

# Capital Cup Tournament Rules

**IFAB 2020/2021 Laws of the Game apply with the following modifications**

## Tournament Headquarters

Tournament Headquarters will be the Capital FC Soccer Complex (5201 State St., Salem, OR 97317). Team check-in will be at The Grand Hotel on Thursday and Friday of the tournament weekend. The Tournament Coordinator and Travel Coordinator is Valorie Westlund, 503-740-6734. The Tournament Director is Mike Morris, 503-317-7576.

## Team Check-in

Every team must check in at Tournament Headquarters (or designated, official alternate location) a minimum of two hours prior to their first game. If you have an early Friday game (before noon) you will need to check-in on Thursday. Teams must bring seven typed copies of the official tournament roster form to team check-in.

Every player, coach and manager on the team must be registered with the same national soccer association, AYSO, USYSA, US Club, etc. Every player/person listed on the tournament roster must be properly registered and in good standing with their state/national association. For documenting this at team check-in, we will accept the following:

- Player cards issued by their state or national association. We do not require photos or laminating. **OR,**
- Official roster issued by their state or national association. Player names, birthdates and ID numbers (if they assign these) must be included. Coach & manager names and ID numbers (if they assign these) must be included (do not need birthdays). Handwritten names on this roster will not be allowed unless you have a valid player card from the same issuing association for that player at the time of check-in. Rosters typed by club reps, coaches, or managers are not 'official rosters' for the purposes of checking in the team and will not be accepted.
  - If using an officially issued roster as indicated above instead of the player cards, then the team must also have a copy of the 'Certified Roster Form' completed by the club registrar and attached. This form is available on the tournament website or you can contact us.

We expect each team to make sure they are abiding by the rules set forth by their club and association as to which cards are used for participating in a tournament. It is the team's responsibility to confirm every player, coach, and manager listed on the roster is allowed to participate with the team and that they are fully insured (medical and liability) by their respective national associations. It is the team's or club's responsibility to confirm the medical and liability insurance is not adversely affected by the guest players participating with the team for the tournament. It is the club's responsibility to confirm that all adults listed on the roster have completed their background check process and are eligible to coach/manage the team.

Teams will need to check with their respective state governing body for the status of travel papers and other requirements that are necessary when traveling outside of their home state. International teams must bring approved travel papers from their national association and either individual player passes or passports for every Coach/Player on the official tournament roster. Once teams have completed the Team Check-in procedure prior to their first game, they do not need to check in prior to their subsequent games. We do not require notarized medical releases for players.

## Player Cards

EVERY person listed on the roster (player, manager, coach or assistant coach) must be properly registered with one of the national soccer associations (AYSO, US Club, or USYSA). Everyone listed on the roster must be in good standing and adults must have completed their background check process and be authorized to coach by the national association issuing their player cards. We will accept the valid 2020/2021 player cards as well as valid 2019/2020 player cards. Lamination of the player cards and player/coach photos are not required for the tournament.

## Roster Size and Guest Players

The U9 and U10 teams will play 7v7 and may roster a maximum of fifteen players. The U11 and U12 teams will play 9v9 and may roster a maximum of eighteen players. The U13-U19 teams will play 11v11 and may roster a maximum of twenty-two players. All teams may have up to six guest players. (A guest player is a "registered player participating in a competition for a team to which the player is not on the regular roster for purposes of league play".) No more than eighteen players can be on the match roster to play in a particular game so you must cross off any players above the eighteen that might be listed on the approved roster prior to the start of any single game. All eighteen active players may be on the team's sideline during the game for all age groups. Any crossed off players may sit with the team if not dressed to play and with the approval of the referee.

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## Substitutions

Free substitution will be allowed for all age groups, with the referee's permission, any time play has stopped. A referee may deny a substitution request if the referee considers it to be an intentional plan to disrupt the play, or an attempt to run off an excessive amount of time. Referees are responsible for making sure games do not impact the start of the next game.

