



BRSC OLOL United Cup

Tournament Rules

The rules of this tournament shall be in accordance with U.S. Youth Soccer Association (USYSA) and the Louisiana Soccer Association (LSA) except as modified and approved herein.

1 TEAM ROSTERS:

- 1.1** Each team roster is limited to 3-guest/club pass players in accordance with LSA Policy 211.
- 1.2** 9U & 10U Teams are limited to a roster size of 14-players, this limit includes guest/club pass players.
- 1.3** 11U & 12U Teams are limited to a roster size of 18-players, this limit includes guest/club pass players.
- 1.4** 13U through 19U Teams are limited to a roster size of 22-players, this limit includes guest/club pass players.

2 TEAM CHECK-IN AND PRE-GAME PROCEDURE:

- 2.1** All teams are required to check-in online using the SincSports online check-in system.
- 2.2** All team players, coaches and officials must have a USYSA, US-Club or AYSO pass, which is valid for the current year.
- 2.3** All teams must have an official team roster which includes players, coaches, and officials for the team from their State Soccer Association including any guest players:
 - 2.3.2** Team ID Number and Age Group
 - 2.3.3** First and Last Name
 - 2.3.4** Jersey Number
 - 2.3.5** Date of Birth and Age
 - 2.3.6** Registration Number
- 2.4** All players must have an up to date USYSA, US-Club or AYSO medical release form and copies must be on-hand during the entire tournament.
- 2.5** In no circumstances, will a player be allowed to participate who has not been certified by the Tournament Credentials Committee.
- 2.6** At the field prior to each game, the manager/coach will present to the Referee: *A copy of an approved official roster with player numbers listed.*

3 UNIFORMS

- 3.1 Teams will wear uniforms of matching design and color, with numbers affixed to the back of the uniform jersey (*9U/10U teams do not require numbers on their jerseys*). Any alternate uniform jerseys must also have numbers affixed to the back (*9U/10U teams do not require alternate jerseys*).
- 3.2 The uniform jersey of the goalkeeper must be distinctly different in color from the uniform jersey colors of both competing teams and referees (*9U/10U teams can wear bibs if needed*).
- 3.3 No two (2) players may have identical uniform numbers.
- 3.4 In the event of similar team colors, the designated home team (the first team listed on the schedule) will be required to change to an alternate color and be accepted by the referee.

4 PLAYER EQUIPMENT & SAFETY

In accordance with the Laws of the Game, players, coaches, officials, and referees must ensure that all participants adhere by the following equipment and safety measures:

- 4.1 Shin guards are mandatory to participate in any game, with the sock fully covering the shin guard.
- 4.2 No hard casts are permitted.
- 4.3 All items including earrings, facial piercings, rings, watches, bracelets, neckless', chains, metal hairclips and any other items deemed dangerous by the referees are not permitted.
- 4.4 Heading is **NOT** permitted for any players in the age groups 9U-12U, in accordance with LSA Policy 206. If a player intentionally heads the ball, a free kick will be given to the opposition team.
- 4.5 **Missing Child Protocol:** all attending teams, coaches, officials and referees must be aware of this procedure on our team documents page.

5 GAME FORMATS, OVERTIME, SUBSTITUTIONS, HEADING, BALL FURNISHING

- 5.1 All games will begin at the allocated game time provided on the schedule, with a 5-minute grace period (please refer to **point 6.16**). If a team does not take the field on time, referees will start their watches both prior to the game starting and after the half-time interval.
- 5.2 Age group, game format, game length (including each half length in brackets), half-time period and ball size can be found in the matrix below.

AGE GROUP	GAME FORMAT	GAME LENGTH	HALF-TIMES	BALL SIZE
9U – 10U	7v7 (Jamboree)	50-mins (2x25)	5-mins	4
11U – 12U	9v9	60-mins (2x30)	5-mins	4
13U – 19U	11v11	70-mins (2x35)	5-mins	5

- 5.3 No overtime periods, ties in bracket stand. Quarter-final, Semi-final and Final games ending in a tie will be decided by FIFA kicks from the penalty mark.
- 5.4 9U & 10U Teams will play in a 3-game jamboree format, with 2-games being played on Saturday and 1-game being played on Sunday with no scores, standings or finals being tracked or taking place.
- 5.5 Referee’s will be allocated to each game using a 3-referee system (when possible but not guaranteed) other than the 9U & 10U jamboree which will have 1-center referee.
- 5.6 Substitutions will be in accordance with LSA Policy 206. Substitutions are unlimited throughout the weekend with permission to enter the field from either center referee and or assistant referee from the midfield line.
- 5.7 The Home Team (the first team on the schedule) is responsible for providing at least 2-game balls.
- 5.8 In-State League Games (LCSL): LSA Policy 305.5.1.7 permits LCSL games to be rescheduled in club tournaments under the following conditions: maximum of 1-LCSL game during the full tournament weekend as requested during registration.

