

1. LAWS OF THE GAME

All games will be played in accordance with the FIFA Laws of the Game, except where amended by USYSA Rules of Play and except as noted below. These rules may be modified, in which case rules changes will be provided before the beginning of tournament play. As a reminder, per Iowa Soccer's new rules, there is no heading allowed in the U8/9 and U10/11 age groups. Any deliberate header will result in an indirect free kick being awarded to the opposing team; the only exception being if a deliberate header results in an own goal, the goal stands.

2. PLAYER/TEAM ELIGIBILITY

A. PLAYER

1. Players must be born on or after January 1st of the following years:
U8/9 - 2008 U10/11 - 2006 U12/13 - 2004 U14/15 - 2002
2. A player may play for only one team in the tournament.
3. All players must have a USYSA Player Pass Card that is valid for the current playing year. No other form of identification will be accepted.
4. Players MUST be on the team's tournament roster in order to participate. If a violation is determined, the match in progress and all previous matches will be forfeited.

B. TEAM COMPOSITION

1. Team and field composition (see below):

-U8/9 (4V4)	Max Roster -6	# Guest Players -3	Max# on field -4	Min# on field -3
-U10/11 (7V7)	Max Roster -12	# Guest Players -4	Max# on field -7	Min# on field -5
-U12/13 (9V9)	Max Roster -16	# Guest Players -5	Max# on field -9	Min# on field -7
-U14/15 (8V8)	Max Roster -14	# Guest Players -6	Max# on field -8	Min# on field -6
2. A team may only exceed the maximum roster size listed above if the team's certified roster exceeded the maximum roster size *during* the regular season.
3. All rostered players must be invited to play in the Cup.
4. Guest players are not allowed for teams that exceed the maximum roster size in 2-B-1 unless their tournament roster drops below the maximum roster size for their age group. Guest players may only be added to reach the maximum roster size for the tournament.
5. If a player's recreational team is playing in the tournament, the player may not guest play for any other team.
6. Guest players must be ISA recreational players (Level III).
7. Guest players may be added up until the day of the tournament. No other roster changes will be approved after the tournament deadline.
8. ***EACH PLAYER MUST PLAY AT LEAST HALF (50%) OF EACH GAME.***

3. REGISTRATION REQUIREMENTS

1. At registration (check-in), each team must provide the tournament registrar with a state approved roster with guest players listed, a laminated player pass with a photo for each player and coach, and a team medical release form.
2. Tournament registration fees are due at time you apply to enter the Cedar Valley Cup. There will be no refunds once registration closes, except as noted in cancellation policy.

4. MATCH INFORMATION

A. PRE-GAME

1. All teams must report to their fields for check-in one half hour before each scheduled match.
2. The Referee will conduct an equipment check, player pass check, and official roster check.

B. FORFEITS / NO SHOWS

1. A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match.
2. A team forfeits a match if they refuse or cannot field a team when the referee indicates that the match is to begin.
3. A match will be considered a forfeit if a team quits a match before its conclusion.
 - a. *The team may be disqualified from the tournament*
4. In the event of a forfeit, the score will be 3-0 and the winning team will be awarded 3 points for a win and +3 points for goal differential.
5. A team forfeiting a match is disqualified from match in progress. If a team forfeits any pool game, all of its pool games (including those previously played) will be discounted in determining advancement within the pool.

C. GAME INFORMATION

1. All matches will have a 5-minute half time.
2. Each team should be prepared to provide a game ball.

U8/9 – Size 3 ball	10 minute quarters
U10/11 – Size 4 ball	20 minute halves
U12/13 – Size 4 ball	25 minute halves
U14/15 – Size 5 ball	30 minute halves
3. The team listed first on the match schedule is the HOME TEAM.

D. UNIFORMS & EQUIPMENT.

1. The 1st TEAM LISTED on the schedule will change jerseys if the referee determines there is a color conflict.
2. All players must wear age appropriate shin guards (no exceptions) covered with socks.
3. All jerseys must be tucked into the waistband of the player's shorts.
4. A player with a cast must have the cast padded. (The Referee will decide if the padding is adequate to play.)

E. SUBSTITUTIONS are UNLIMITED at any stoppage with the referee's consent.

F. DISCIPLINE

1. Any player or coach receiving a RED CARD will be suspended for the remainder of the match and the next game.
2. Two (2) YELLOW CARDS in the same match is equal to a RED CARD (see rule 4-F-1)
3. Three (3) YELLOW CARDS throughout the tournament equals a suspension in the next game.
4. The coach or a team representative must check with the Referee Director to confirm eligibility for any player or coach previously suspended.

5. TEAM/SPECTATOR

A. LOCATION

1. Both teams will be on the same side of the field.
2. All spectators will be on the opposite side of the field, and at least 3-yards back from the touchline.

