



# LINCOLN SPIRIT SOCCER CLUB

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## KRIS WALTERS CUP SOCCER COACHES:

MAY 2016

Thank you for entering the 27<sup>th</sup> Annual Kris Walters Memorial Lincoln Cup Tournament. We are looking forward to another successful tournament.

### Please find the following items:

1. Game schedule – online at [www.ymcalincoln.org/landing-page/youth-sports](http://www.ymcalincoln.org/landing-page/youth-sports)
2. Map of Lincoln YMCA fields & Special Driving Directions
3. Guest Player Form—online at [www.nebraskastatesoccer.org](http://www.nebraskastatesoccer.org)
4. Medical Release Form: online at [www.nebraskastatesoccer.org](http://www.nebraskastatesoccer.org). Your team members must complete it IF you do not already have a comparable form to submit. If your Club provides releases, these may be used instead. (Lincoln Spirit teams are covered, but medical release forms are recommended.)
5. Tournament & Park Rules
6. Scoring System

## GENERAL TOURNAMENT INFORMATION:

### Check-In:

- \*Coaches need to check in at tournament headquarters prior to the first game and submit any materials still needed which include those listed below:
  1. Bring 2 copies: Nebraska State Soccer Association **State Certified** roster, or approved roster from your state's association.
  2. Guest players must be identified & Guest Player forms must be completed with all required signatures.
  3. Medical Release Forms for each player in alphabetical order.
  4. Players' jersey numbers listed on team roster.
  5. Player/Coach passes to be checked with the team roster in alphabetical order.
- \*Teams playing at locations other than those listed below may check in at that location before their first game.
- Once the tournament has begun, no roster changes will be allowed without consent of the Tournament Director.
- Referees will check player/coach passes at every game.

### Please Remember:

- All players MUST be registered with the Nebraska State Soccer Association, or your state's appropriate state association.
- The Kris Walters Cup allows three (3) guest players who must be registered with the appropriate state association.
- Nets and flags will be in place at all fields.
- Home team will be the team listed first on the schedule.
- Home team must provide game ball and provide alternate jerseys if necessary.
- Each team will play a minimum of three (3) games.
- Brackets will be updated online through the tournament. Please check these if your team has a chance to advance to medal games.

### Tournament Headquarters: headquarters will be located at both playing sites

- Wright Park – West Pioneer & Folsom -- west end of Park at the concession/pavilion area
- Spirit Park -- 84<sup>th</sup> & O Street--west end of Park at the concession/pavilion area
- Teams playing Sunday at alternate locations may receive their medals at that location.

**Standings:** Will be posted online throughout the tournament.

**Awards Area:** U10 and older teams

- Teams participating in the Championship game must report to the tournament headquarters for their awards

**U 9 Girls & U 9 Boys:**

- All players in this age group will receive participation awards.
- These teams need to report to the Awards Area after their last tournament game.

**Weather Line & Weather Conditions:**

- Call 402-434-9211 in case of inclement weather.
- In case of hot weather, short water breaks may be taken (with permission of the referee) BUT the clock will continue to run. Bring plenty of water. Do not depend on the concession stand for ice or water.

**Cancellation/Refunds:** If the tournament must be canceled due to weather or other just cause, the Spirit Club will retain a \$50.00 fee. (The Tournament Director will determine any other refunds after the deadline has passed and schedules are completed.)

**Game Starting Time:**

- All games must start on time.
- Warm-up times may vary according to the time the previous game is concluded.

**Vendors:**

- The YMCA will sponsor concessions at Wright Park and Spirit Park.
- The Spirit Club will be selling Kris Walters Cup T-shirts.

**Sunday Mornings:** The Lincoln Spirit Club finds it necessary to schedule games on Sunday morning. We feel however that Lincoln offers a variety of Churches with convenient times and locations. Please contact the Spirit Office for Church Service information on Saturday evenings or Sunday mornings.

