

2021 Players' Cup Rules

The host presenter is BC United, which is a 501(c)(3) non-profit Colorado corporation. Proceeds from the event benefit BC United.

The Players Cup is sanctioned by US Club Soccer and the United States Soccer Federation (USSF) as a class I tournament open to competition from affiliated U.S. teams in good standing with their respective associations. Player passes and travel papers are required.

The Players Cup is being conducted in accordance with Colorado Soccer Association's modified rules of the game (2011/2012), except as tailored to suit the unique circumstances of the tournament. The following guidelines and rules may be unique to this particular tournament.



PLAYERS' CUP
ELITE SOCCER TOURNAMENT

STANDARDS OF CONDUCT

All participants in the Players' Cup will be expected to maintain high standards of conduct during their stay. These standards are expected of players, parents, coaches, referees and other guests. Should it come to the attention of the Tournament Director that a person (or persons) has failed to observe these guidelines, the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the current standings, or banning that team and/or all teams in its club from current or future participation in the tournament.

SITE OF TOURNAMENT AND FACILITIES

The tournament will be in Denver this year at Dick's Sporting Goods Park. Everyone must abide by the rules of the city of Denver and all applicable rules of all facilities. Any violations could jeopardize tournament participation. This is most importantly in regards to the parking guidelines. No pets or glass bottles are allowed at the soccer complexes.

SAFETY

In the event of a severe thunderstorm, the Field Marshall or Tournament Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields and immediately take cover in the nearest available shelter as there is a possibility of lightning strikes on our playing fields during severe storms. Play will be resumed when "all clear" is signaled. If delays are lengthy the tournament director reserves the right to conclude any game that has already reached half time. Scores at that point will be considered final.

PLAYING CONDITIONS

The Tournament Director will determine playing conditions in conjunction with the referee assignor. Teams will be expected to play regardless of weather. Only the Tournament Director may reschedule games because of weather, and in this event, each coach must assume the responsibility of checking at the administration center for reschedule information the same day suspended.

TEAM INFORMATION

AGE DIVISIONS

Boys: Fall 2021 11U-15U teams

Girls: Fall 2020 11U-19U teams

League/Club/Association teams. Not more than five (5) guest players. All players must be registered with CSYSA, AYSO or US Club Soccer. Cost is \$850 for all 11v11 age groups and \$695 for all 9v9 age groups.

TEAM SELECTION CRITERIA

Teams invited to participate are selected on the basis of relative strength of teams (taking into consideration win/loss records, difficulty of schedule, strength of opponents, and geographic balance).

DISCIPLINE

An ejected player and/or coach (red card) is ineligible for the next game. This includes finals.

The coach is responsible for the actions of his spectators, specifically verbal abuse of referees. Such abuse will not be tolerated. (Violation may result in forfeiture of the game and/or expulsion from further play).

Any player who receives an accumulation of two (2) yellow cards during the tournament must sit out the next game.

Any coach who withdraws their team from the field during the game will receive a red card and their team will forfeit the match. Any team withdrawing from a game will forfeit and face further punishment.

Referees will take note of all ejections as furnished by the Tournament Director prior to game time and ensure that any such ineligible players do not participate in the match. Referees will also notify the Commissioner of Referees of any yellow and/or red cards in the game just completed by clearly noting the same on the game card turned in to the Field Marshall.

The Tournament Director will make note of card(s) issued and the offenses, which will be submitted to CSA for application to regular league and other tournament games. Out of state teams will have the reports submitted to their league associations.

The use and consumption of alcoholic beverages immediately before, during or after the playing of any youth soccer game is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and/or suspension by the Tournament Director.

TEAM AND PLAYER REQUIREMENTS

A player may play for only one team during the tournament.

A coach may coach more than one team during the tournament; however, suspensions may apply across all of their teams if the Tournament Director deems the measure to be suitable.

Each team must have a certified roster and a Guest Player Roster (if applicable) with a total of not more than eighteen (18) players to be presented by the coach or manager to the Field Referee prior to the start of the match. Player passes will be checked by the Field Referee against the roster. The Field Referee will keep the roster and player passes during the game.

If a player pass is not presented to the Field Referee prior to the start of the match, the player may not participate in that game.

Each player must be able to prove their age if challenged by the opposing team through the Referee.

If a player plays in a game and is not properly registered, their team shall automatically forfeit that game and may face further disciplinary action by the Tournament Director, depending upon the nature of the violation.

If a team is unable to supply a valid roster, it will be subject to forfeit the game. The game may still be played, but only upon agreement by the referee in conjunction with the referee assignor and/or tournament director.

