

# The EPIC Cup

## Tournament Rules, 2018

### 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.
- Team rosters will be limited to 10 players for teams playing the 5v5 format.
- The Team Roster and Guest Player Roster submitted online for Tournament Documentation will be the official Roster for the Tournament and may not be altered.
- A player may only play for one team.

### AGE GROUPS:

Teams and players can play up one or two age groups. The Tournament reserves the right to consolidate age groups if necessary to create the proper competitive environment.

### 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).

### TOURNAMENT DOCUMENTATION:

Each team must provide the following documentation via an online submission process (via GotSoccer) a minimum of 2 weeks prior to the tournament. Teams that fail to provide required documentation may be removed from the tournament, at the discretion of the tournament committee.

- A. Official Team Roster
- B. Liability Release and Acknowledgement "Signature" Form (download form, collect signatures, and upload a scan or photo)
- C. Concussion Awareness Info Sheet (share with your team's parents, but don't need to upload)
- D. Sudden Cardiac Arrest ("Lindsay's Law) Info Sheet (share with your team's parents, but don't need to upload)
- E. Guest Player Roster (if using guest players, download form, complete, upload a scan or photo)

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### LAWS OF THE GAME:

International Rules (FIFA/USSF) apply unless superceded by an official tournament rule.

### OFFSIDE

Offside may or may not be called for U8, U9 and U10 games using a single referee system. However, referees are asked to make every effort to ensure no intentional or blatant offside takes place under this format. When played on a field with a build-out-line, a player is onside if he/she is behind the build-out-line.

### NON-CERTIFIED REFEREES

The EPIC Cup makes every effort to ensure all games are properly staffed with referees. However, in our current climate where league games are being canceled due to lack of referees, we sometimes make pragmatic choices. In cases when a fully qualified referee is not available, we will attempt to find a non-certified referee instead. These referees will normally be assigned as Assistant Referees (linespersons) or to our youngest age groups and will likely be young-adult soccer players. The tournament directors request that all certified Center referees treat "Club ARs" as they would any other AR. In other words, the ARs should signal out-of-bounds and offside, but as always it is ultimately the Center's decision.

### SUBSTITUTIONS:

Unlimited substitutions are permitted by either team prior to a goal kick, after a goal, after the half break, during hydration breaks, and on a team's own throw-ins (and on opponent throw-ins when the opponent is also substituting). A one for one substitution is permitted by either team at a stoppage of play for injury, caution, or ejection. A player who is 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.

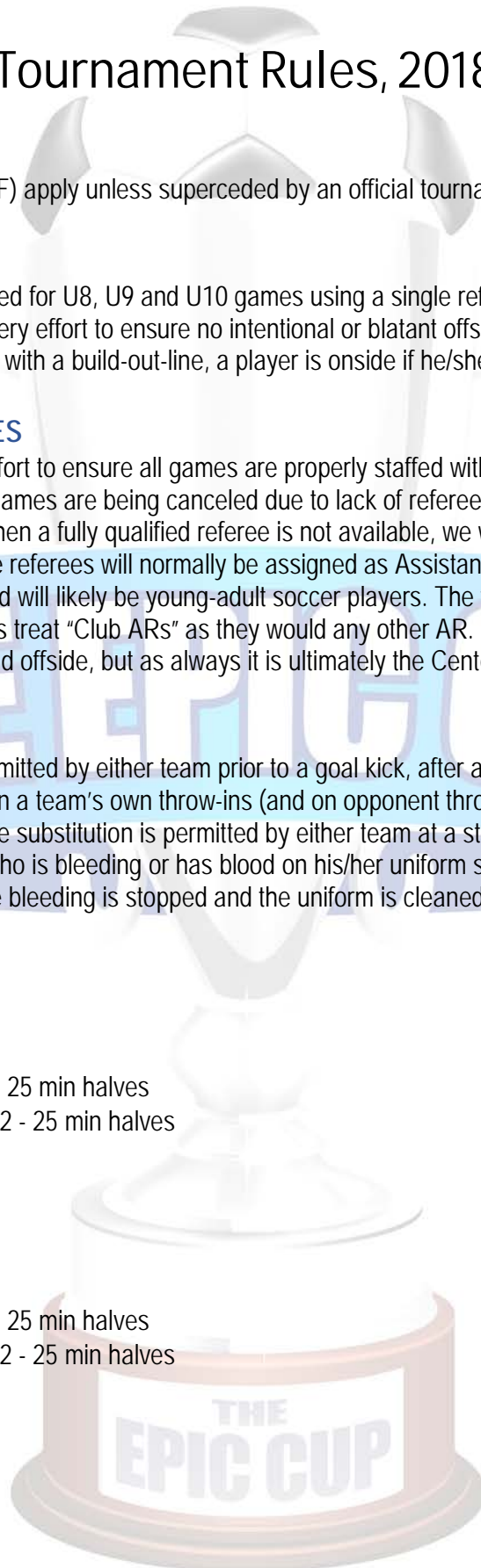
### MATCH FORMAT:

