

## 2016 DISTRICT VI CUP TOURNAMENT

U10s-U14s: Dec 3rd & 4th, 7th, and 10th, 2016

U16s/U19s: Nov 12th & 13th & Nov 19th, 2016



### DISTRICT VI CUP TOURNAMENT RULES

Within each age group, each tournament group of six to ten teams has been seeded into two flights of three, four, or five teams for round-robin play on the first weekend. Flight winners in each tournament group will play a Final match the following mid-week (Dec 7th), or on the following weekend (Dec 10th or Nov 19th) to determine 1st and 2nd place in their group (the mid-week Finals are for U10 and U12 teams in Founder's Cup). **All** members of **all** teams reaching a Final will receive 1st or 2nd place trophies. The winner of the Final in the Cup Challenge group for each age group will also gain possession of the perpetual **District VI Cup Trophy** for the following year. Normal CYSA rules will apply for all games played, except as modified by any special tournament rules specified herein.

- Number of Players:** The maximum and minimum number of players on the field from each team shall be:  
U10: maximum 7, minimum 4 .. U12: maximum 9, minimum 5 .. U14 - U19: maximum 11, minimum 7
- Game Length:** Games shall be of regulation length for the age group playing unless otherwise specified below:  
U10: 25 minute halves    U12: 30 minute halves    U14: 35 minute halves    U16 & U19: 40 minute halves  
Note: Under 19 teams will play 45 minute halves in the Final for their tournament group.  
**All** play on the first weekend is round-robin, do **NOT** play overtimes or take kicks from the mark to resolve ties.
- Round-Robin Scoring:** The flight winner is determined by points awarded for wins and ties, as follows:  
**THREE** points for each win (including a forfeit win, to be listed as a 1-0 game)  
**ONE** point for each tie  
**ZERO** points for each loss
- Round-Robin Tie-breaker:** If teams are tied after round-robin play, the following sequential tie-breaker steps are to be used to determine a flight winner (from **ONLY** the teams that are **TIED** in points).  
If any of the tied teams have a forfeit win or loss, **IGNORE all** scores of **ALL** games played by the forfeiting team (only 'real' goals in an equal number of games are counted). A team with a forfeit **loss** can **never** win a tie-breaker.
  - Goal Differential:** Actual goals scored minus actual goals allowed, up to plus or minus **3** goals per game; the flight winner is the team with **largest** Goal Differential.
  - Goals Against:** Actual goals allowed up to **3** goals per game; the winner is the team with **fewest** Goals Against.
  - Goals For:** Actual goals scored up to **3** goals per game; the flight winner is the team with the **most** Goals For.
  - If only two teams remain tied for first, the team winning in Head to Head play wins the flight and advances.
  - If two or more teams remain tied after all of the above steps, notify the Tournament Committee **immediately**.Note that each tie-breaker step in the above is separate and applies **ONLY** to teams that remain tied after evaluation of the results of the previous step. A team that loses in a step is no longer in the tied group of teams.
- Tied match in Finals:** If a Final match is tied at the end of regulation, FIFA Kicks from the Mark shall be used to determine a winner. (**NO** overtimes will be played; teams shall immediately begin kicks from the mark.)
- Termination:** If the referee terminates a match prior to completion, the tournament committee **MAY** re-schedule the game to be played again in its entirety, or may consider the match concluded as of the Referee's termination.
- Withdrawal:** Teams who withdraw subsequent to schedule printing (this package) shall forfeit their entry fee.
- Assigned center Referees:** Each team is responsible for an equal share of the cost of the District assigned center Referee for the round-robin matches on the **first** weekend of play (at \$30 per match for U10 and U12, and \$40 per match for U14, U16 and U19). **Before** the beginning of their match, **each** of the two teams playing shall pay the assigned center Referee \$15 or \$20 (for a total of \$30 or \$40). **Any team that declines to pay the \$15 or \$20 amount shall be assessed a forfeit for that match, and may be subject to additional fines.**
- ==> **THERE SHALL BE NO PROTESTS HEARD BY THE TOURNAMENT COMMITTEE.** <==