**PARK RULES:** Please---

- DO NOT warm up in the goal area. Violation of this rule may end a team's participation in the tournament.
- Player benches and bleachers are provided at every field. Please--coaches, players and spectators--remain seated during the game.
- DO NOT park on the street outside Wright Park. City officials will give violation tickets.
- No alcoholic beverages are allowed.
- No smoking or tobacco allowed.
- Foul language will not be tolerated.
- NO PETS are allowed due to health and safety reasons.

Thank you, coaches, for contributing to a fun weekend!! We look forward to seeing all of your teams in action.

**KRIS WALTERS CUP TOURNAMENT DIRECTORS:**

Geoff Weller (402) 434-9216

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# ***KRIS WALTERS CUP TOURNAMENT RULES***

## **LAWS OF PLAY**

The LAWS OF THE GAME as published by FIFA will govern play, except where amended by US Youth Soccer Rules of Play Nebraska State Soccer Association Rules and/or Kris Walters Cup Tournament Committee. Failure to abide by tournament rules may result in forfeiture of a game and/or expulsion from the tournament. **NOTE:** U9-10 will play with no offsides.

## **HOME TEAM:**

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The Home team is also responsible for the game ball. The team listed first on the schedule shall be the Home team. Teams will use the side of the field with team benches, and spectators will use the opposite side of the field during games.

## **PLAYING CONDITIONS/GAME COMPLETION:**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director may reschedule games or alter the competitive format because of inclement weather or other just cause. In this event, games shall be considered complete if one half of the game has elapsed and the Referee or Tournament Director terminates the game. Games may also be shortened or be determined by penalty kicks or coin toss if needed.

<b>GAME LENGTH:</b>	U 9 – 10 = 25-minute halves	6 v 6	<b>Soccer ball:</b>	U 9 – 12 = size 4 ball
	U 11 – 12 = 30-minute halves	8 v 8		U13 – 19 = size 5 ball
	U 13 – 14 = 35-minute halves	11 v 11		
	U 15 – 19 = 40-minute halves	11 v 11		

## **AGE GROUPS:**

- Where there were not enough teams entered to form a separate bracket for an age group, these teams were combined with the next age group.
- Where there were not enough teams to form a separate A and B division in an age group, all teams were combined into one division.

## **BRACKETING:**

**3-TEAM BRACKETS:** Each team will play round robin matches in the bracket. High point team will have a bye to the Championship. The two low point teams will play a Semifinal Match to determine who advances to the Championship Match. High point team will be the home team for the Championship.

**4-TEAM BRACKETS** (one four-team bracket): Each team will play round robin matches in the bracket. The two high point teams advance to the Championship Match. The Championship Match will be a re-match and a semifinal or consolation match will not be played. High point team will be the home team for the Championship.

**5-TEAM BRACKETS** (one five-team bracket): Each team will play three seeding matches in the bracket. One team will have a fourth match that will not count, for them, in the tournament scoring. The two high point teams advance to the Championship Match. The Championship Match may be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

**6-TEAM BRACKETS** (two three-team brackets): Each team will play round robin matches in the bracket. The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship. The third highest teams in each bracket will play a Consolation Match. The 1<sup>st</sup> and 2<sup>nd</sup> high point teams will be the home teams for the semifinals.

**7-TEAM BRACKETS** (one seven-team bracket): Each team will play three seeding matches in the bracket. One team will have a fourth match that will not count, for them, in the tournament scoring. The two high point teams advance to the Championship Match. The Championship Match may be a re-match. A Third Place Match will be played between the third and fourth high point teams. Higher point team will be the home team for the Championship and Third Place Matches.

**8-TEAM BRACKETS** (two four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The Championship will match high point teams in each bracket. The Third Place Match will match second high point teams in each bracket and no consolation will be played. The 1<sup>st</sup> and 2<sup>nd</sup> high point teams will be the home teams for the semifinals.