U8 – 5v5

- Preliminary games: 2 - 25 min halves
- Championship games 2 - 25 min halves
- Ball size 4
- Will use build out lines

U9/10 – 7v7

- Preliminary games: 2 - 25 min halves
- Championship games 2 - 25 min halves
- Ball size 4
- Will use build out lines



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### U11/12 – 9v9

- Preliminary games 2 - 30 min halves
- Championship games 2 - 30 min halves
- Ball size 4

### U13 thru U19 - 11v11

- Preliminary games 2- 35 min halves
- Championship games 2- 35 min halves
- Ball size 5

### HEADING

Heading is permitted for U12 and older players. Heading in the U11 or younger game will result in an indirect kick. Coaches are responsible for enforcing heading restrictions for any players playing up.

### BUILD-OUT LINES

The EPIC Cup will follow US Soccer's rule on build-out lines with one adjustment. When the goalkeeper has the ball, the opposing team must move behind the build-out line **until the ball is touched by a field player**. The keeper doesn't have to wait for the opposing players to retreat and can distribute the ball quickly, accepting the fact that opponents can then challenge for the ball. The keeper can also put the ball down to dribble or pass with their feet, and the first touch with their feet counts as a touch by a field player.

For the purposes of calling offside, players can only be offside if they are inside their attacking build-out area.

### HALFTIME & RUNNING CLOCK

Half-time length is planned for 5 minutes, but may be shortened, if needed, at the referee's discretion. There is no overtime for any match. Preliminary games may end in a tie.

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.

### HYDRATION BREAKS

Tournament directors may mandate a 1-minute hydration break at the middle of each half (running clock).

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### **PENALTY KICK SHOOTOUTS:**

If a semifinal or final game ends regulation in a tie, teams will proceed directly to a shootout. The shootout will follow FIFA Laws of the Game with one exception: the first round will consist of a best-of-three shooters (instead of five) and it will then proceed to sudden death best-of-one rounds. Only players on the field at the end of the game are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls). The most goals scored after three 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 on the field of play have taken kicks (including goalkeepers), teams will start with their first kickers again and in the same order.

### **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. Reschedule games to alternate field locations within 1 hour drive of primary soccer facility (such as if primary soccer facilities become closed due to unforeseen weather event).

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- D. 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.
- E. 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 and the score is recorded as 0-0.

### **WEATHER COMMUNICATIONS:**

Three long blasts of the air horn signal that games must be stopped and players and spectators must leave the field. Three short blasts signal that games can resume.

The tournament directors will communicate weather updates and possible game cancellations via Twitter (<https://twitter.com/epiccupsoccer>) and Facebook (<https://www.facebook.com/TheEPICcup>).