6 BRACKETS, DETERMINATION OF WINNERS, TIEBREAKERS, FOREFITS

Tournament Brackets

- 6.1 **Three (3) Team Bracket:** Each teams play two (2) bracket games. Teams placed in 1st will advance to the Final with teams placed in 2nd and 3rd playing in Semi-Final to progress.
- 6.2 **Four (4) Team Bracket (RR):** Each team plays in a round robin format. Teams placed in 1st and 2nd will be crowned Winners (1st) and Runners Up/Finalists (2nd) via points. **NO FINAL.**
- 6.2.2 **Four (4) Team Bracket (Finals):** Each team plays 2 bracket games. Teams placed in 1st and 2nd will advance to the Final. Teams placed in 3rd and 4th will play in Consolation game.
- 6.3 **Five (5) Team Bracket (RR):** Each team plays in a round robin format. Teams placed in 1st and 2nd will be crowned Winners (1st) and Runners Up/Finalists (2nd) via points. **NO FINAL.**
- 6.3.2 **Five (5) Team Bracket (Finals):** Each team plays 2 bracket games. Teams placed in 1st will play advance to the Final. Teams placed in 2nd and 3rd will play in a Semi-Final. Teams placed in 4th and 5th will play in a Consolation game.

- 6.4 Six (6) Team Bracket:** Two groups of 3-teams. Each team will play two games in their group. Winner of Group A will play Winner of Group B in a Final. The remaining 4 teams will play consolation games (cross-bracket).
- 6.5 Eight (8) Team Bracket:** Two Groups of 4-teams. Each team will play three games in their group. Winner of Group A will play Winner of Group B in a Final.

Determination of Winners

- 6.6** In-group play there will be no overtime periods. Standings will be determined as follows: **10-Point System:** 6-points for a win, 3-point for a tie and 0-points for a loss. 1-point for every goal scored (maximum 3) and 1-point for a shutout.
- 6.7** In Semi-Final and Final rounds, teams who remain tied at the conclusion of the regular time will proceed directly to Penalty Kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark".
- 6.8** The referee's decision is final, there are strictly no protests allowed.
- 6.9** The decision of the Tournament Director and Committee is final, there are strictly no protests allowed.

Forfeits

6.10 Forfeited Games

- 6.10.2** 3-goals for, 0-goals against.
- 6.10.3** 10-points awarded in bracket play. 6-points for the win, 1-point for every goal (3-points) and 1-point for a shutout = 10-points.
- 6.10.4** Automatic advancement in Semi-Final and Final play.
- 6.10.5** Any team that forfeits any bracket play game, cannot advance to Semi-Final or Final games, and their place will be awarded to the next highest ranked team.
- 6.11** A team that leaves the field of play prior to the completion of the game shall automatically forfeit that game to the opposing team. (After review of the circumstances, the Tournament Director will designate the score).
- 6.12** If a Team forfeits due to a faulty schedule provided by the tournament, the Tournament Director has the right to reschedule the game at a time that is acceptable for both coaches. The forfeit will be nullified, and the game will be played as previously intended.
- 6.13** The referee's decision is final, there are strictly no protests allowed.
- 6.14** The decision of the Tournament Director and Committee is final, there are strictly no protests allowed.

Grace Periods

- 6.15** Teams will be allowed a 5-minute grace period from the scheduled game time before awarding the game to the opposing team.
- 6.16 (7v7 Games):** a minimum of five (5) players are required for a team to begin play.
- 6.17 (9v9 Games):** a minimum of five (6) players are required for a team to begin play.
- 6.18 (11v11 Games):** a minimum of five (7) players are required for a team to begin play.
- 6.19** The referee's decision is final, there are strictly no protests allowed.
- 6.20** The decision of the Tournament Director and Committee is final, there are strictly no protests allowed.