## DISTRICT VI CUP TOURNAMENT RULES (continued)

10. **Referee Responsibility:** On the first weekend of play (round-robin), each team **MUST** bring a **certified Referee** for assignment in their flight. You, your assistant, or another team volunteer may fulfill this obligation, provided that they are a **certified Referee**. The **three Referee** system is to be used. Teams may be fined for failure to provide (or cover for) a missing referee (as noted in the introductory letter). If you have 'hired' a Referee to handle your team's Referee obligation, **your team** is responsible for re-imbursement. District VI will assign the **center Referees** for all games on the first weekend of play. District VI will provide and pay **ALL Referees** for Finals.
11. **Home Team:** The team listed first on the schedule is the Home team. The Home team shall provide the game ball and change jersey colors if necessary. In Final matches, the winner of the 'A' flight shall be the Home Team.
12. **Game Cards:** Game cards shall be collected and retained by the Convener. The Convener shall report the scores of all games to the tournament scorekeepers by 9:00 PM Sunday evening. The Convener shall also retain the passes of any players (or coaches) sent off until receipt of additional instructions from the tournament PAD committee.
13. **Send-Offs:** All player or coach send-off (red card) reports must be turned in with the game card and pass of the person sent off. The Convener **must** notify the tournament PAD Chairperson by **7:00 PM** on the day of the action. Players who are sent off must leave the field and may not return for the remainder of the day. Coaches who are sent off shall not return for the remainder of the tournament. Anyone sent off may not participate in any matches played by his/her team following the send-off until the tournament PAD committee has granted permission. Any violation of this provision **WILL** result in added disciplinary action for both player and coach, which could include forfeiture of **ALL** tournament games. At least the minimum penalty (number of games suspended) as shown in the CYSA Team Manual **MUST** be automatically applied in all cases involving players or coaches who are sent off.
14. **Substitution on throw-ins:** Both teams may substitute prior to a throw-in, however, the team not in possession of the ball may only substitute if the possessing team elects to substitute one or more players.
15. **Heading:** Heading is **not** allowed in Under 14 and younger play. Heading is allowed in U16 and U19 play. The penalty for heading in U10-U14 matches is an indirect free kick to be taken as per the Laws of the Game.
16. **Team Conduct:** Referees will hold coaches responsible for the conduct of their team, assistants, and spectators. The tournament committee expects **ALL** coaches to encourage Fair Play, and enthusiasm without criticism. Note that an excessive goal differential (greater than 5 goals per game) is **NOT** in the best interest of Fair Play.
17. **Failure to Play:** All teams **MUST** attempt to play all games assigned in the schedule. Failure to comply with this requirement may result in the offending team being disqualified for play in the District VI Cup Tournament in the following year. This may include **ANY** and **ALL** team(s) of the offending coach.
18. **Cancellation:** If one or both days of round-robin play must be canceled due to severe weather (by the Referee, or loss of permits), notify the Tournament Committee. Try to complete at least one day's play over the two days if possible. Games will be scheduled on the following or later weekends, and the Final re-scheduled if necessary.
19. **Roster:** Birth certificates, goldenrod roster, and add forms are **NOT** required for your team's participation, just player and coach passes. **ONLY** those players registered to your team (as indicated by the team name or number on the player pass) as of the deadline date for application to the District VI Cup tournament may participate. **'Guest'** players (players registered to another team) may **NOT** participate in the District VI Cup tournament.
20. ==> **VALID USYSA PLAYER AND COACH PASSES ARE REQUIRED IN ORDER TO PLAY** <==
21. **Player Participation:** As noted in the cover letter, **ALL** players in attendance are to participate in at least half of each match, unless there are disciplinary or medical reasons why they should not. The Referee is to be notified **prior** to the start of the game of any player(s) who will not be participating in at least half of the match.
22. **Delay of Game:** Teams not ready for play within 15 minutes of their assigned game time shall forfeit the match.
23. **Clean-up:** Please help keep fields clean and permits available. Dispose of all trash following each of your games.
24. **Lastly:** Have fun, and encourage all parents and spectators to remember that these are children playing a game.