### **TEAM CONTACT PERSON:**

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

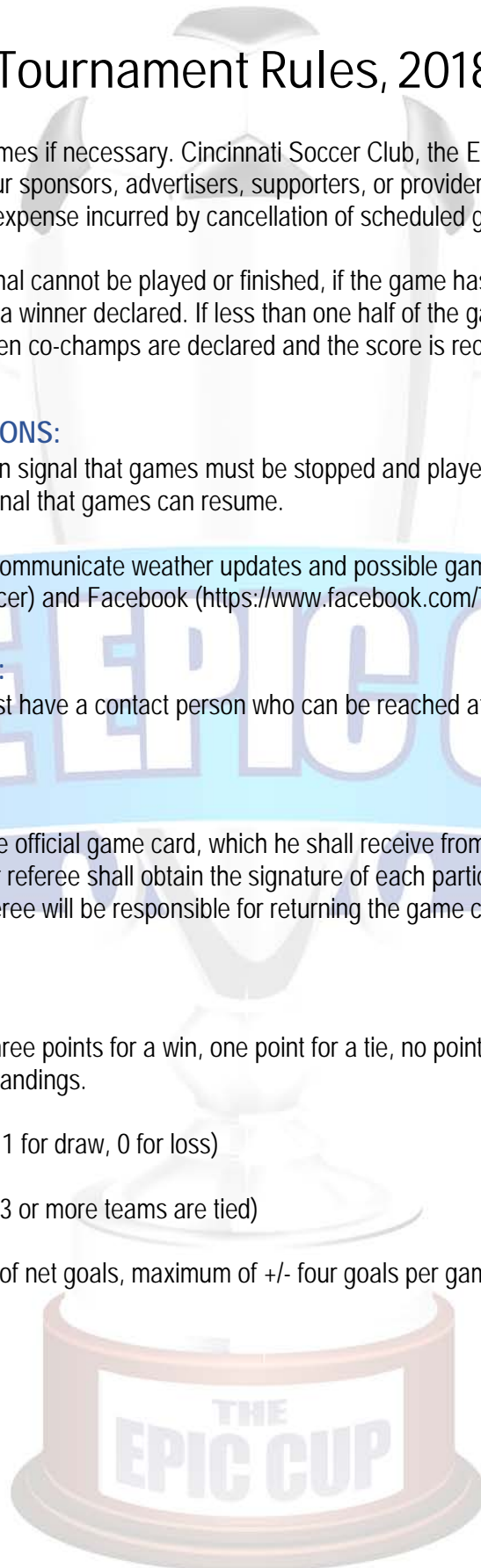
### **GAME SCORES:**

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 participating head coach to attest to the recorded score. The referee will be responsible for returning the game card to the designated field marshal after 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 standings.

- (1) Most points (3 for win, 1 for draw, 0 for loss)
- (2) Head to Head (unless 3 or more teams are tied)
- (3) Goal Differential (sum of net goals, maximum of +/- four goals per game)
- (4) Least goals given up
- (5) Most goals scored





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(6) Tournament Director decision

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

### FINALS (CHAMPIONSHIP GAMES):

Finals matchups will consist of:

- For 4-team groups, the first- and second-place teams play again in a final. In some cases the champion may be determined by group play (no final). If the two finalists are known going into the 3<sup>rd</sup> game of group play, the two teams can mutually decide to play that game as the final.
- For 5-team groups, there is no final. The champion and runner-up are determined by group play.
- For 6-team groups, the top two teams in a single table of standings will play in the final.
- For 8-team groups with two 4-team brackets, the two group winners will play in the final.
- For 12-team groups (4 brackets of 3), each team will play the other two teams in its bracket resulting in brackets with 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams. Each of the four 1<sup>st</sup> place teams will advance to the Gold Semifinals. Each of the four 2<sup>nd</sup> place teams will advance to the Silver Semifinals. Each of the four 3<sup>rd</sup> place teams will advance to the Bronze semifinals. Winners of semifinal games advance to the Final of that level and losers of semifinals are eliminated. Tournament directors may choose to seed teams for semifinal games (e.g., best-performing 1<sup>st</sup> place team plays worst-performing 1<sup>st</sup> place team).

### PROTESTS:

Protests must be in writing, be accompanied by a \$250 cash deposit and be presented to a Tournament Director. 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.



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### 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.
2. If a game is suspended due to weather, each team must leave the field and go their cars until conditions allow safe resumption of play. No one will be allowed on the fields until the weather conditions are favorable to resume, including as determined by current OSYSA rules related to lightning and thunder.
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.



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