B. CONDUCT

1. Coaches are responsible for the conduct of Players, Parents, Coaches and Spectators at all times and locations during the tournament.
2. If complaints are received regarding the conduct of any player or persons associated with a team, the Tournament Committee reserves the right to take either or both of the following actions:
 - a. Request that any or all persons stay away from the tournament matches.
 - b. Request that the team leave the tournament and forfeit all matches.
3. *Alcohol, smoking and controlled substances are strictly prohibited; possession will result in immediate removal from the tournament.*

6. TOURNAMENT SCORING SYSTEM

1. Win = 3 points
2. Tie = 1 point
3. Loss = 0 points

7. QUALIFICATIONS FOR TROPHY MATCHES

A. SCORING

1. Team with the most points in each bracket of the group is the group winner.
2. If a wild card is necessary, the wild card team will be the next team with the most points regardless of group.
3. In a division with only four (4) or five (5) teams, final standings will be based on points earned in round robin play.
4. If teams to compete in trophy matches cannot be determined by scoring, as described in 1, 2, and 3 above, then a tiebreaker system will be utilized to determine advancing teams.

B. TIE-BREAKER

1. Head to Head competition.
2. Goal Differential - a maximum of +/-3 goals per game (Goals scored minus goals allowed per game). Goal differential is not cumulative. Each game is calculated individually.
3. Fewest goals allowed.
4. Fewest Red Cards.
5. In a multi-team tie, if one criterion eliminates all but two (2) teams then tie-breakers go back to TIE-BREAKER 7.B.1 (Head to Head).
6. Penalty Kicks. (U10 and up)
 - a. *PROCEDURE FOR PENALTY KICKS*
 1. Each team will present a shooting list to the referee prior to beginning the shoot out.

U8 (4 players)	U10 (6 players)
U12 (8 players)	U14 (8 players)
 2. All players on the roster, including the Keeper, are eligible. (Players serving a red card suspension are not eligible to participate in penalty kicks.)

3. All players on the shooting list must have taken a penalty kick before a player can repeat a kick.
- b. *PROCESS FOR PENALTY KICKS*
 1. The winner of a coin-flip will choose which team shoots first – home team calls the toss.
 2. First round, 5 vs. 5, each team alternating penalty kicks. (U8 division will be 3v3 in round 1).
 3. Second round, sudden death, each team alternating penalty kicks. (Teams will return to first shooter at the same time.)
7. Penalty kicks, U8 divisions only
 - a. The referee will select a spot 18 yards from the goal. A player will shoot on goal with no defender or goalie. Follow the process outlined in rule (7-B-6-b)

8. TROPHY MATCHES

1. If a WINNER has not been determined after regulation play, PENALTY KICKS will be taken to determine the winner.
 - a. Follow guidelines set in section (7-B-6) with the exception that only the players on the field at the end of the game are eligible to participate in the shoot-out.
 - b. U8 Division only - If a game is tied after regulation an extra period of unlimited time will be added. Game will end when the first goal is scored.

9. TOURNAMENT COMMITTEE

1. The Tournament Committee reserves the right and authority to:
 - a. Group age divisions based on team availability.
 - b. Relocate and/or reschedule match times.
 - c. Reduce up to half the duration of matches.
 - d. Decide the final tournament standings and trophy winners.
 - e. Suspend a match without necessarily terminating it and then resuming the match.
 - f. Make any other decisions as necessary to accommodate unexpected situations and/or weather.
2. The decisions and/or interpretations of the Tournament Committee and the referees are final.

10. PROTESTS

1. *NO PROTESTS WILL BE ALLOWED.*

11. CANCELLATION POLICY

1. The Tournament Committee and the Cedar Valley Soccer Club (CVSC) shall not be responsible for expenses incurred by any team or individual if the tournament shall be cancelled in whole or part. If games are cancelled because of weather the following refund policy will be in effect:
 - a. No game played – 75% refund of entry fee
 - b. One game played – 50% refund of entry fee
 - c. Two games played – No refund
2. If the Referee abandons the game and neither team is at fault, it shall be considered a completed game if at least five (5) minutes of the second half has been played.
3. In case of severe weather or unplayable field conditions, the Tournament Director has the authority to relocate, reschedule, cancel or reduce the length of any game. Games may be shortened or eliminated in case of unplayable conditions.
 - a. In the event that Semi-final or Final games are cancelled, the division winner will be determined in accordance with Tie-Breaker rules.

12. TEAM CHECK-IN POLICY

1. Team check-in will be open Friday beginning at 3:30 PM @ CV Soccer Complex
2. Team check-in must be done a minimum of one hour prior to your first scheduled game.
 - a. You do not need your players to check in.

TEAMS MAY NOT WARM-UP OR PRACTICE BEHIND TEAM BENCHES OR THE GOAL AREAS