## Minimum Number of Players

Teams playing 7v7 must have a minimum of five players and one adult who is listed on the roster to participate in a match. Teams playing 9v9 must have a minimum of six players and one adult who is listed on the roster to participate in a match. Teams playing 11v11 must have a minimum of seven players and one adult who is listed on the roster to participate in a match. In the event a team does not have the required participants, the site coordinator shall be notified, and they will communicate with the Tournament Director/Coordinator to obtain instructions on how to proceed. Depending on the decision made, the halves may be shortened to ensure the match terminates at least five minutes before the next match. In no case shall the referee make the decision to resolve the problem; that is solely at the discretion of the Tournament Director/Coordinator. There are no time restrictions that the referee can impose for the short-handed team to field the required minimum participants. A team that forfeits a game will advance to the medal round if they would otherwise qualify.

## Team Sidelines

Players and Coaches must be on one side of the field, spectators on the other side. Coaches, players, and spectators are not allowed behind the end-line for any reason. Teams are allowed up to FOUR adults to be on the team's sideline, however, only those with listed on the approved tournament roster may be on the team's side of the field.

## Player Ages

Age groups in this tournament will be based on the calendar year of birth of the oldest player on the team in conformance with US Soccer's birth year registration initiative. A team will be eligible for an age group if every player on the team was born on or after January 1 of the year as shown in the chart below. No overage players are allowed on any team. A player may **not** play on more than one team during the tournament, regardless of the age groups &/or gender.

U09 = Born in 2012  
U10 = Born in 2011  
U11 = Born in 2010  
U12 = Born in 2009  
U13 = Born in 2008  
U14 = Born in 2007  
U15 = Born in 2006  
U16 = Born in 2005  
U17 = Born in 2004  
U18 = Born in 2003  
U19 = Born in 2002  
U20 = Born in 2001 (cannot have played on any college team)

## Tournament Format and Brackets

Teams within each Division will be placed in three, four, or five team brackets and play a preliminary schedule. We will accept a maximum of sixteen teams for any Division. Teams will be scheduled for a minimum of four games. Home and visiting team designations will appear on the schedules.

## Refunds

NO refunds are issued for games canceled due to weather, an opponent not showing up, shortened or abandoned, or acts beyond our control (smoke, thunder, lightning, fires, closed fields, etc.). If a team is *not scheduled* for four games, a 20% refund of the registration fee paid by a team will be refunded to them. Should the Tournament Director/Coordinator be required to cancel scheduled matches for a reason other than those already listed, a 15% refund of the registration fee paid by a team will be refunded to them. Teams that withdraw from the tournament prior to the date registration closes will receive a full refund. Teams that withdraw from the tournament after registration has closed will not receive a refund.

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## **Game Start Times**

Referees will start the game clock at the designated time regardless of whether teams are ready to play. That being said, if a team is late, the Tournament Director/Coordinator may choose to delay the start of the game (and the possible restart of the game clock) so they are able to get to the field. The Tournament Director/Coordinator may allow the start time to be delayed for teams that do not have either the minimum number of players or an adult that is listed on the roster. In situations where the start time has been delayed, the Tournament Director/Coordinator shall determine the length of the halves. A referee may add time lost due to injury or in the event of perceived time wasting. Regardless of the reasons the game clock is adjusted, the game must conclude at least five minutes prior to the start of the next match.

## **Shortened/Abandoned Games**

Referees are the sole arbiter of the game clock and their decisions regarding game length are final and may not be appealed. If games are shortened or abandoned for any reason, the Tournament Director/Coordinator will decide how the game result shall be determined. Decisions by the Tournament Director/Coordinator in determining the official game result are final and may not be appealed. No refunds are issued due to games being shortened or abandoned.

## **Length of Games, Overtime**

U09, U10: 25-minute halves

U11, U12: 30-minute halves

U13-U15: 30-minute halves

All games will have a 5-minute half-time.