All passes and rosters are to be returned to the coach or manager of the team at the conclusion of the game unless a player or coach is ejected for misconduct. It is the responsibility of the coach to retrieve the passes and roster at the conclusion of the match. It is the responsibility of the Field Referee to turn in all passes of ejected players to the Field Marshall and also to notify the Field Marshall of any ejection of coaches.

UNIFORMS

All teams shall have at least two (2) sets of uniforms. All team members must have shirts the same color (except goalkeeper) and all shorts must be the same color. All players must also have the same color socks. All players will be identified with a different number. The home team can choose to wear any of their uniforms. The away team will wear an alternate that doesn't conflict with the home team. Goalkeepers must both wear colors that do not conflict with either team, with the home goalkeeper having first choice after the two outfield teams have chosen their colors. Referees will then select their colors.

PLAYER CREDENTIALS

All Check In/Registration is online via Got Soccer, there will be no game day on site check-ins. Please review the check in instructions carefully, including deadlines to have it complete.

GAME INFORMATION

TEAM PAIRINGS

Teams will be seeded according to team strength based on current league standings, information received on the application and supporting documents. Every effort will be made to provide as wide a geographic variety of opponents as possible for each participant. The tournament reserves the right to combine groups together where there are not enough teams entered. Note: After scheduling is complete and if a team withdraws, there will be no reseeding of teams. For consolation games the tournament director will reschedule games where possible to avoid teams playing the same team twice or teams from the same club.

GAME SCHEDULE STRUCTURE

Three (3) matches minimum are guaranteed to each team.

SCORING

Team standings in group play will be based on the following point system for each game played: Win = 3 points, Tie = 1 point, Loss = 0 points. A forfeit will give the opposition 3 points and is considered as a 4-0 win.

TIE BREAKERS

If at the conclusion of the qualifying matches, two or more teams are tied, the standings within the group shall be determined by:

Head to head competition

Fewest ejections received by players.

Goal difference (total Goals For minus total Goals Against. Maximum of +4 or -4 goal difference for each game.)

Fewest goals against (no maximums)

Most goals for (no maximums)

Drawing of lots (done by the tournament director at the conclusion of the group phase)

KNOCK-OUT GAMES (Finals)

If at the conclusion of regulation play there is a tie, the match shall be decided by penalty kicks, per FIFA regulations (best of 5 kicks from each team, followed by sudden death if necessary). There will be no extra time.

TEAM PROTESTS AND APPEALS

Any protests must be submitted in writing to the Tournament Director. No judgement calls will be considered, only the misapplication of rules or violations. The Tournament Director's decision is final on all matters.

GAME OFFICIALS

The Referee Assignor shall be responsible for procuring and assigning all tournament referees.

FORFEITS

If a scheduled team does not report for play within ten (10) minutes of the scheduled starting time, the game will be declared a forfeit. Forfeits will be scored with the maximum points for a win = 3 (4-0 score line).

If a team forfeits a semi-final or final game with advance notice, the tournament director reserves the right to replace that team with the next highest point team not already advancing.

RESCHEDULES

Games shall be considered completed if the first half has concluded and play is stopped by either the field referee, Referee Assignor or the Tournament Director. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game. If the game is cancelled before it starts every effort will be made to reschedule the game. Note: if necessary, game lengths may be shortened for rescheduled games. However, in the event that rescheduling is not possible, and the game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the divisional winner will be determined on the basis of average tournament points for games played. The team with the highest average points will be declared the winner of the flight. In the event there is a tie, which cannot be resolved by point averaging, the winner/advancing team will be determined by drawing lots.

CANCELLATIONS

If games are cancelled because of weather or other circumstances we will proportionately refund registration fees according to the scale below: –

One entire game cancelled – Refund \$25% + \$50 credit towards next year's tournament

Two entire games cancelled – Refund \$50% + \$50 credit towards next year's tournament

Three entire games cancelled – Refund 75% of registration fee + \$100 credit towards next year's tournament

The optional 4th game on Sunday does not receive any refund if cancelled and does not count towards any of the above bullet points.

GAME LENGTHS

11U-12U games will be 30 minutes per half (unless affected by weather)

13U-14U games will be 35 minutes per half (unless affected by weather)

15U-19U games will be 40 minutes per half (unless affected by weather)

AWARDS

The first-place teams in each age group will receive a team award. All players on the first and second place teams in each age group will also receive individual awards.

MATTERS NOT PROVIDED FOR

Any situation or questions on rules of competition not covered herein will be governed by the Colorado Youth Soccer Modified Rules of the Game.

Any matters not provided for in either these rules or the Colorado Youth Soccer Modified Rules of the Game shall be determined by the Tournament Director, whose decisions shall be final.