

# Nevada Junior Cup Tournament Rules

## **HOTELS**

As a condition of acceptance, all teams, other than those in the local area (traveling less than 75 miles), are required to stay in tournament designated hotels (10 rooms/team). Teams may opt-out of the stay-to-play by emailing Nevada Youth Soccer at Registrar@NevadaYouthSoccer.org for further instructions. Our lists of approved hotels are the only properties which may be used for all team players, parents, and coaches. Teams are subject to removal from the tournament if not in compliance at the Tournament Directors discretion. All hotels are contracted at the lowest rate. No refunds will be given for non-compliant teams that are removed from the tournament.

## **ELIGIBLE PLAYERS**

Tournament is open to all USSF sanctioned organizations such as USYS, US Club Soccer, etc. Only those players appearing on the tournament approved team roster will be eligible to play. Players may only be rostered on one team participating in the tournament. All players must have the same player cards.

## **CREDENTIALS**

Laminated current year State Player/Coach Passes or US Club Soccer, US Youth Soccer, USSSA, AYSO, SAY. Any player who fails to provide a player pass before the game will be unable to play. Player passes will be cross checked against the roster before each game by the field marshal. USYS state associations that do not issue player passes are exempt per the tournament director's discretion.

## **TOURNAMENT CHECK-IN**

All check-in will be done online and must be completed by May 4th at 5:00PM PST. Please see the 'Manager's Checklist' tab on the website ([vegasjrcup.com](http://vegasjrcup.com)) for more information.

## **PRE-GAME CHECK-IN**

Teams must check-in with the Field Marshal at the Field Marshal tent thirty (30) minutes prior to the scheduled game time. The Field Marshal will inspect player equipment, check players against the player passes and game cards, and issue any other necessary instructions. Teams are not permitted to participate in the game without conducting game check-in. The Field Marshals are at the games to assist you with anything you might need and to handle the administrative concerns of the games. They do not have authority over any decision normally made by a referee. The Field Marshals will hold the player, coach, and team official passes for both teams in their possession during the game; no exceptions.

## **GUEST PLAYERS**

(5) Five guest/loan players will be permitted per team with properly completed guest/loan player forms signed by your state association subject to the tournament director's discretion. These players must be listed on the official, frozen GotSport roster.

## **ROSTER FREEZE**

Rosters will be frozen on March 4th at 5:00PM PST. ALL players must be added to the GotSport roster including guest players. Any players that are not listed on the roster are not permitted to play, subject to the tournament director's discretion.

## **CHEATING**

Any team caught cheating will result in the forfeit of ALL games, whether played or not, in the tournament. A refund will NOT be issued in any circumstance.

## **INJURY TIME**

Referees will not be instructed to add time to a game except in the most extenuating of circumstances.

## **EJECTION**

USYSA-Nevada rules prohibit any player or team official ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his/her suspension (with the exception of minor players who do not have a parent or guardian present). A player or team official receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player or coach who has been ejected (sent off), shall not be replaced and will be suspended from the teams next scheduled match subject to the tournament director's discretion.

## **SUSPENSIONS**

When a player/coach/team official is sent-off, minimum game suspensions will occur as follows, but may be increased at the discretion of the Tournament Director:

Serious Foul Play: One (1) game

Foul and Abusive Language: One (1) game

Second Cautionable Offense: One (1) game

Violent Conduct, excluding assault or fighting: Two (2) games

Assault, Fighting, Entering the Field of Play During a Fight: Remainder of Tournament

## **VIOLENT CONDUCT**

Shall not be allowed to participate in the next TWO scheduled games (subject to review by the Tournament Committee). Any player or team official who assaults a referee will be expelled from the tournament.

FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further tournament games. **Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament.**

If the players cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament.

## **VERBAL ABUSE**

Any verbal abuse by players/coaches/team officials/spectators directed at tournament officials, referees or other tournament volunteers will result in ejection from the game facility and suspension from further participation in the tournament, at the discretion of the Tournament Director.

## **GAME TERMINATION**

If in the opinion of the Center Referee, a game must be terminated for misconduct, the offending team forfeits that game and will be suspended from further play in all remaining games, which will be forfeited. Previous points earned by the team concerned and any right to a refund, awards or other consideration will be forfeited. In addition, the home league and State Association will be informed of the incident. Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or any style of play that detracts from the game of soccer.

## **TEAM RESPONSIBILITIES**

The home team (first team listed on the schedule) will be required to change jerseys in the event of a color conflict. The referee has the final decision regarding jersey changes. In addition, each team must have a spare ball next to the goal at all times to avoid delay of game. The game ball will be subject to referee approval.

## **SIDELINES**

Spectators must sit on the **SAME** side of the field as the team they are supporting. Field Marshals will be enforcing these rules throughout the tournament.

## LENGTH OF GAMES

Listed as below or as determined by the referee. All teams are scheduled a minimum of three games.

Age	Players	Roster Size	Game Length	Ball Size	GK	Offside	Headers	PK's	Refs	Restart Play	Subbing	Players to Start Game
6U-8U	4v4	8	2x25	4	NO	YES	NO	YES	1	Throw-in	Stoppage Unlimited	3
9U-10U	7v7	14	2X25	4	YES	YES	NO	YES	2	Throw-in	Stoppage Unlimited	6
11U-12U	9v9	16	2x30	4	YES	YES	NO	YES	2	Throw-in	Stoppage Unlimited	6
13-14U	11v11	18	2x30	5	YES	YES	YES	YES	3	Throw-in	Stoppage Unlimited	7

## BUILD OUT LINES (9v9 and 7v7)

- Heading is not allowed
- Punting is not allowed
- If a player heads the ball in a game, whether deliberately or accidentally, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If a header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line

## GAME POINTS

**A.** Points will be awarded for each game in accordance with the following schedule:

- Three (3) points for a WIN
- One (1) point for a TIE
- Zero (0) points for a LOSS

**B.** For a forfeited game, the winner will be credited with a 1-0 WIN and awarded three (3) points. A team abandoned by another team during a game will be awarded three points.