If Quarterfinal or Semifinal games are tied at the end of regulation time, the game will go to IFAB kicks from the penalty mark. Only players on the field at the end of the game may participate in the kicks from the penalty marks.

If a championship game is tied at the end of regulation time, a ten-minute overtime period will be played to conclusion. Teams will switch sides at the five-minute mark. If the game is still tied after the ten minutes of overtime, the game will go to IFAB kicks from the penalty mark. Only players on the field at the end of the overtime period may participate in the kicks from the penalty mark.

## **Scoring Method**

Scoring during the tournament will be based on the following system (maximum of 10 points per game):

**Win** ..... 6 points  
**Tie** ..... 3 points  
**Loss** ..... 0 points  
**Shut-out** ..... 1 point  
**Goals** ..... 1 point for each goal up to 3 maximum

## **Tie Breakers**

If two teams are tied in points after the preliminary round, the following tie breakers will be used.

1. Head to Head Results
2. Goal Differential. Maximum difference allowed is four per game
3. Least Number of Goals Allowed
4. Coin Flip (performed by Tournament Director or designee)

If three or more teams are tied after the preliminary round, the tie breaker criteria listed will be used in order shown, beginning with criteria #1, to first eliminate, or second, advance one of the three teams. The remaining teams will then be compared, beginning again with criteria #1.

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## **Jersey Colors/Numbers**

Each team must have an alternate jersey color (or pennies of a different color). The home team (listed first) will be responsible for changing jerseys if the referee determines that the opposing jerseys are too similar in color. Numbers are NOT required on jerseys for teams playing 7v7. We realize that summer tournament teams often borrow players. We discourage having duplicate jersey numbers on the same team but understand this may happen. There is no penalty in these situations, but make sure the referee can differentiate the players.

## **Player's Equipment**

Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, elbow, upper arm or shoulder must be covered and must be padded with a closed-cell slow-recovery foam padding that is no less than one-half inch thick. In addition, if the referee *at any particular game* determines that the player is (a) using the cast as a “weapon” (that is, using it to gain an unfair advantage or using it as a striking device) OR (b) if the player appears to be significantly unbalanced due to the weight of the cast, the referee shall determine the player to be ineligible to participate further. All equipment is subject to approval by the match referee.

Shin guards, covered by socks, are mandatory.

No jewelry of any kind (earrings, nose rings, body rings, bracelets, necklaces) is permitted. Taping to conceal jewelry is not permitted. Medical and religious items are not considered ‘jewelry’ and are allowed but must be taped to the body.

## **Game Balls**

U09, U10: Size 4 ball

U11, U12: Size 4 ball

U13-U19: Size 5 ball

The home team will supply a game ball at the beginning of each game. Please make the game ball is given to the referee in advance of the game so it may be checked out for proper air inflation. Please do not use balls from players. The tournament will not be responsible for lost or stolen balls.

## **Modifications; U9 & U10**

**Build Out Line:** The Build Out Line is a line parallel to the end line and located half-way between the penalty area line and the center line. At the taking of a Goal Kick or when the goalkeeper takes possession of the ball in his/her hands, the opposing team must retreat quickly to behind the build out line and remain there until the goalkeeper distributes the ball by throwing or passing or place-kicking the ball. The ball is not in play until either a teammate of this goalkeeper touches the ball, or the ball directly crosses the Build Out Line. If a defending player is nearer to the opponents’ goal than the Build Out Line when the ball is distributed, then the goal kick will be retaken. Note: if the goalkeeper **deliberately** distributes the ball before opposing player(s) have retreated behind the Build Out Line they do so at their own risk.

**No Goalkeeper Punts:** A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball. If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

## **Modifications; U9-U12**

**No Deliberate Headers:** A player may not use his/her head to play the ball. The infraction consists in deliberately playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue. The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction. If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

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## **Concussion Situations:**

A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league Director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

## **Cautions and Send-Offs/Dismissals**

Any player who is sent off (either a “straight red card” or two cautions/yellow cards in a single game) may not be replaced. Any player who is sent off or any coach who is dismissed will receive at minimum a one-game suspension (the next game). In addition, any player sent off for violent conduct will receive a minimum two-game suspension. The Tournament Director (or designee) may impose a larger number of suspensions.

