



PLAYERS' CUP  
ELITE SOCCER TOURNAMENT

# 2024 Players' Cup Rules

---

## **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 City of Boulder graciously provides access to the Pleasant View Soccer Fields for this tournament while the City of Longmont will be providing their Sandstone Ranch Soccer Complex. Everyone must abide by the rules of the Cities 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 return to their cars as there is a possibility of lightning strikes on our playing fields during severe storms. Play will be resumed when "all clear" is signaled and we encourage everyone to check our social media accounts for updates. 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 2020 11U-15U teams

Girls: Fall 2020 11U-19U teams

League/Club/Association teams. More than five (5) guest players on a roster must get approval from the Tournament Director prior to check-in. All players must be registered with CSYSA, AYSO or US Club Soccer.

### **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, unless given permission by the tournament director.

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 that they are able to present to the referee upon request. Player passes can be checked by the Field Referee against the roster and the roster can be checked against the official roster submitted to the Tournament Director or Field Marshall during check-in.

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.

It is the responsibility of the Field Referee to turn in all game cards, reporting game scores and any misconduct.

## **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**

Check-in will take place 1 hour before your first kickoff. Please bring 2 copies of your roster and have your team player cards and access to your medical release. Medical releases can be printed or in a digital format that you can access on demand.

## **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.

### **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. In the event PKs are used to determine the outcome of a game that did not reach halftime due to inclement weather or other circumstances, it will be entered as a 1-0 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.
- 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)
- Fewest ejections received by players
- If a tie still exists after the above steps we will go to FIFA kicks from the mark to determine the tie breaker.

### **KNOCK-OUT GAMES**

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 canceled 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, the game may be decided by kicks from the mark.

### **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)

### **MATTERS NOT PROVIDED FOR & SPECIAL CIRCUMSTANCES**

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.