Tiebreakers

- 6.21** In the event that teams are tied on the basis of points, the following tiebreakers will be considered in order, until the tie is broken:
 - 6.21.2** Winner of head-to-head competition. (This criterion is not used if more than two teams are tied).
 - 6.21.3** Most wins.
 - 6.21.4** Team with the greatest net goal difference (NGD), which is computed as 'goals for' minus 'goals against' with a maximum of 3 NGD in each game.
 - 6.21.5** Team with least goals against (there is NO limit on the number of goals that will be counted to determine this tiebreaker).
 - 6.21.6** Team with the most goals (maximum of 3 goals in each game).
 - 6.21.7** Kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark"
 - 6.21.8** Coin toss.
- 6.22** If more than two (2) teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at **6.21.2** above, until the tie is broken.
- 6.23** If three (3) teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw by the Tournament Director.
 - 6.23.2** The first team drawn will receive the bye.
 - 6.23.3** The next team drawn will be the home team against the remaining team in the first contest of FIFA Kicks.
 - 6.23.4** The winner of the first contest will then compete against the bye team in FIFA Kicks to determine the winner. The bye team will be the home team.
- 6.24** If four (4) teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw conducted by the Tournament Director.
 - 6.24.2** The first team drawn (home team) will compete against the 2nd team drawn (away team) in the first contest of FIFA kicks.

6.24.3 The third team drawn (home team) will compete against the fourth team (away team) in the second contest.

6.24.4 The winners of these two contests will then compete to determine the winner. The winner of first/second draw will be the home team.

7 CONDUCT OF PLAYERS, COACHES, PARENTS AND SPECTATORS

7.1 Team Parents/Guardians and/or Spectators must sit facing their team bench on the opposite sideline.

7.2 Coach(es)/Officials are responsible for the conduct of their sideline. Misconduct from either teams sideline, will result in the Coach(es) receiving a warning or caution and if the misconduct persists a Coach(es) may be dismissed and the game being forfeited.

7.3 A player who receives a red card by either receiving 2-yellow cards or 1-straight red card must leave the field immediately and will serve an automatic 1-game suspension. This includes no sitting at the sideline or with their team until their suspension has been served.

7.4 Depending on the severity of the misconduct, the Discipline Committee may recommend the suspension for up to the duration of the tournament with further disciplinary action by the appropriate state or national associations.

7.5 The Discipline Committee recommendations must be available to the affected parties no later than or prior to their next scheduled game.

7.6 Abuse of Referees will not be tolerated, any referee that is subjected to abusive behavior by a player, coach(es), team officials, parents/guardians or spectators has the authority to stop the game and a forfeit for the team in question will be served. Further action may be taken upon review of the Discipline Committee.

7.7 The referee's decision is final, there are strictly no protests allowed.

7.8 The decision of the Tournament Director and Committee is final, there are strictly no protests allowed.

8 EXTERNAL CONDITIONS, WEATHER, HYDRATION BREAKS, ETC.

8.1 In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It may not be rescheduled, and no refunds will be issued.

8.2 Lightning Delays: Upon the announcement from the PA Weather System, all players, coaches, managers, and patrons are required leave the fields and:

8.2.2 Return to their vehicles until the all clear.

8.2.3 When the announcement from the PA Weather System states the all clear, games can continue at the tournament directors discretion.

- 8.2.4** If lightning delays continue, games will be pushed back allowing for time lost during the delays and integrity of the schedule remaining in place.
- 8.2.5** A second stoppage of the game will result in automatic termination. Terminated games shall be considered completed if one half of the game has elapsed at which time the score at the stoppage of play shall be the final score.
- 8.3 Heat Index:** In the event of the Heat Index rising to levels that require players, and referees to take a hydration break will be determined as follows:
 - 8.3.2 Heat Index of 80-89:** No hydration break is required, unless requested and agreed upon by both teams and referees
 - 8.3.3 Heat Index of 90-94:** Hydration break is optional but will be suggested by the referees and agreed upon by both teams
 - 8.3.4 Heat Index of 95-99:** 1-minute (rolling clock) Hydration break is required by the referee
 - 8.3.5 Heat Index of 100-104:** 2-minute (stopped clock) Hydration break is required by the referee
 - 8.3.6 Heat Index of 104+:** Play will be suspended, and games will be rescheduled at a later time (evening if possible) to allow conditions to subside
- 8.4** Players and referees can exit the playing area for hydration breaks, and a recount of field players will be conducted by the referee before play restarts
- 8.5** Games will be played at Burbank Soccer Complex. Please visit www.brsoccer.org or the tournament website for directions
- 8.6** The Tournament Director interpretation of the foregoing rules and regulations shall be final.