 3 or more teams are tied, record in games between tied teams is the second tiebreaker.

TIES IN SEMI-FINAL GAMES AND CHAMPIONSHIP GAMES:

Championship Games tied at the end of regulation will be decided by:

- U8-15 2 x 5 minute overtime periods
- If the games are still tied at the end of the overtime periods, they will be decided by penalty kicks (FIFA Laws of the Game).

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PENALTY KICK ELIMINATION:

When Semi-Final and Final matches are still tied after overtime (see overtime times in the Laws of the Game above) the FIFA laws of the game for Penalty Kicks apply. Only players on the field at the end of the second overtime period are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls). Five penalty kickers per team. The most goals scored after five kicks for each team wins the game. If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. After all eligible players, including goalkeepers, on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

PROTESTS:

Protests must be in writing, be accompanied by a \$250 cash deposit and be presented to the Tournament officials at Seven Hills. All protests must be received within one hour of the conclusion of the protested game. Referee judgment shall not be a basis for protest. The center referee must be informed of the pending protest at the conclusion of the game and must report in writing on the game card his comments as to the protested situation. Protests, which are upheld, will cause the return of the \$250 cash deposit, but protests denied will result in the forfeiture of the \$250 cash deposit.

FIELD AND PLAYING EQUIPMENT:

The Tournament Committee shall have the responsibility for providing nets, field markers, corner flags, and supervisory personnel. Both teams shall be benched on the same side of the field opposite any spectators.

PLAYER UNIFORMS AND EQUIPMENT:

All players of a team will wear the same color shirts, shorts, and socks. Each player will have a jersey number on their shirt and socks must be pulled up to cover shin guards. In the event of a color conflict, the home team should wear white or its lighter color.

FINAL ARBITRATION:

The Tournament Committee will be the final interpreter of the rules and regulations and reserves the right to issue the final decision on all matters pertaining to the Tournament.

GENERAL:

1. Coaches are required to bring all player/coach cards to every game. It is highly suggested that you bring medical release forms with you in case of injury.

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2. If a game is temporarily suspended due to weather problems, field conditions, or other situations beyond the tournament's control, each team (coach) involved must check with their site's tournament headquarters. Have players go their cars during a weather delay. No one will be allowed on the fields until the weather conditions are favorable to resume.
3. All teams are required to clean up their sideline after each match.
4. A coach may coach more than one team at the tournament
5. The tournament committee's interpretation of the foregoing rules/regulations shall be final.