**GAME ROSTER:**

For U13 through U19 teams – Which have more than 18 players team will provide five (5) copies of the team roster. These will be considered the game rosters. No later than sixty (60) minutes prior to each scheduled game the team will submit the game roster prepared by the team to the tournament tent. The game roster shall have a maximum of 18 players designated to play.

The pool rostered players that are NOT selected may remain in the bench area but may not wear the match jersey, socks of the same color and shinguards. The alternate team jersey may be worn by these players in the bench area.

For U12 and under teams the team roster used at check-in will be the game roster will all games.

**COACHES:**

- Responsible for the behavior of the players and spectators of their teams.
- Verbal abuse towards an opponent, a teammate, spectators, and/or a referee will not be tolerated.

**RED/YELLOW CARDS & EJECTIONS:**

- If a red card is issued or if a person is ejected from a game, that person plus the coach of the team must report to tournament headquarters immediately following the game. Tournament Directors will determine further participation in the tournament. If a Coach or Player is ejected from a game, he/she is not eligible to participate in the team's next game. The suspension may be increased and could result in ineligibility for more than one game or expulsion from the tournament.

**UNIFORM:**

Each player shall wear an official uniform. The goalkeeper is not required to number on his/her jersey. Each number must be different.

**SUBSTITUTIONS:**

With the consent of the Field Referee, substitutions may be made from the center of the field during any stoppage of play. A cautioned player may be substituted for before the restart of play with the Referee's permission, although this is not mandatory.

**DANGEROUS EQUIPMENT:**

A player must not use equipment or wear anything which is dangerous to himself or another player. The referee has the final determination if the equipment is safe to the player or another player on the field of play.

**TOURNAMENT DIRECTORS:**

- Tournament Directors have final decisions in all matters. The Tournament Director shall determine all disputes, including disputes of fact and interpretation of the laws and rules of soccer, or such person(s) designated by the Director.
- Tournament Directors reserve the right to change tournament format in case of inclement weather (i.e. length of games, game times, and fields).

## SCORING SYSTEM

### POINT SCORING:

WIN	= 3 points
TIE	= 1 points
LOSS	= 0 points

### RESULTS UPDATES:

- Results will be updated online throughout the tournament. Please check these if your team has a chance to advance to medal games. Results will again be posted online at the conclusion of the entire tournament.

### FORFEIT:

- If a team forfeits, the forfeiting team will not be allowed to advance to the Championship round.
- The team that wins the game due to the forfeit will receive points equivalent to a win with a score of 7-0 (3 points).
- If a team does not report for play within ten (10) minutes after the scheduled start of the game, that team shall forfeit the game.

### RED/YELLOW CARD DEDUCTIONS:

- One point will be deducted from the team's total tournament score for every ONE red card and/or ejection.
- One point will be deducted from a team's total tournament score for every FIVE yellow card violations.

### GAME COMPLETION:

- Games will be considered complete if one half of the game has elapsed and the referee or the Tournament Director terminates the game. (See Rules under Tournament Directors or Playing Conditions)

### POINTS:

- Points will be counted for the three (3) games played. Some teams will play four (4) games during pool play. It will be designated on the schedule which games will count for standings and which game will not count for those teams playing four (4) pool play games.
- If a team forfeits a 4th game situation, that team will be eliminated from the tournament.

### OVERTIMES:

- Overtimes will only be played if it is necessary to determine a winner in a Semifinal or Championship game.
- In the case of overtime, teams will play two 5-minute time periods. If still tied, FIFA penalty kick rules will apply. Only the players who are on the field when the overtimes end are allowed to participate in the shoot-out. Both teams take five shots from five different players. If still a tie, sudden death will result. Must continue using different players on the field -- no bench players may be used.

### TIES:

In the event of a tie in points prior to the Semifinal or Championship game, the following criteria will be used to determine the winner:

1. Winner of head-to-head competition (not used if more than 2 teams are involved)
2. Goal Differential -- goals scored by a team MINUS goals allowed by a team with a maximum spread of seven (7) goals per game
3. Fewest goals allowed
4. Kicks from the penalty mark.

No protests will be allowed.