- C. Teams are allowed a maximum of a 5-minute grace period. The present team will take a 1-0 win after the 5 minutes' have expired.
- D. No points will be awarded if neither team shows up
- E. Should a game be abandoned for reasons beyond the control of either team, the game is considered official if one half of play has been completed and the score at the time of abandonment will stand as the final result. If the game is abandoned before one half of play has been completed the outcome will be decided by the Tournament Director and will consist of either a rescheduling of the game, or recommencement of the game from the game time at abandonment, or the awarding of a tie to both teams.

### **TIE BREAKING WITHIN A BRACKET/DIVISION**

In the event of a points tie, places will be determined as follows:

**(If a tie exists in the determination of a wild card team, criteria B through E will be applied.)**

- A. Head to head (If all teams played each other)
- B. Goal differential (Maximum of 4 goal differential per game)
- C. Least Goals Against
- D. Most Goals Scored (maximum of 4 goals per game)
- E. Least number of Red Cards
- F. FIFA Penalty Shootout (Site and time are at the discretion of the Tournament Director or held ½ hour prior to and at the site of the teams next potential match. Players from the teams must be ready to participate within 5 minutes of the appointed time or else that team will forfeit.)

**WILDCARD BRACKETS** - This is crossover play, meaning teams do not play each other in their same bracket. The top two teams from either bracket will play against each other in the final. Tiebreaker "A" does not apply to wildcard/crossover brackets.

### **THREE-WAY TIE BREAKERS:**

If a three-way tie exists within a bracket after steps 1 through 4, a three- way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Semi-Final games.

### **TIE BREAKING IN CHAMPIONSHIP GAMES**

For advancing teams (to include quarter-finals and semi-finals, and finals), the tie breakers will be limited to FIFA penalty kicks. In semifinal brackets involving wild cards, (C vs. pts), a coin flip will be used to prevent a match of teams that have previously played.

### **SUBSTITUTIONS**

Unlimited substitution will be allowed only with the referee's permission and only as follows:

- A. Prior to a throw-in by either team.
  - B. Prior to a goal kick by either team.
  - C. After a goal is scored by either team.
  - D. For injured player if play is stopped.
  - E. At half time.
- A player receiving a caution (yellow card) MAY be substituted for at that time.

### **DECISIONS OF THE REFEREE**

Decisions will be made to the best of the referee's ability according to the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second.

## **EQUIPMENT**

Shin guards must be worn by all players. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the competition. Players wearing hard orthopedic casts will not be allowed to play if it determined to be a risk to other players. The referee shall make the determination of the safety of the cast. Players shall wear approved cleats. Coaches are responsible for picking up player's cards after each match.

## **AWARDS**

**6U-14U** - There will be awards given for 1st (Trophy + Medal) and 2nd place (Medal Only). Awards will be given to the team after the commencement of the final game at a ceremony on the stage near field #6-7 (Kellogg Zaher).

## **MISCELLANEOUS**

Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All decisions and calls of the tournament referees are final.

The Tournament Director or his designee has the final authority in all matters and reserves the right to alter the format to enhance fair play. All official game results are final.

## **INCLEMENT WEATHER**

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

### Contingency Plan:

Plan A. All games will be played as scheduled. Plan will not change before Friday.

Plan B. Shorten all first round games to 2 X 20.

Plan C: Plan B plus shorten all second round games.

Plan D: Plan C plus shorten all third round games.

Plan E: In the event the fields become unplayable due to inclement weather, per the city notice, games will be shortened and played on turf fields if possible. It may be necessary to decide some games with FIFA Penalty kicks from the mark which are considered a game if not enough fields are available to accommodate ALL teams. Should the city close fields due to weather resulting in the cancelling of games, teams will not be refunded. By entering into this tournament teams understand the risk of inclement weather and understand the closure of fields is out of the tournament director's control.

The Tournament Committee will do whatever is necessary to play all games, however, the safety of the players is paramount. Along with safety and damage to the fields will be considered in making the decision to cancel any games. No refunds will be issued once the team has been accepted and paid for the tournament.

## **REFUND POLICY:**

Teams that withdraw from the tournament will be given a refund based on the following:

Before February 11<sup>th</sup>:

- If payed with credit card, teams will receive full refund minus the credit card fee.
- If payed with check, teams will receive full refund via check within 10-15 business days.

After February 11<sup>th</sup>:

- No refunds will be made.

## **NEVADA LAW:**

The Nevada Legislature passed Law AB 474 in 2005 to protect sports officials, including referees and assistant referees. State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to \$2,000 and one (1) year in prison. If the victim suffers severe bodily harm, the punishment may be up to a

\$10,000 fine and fifteen (15) years in prison. (NRS 200.471 and 200.481)

**NO PETS ARE ALLOWED IN CITY OF LAS VEGAS SOCCER FIELDS  
NO ALCOHOLIC BEVERAGES AT OR NEAR THE TOURNAMENT FIELDS  
PLEASE PICK UP TRASH AT THE END OF YOUR GAMES**

**GOOD LUCK!  
HAVE FUN!**