Any coach or team official who is dismissed from a game must immediately leave the game site so as not to be within sight or sound of the field, including the use of electronic communication (e.g., cell phone). In the event the coach or team official refuses to leave, the match will be terminated and subsequently abandoned, and the referee will submit a report to the Tournament Director (or designee) who will declare a forfeit by the offending team. Players who are sent off from a match shall remain on the team sideline. The coach is subsequently responsible for that sent-off player and his/her actions. Should that player fail to behave in a responsible manner, then those actions shall be deemed as having originated from the coach who will be held responsible for them, which may result in the coach’s dismissal from the game and the game venue.

## **Official’s Report**

Coaches should verify with the referee at the game’s conclusion that their score matches his report. All game results will be called into tournament headquarters by the field marshal immediately following each match. In the event of a conflict, the referee report shall be deemed the official score for the game.

## **Appeals & Protests**

Referee judgment decisions are final and may not be appealed. Any other appeal/protest must be verbally lodged with the referee and the opposing coach at the game site. The appeal must then be made in writing to the Tournament Director/Coordinator within two hours of the end of the match. There will be a \$150 non-refundable fee for any appeal that is filed. The Tournament Director/Coordinator will review any appeal correctly filed under this rule. All decisions of the Tournament Director/Coordinator are final.

## **Referee Abuse**

Any person who assaults a referee will be banned from further participation in the tournament. If the assault is committed by a player, coach, or other team official, the team with which that person is associated will be removed from the tournament and will forfeit all tournament games.

Information regarding the assault will be forwarded to the home state association or national organization with which the individual is associated for further action as required by the US Soccer Federation.

## **Medical Trainer and Injuries**

Medical staff or trainers are not provided at any game locations. Teams are encouraged to bring their own first aid equipment as the tournament does not have those items, and this includes ice. Emergency services (911) are to be called for all injuries, both on and off the field.

## **Venue Rules**

Rules governing game venues are posted at the various locations. All teams, coaches and spectators are expected to follow all posted venue rules. However, dogs, smoking, alcohol, and swearing are not permitted at any location. Violators of these rules will be asked to leave the venue.

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## Weather Guidelines

Any changes in game times due to excessively high temperatures will be announced on the website and approved by the Tournament Director/Coordinator. ALL referees will follow any changes to the game times or allow for water breaks as announced. Coaches can always substitute players in order to provide additional water breaks as deemed necessary. If excessive heat is forecasted, it is recommended that players start drinking extra liquids a minimum of 48 hours before their first match.

In the event that play cannot be started or is stopped due to thunder/lightning, teams will take cover, but will remain at the game site and proceed as follows:

The United States Soccer Federation (USSF) position is that if you can hear thunder you are within reach of lightning and referees must protect the safety of all participants by stopping game activities quickly.

When anyone – Players, Coaches, Referees – sees lightning or hears thunder:

1. Regardless of how far away it may seem, the Referee shall suspend play and stop the match immediately.
2. Players, team personnel, spectators and officials shall leave the field and seek shelter.
  - a. Under a tree is NOT shelter!!!!
  - b. If there are no other options, they shall go to their cars.
  - c. No one may return to the field without approval from the Referee (who will have consulted with the Tournament Director).
3. If no further instances lightning/thunder have occurred for 30 minutes, then the game will continue as follows:
  - a. If time allows, resume play and play to completion.
  - b. If there is insufficient time to play the entire game, the game will be continued until five (5) minutes before the next scheduled game-time start. The game will be considered complete.
  - c. If time does not permit resumption of the game, then the game will be abandoned, and Tournament Director shall determine the final game result. The referee will report the score at the time of the suspension to the Field Marshal.
4. If there are subsequent occurrences of thunder/lightning before the game can be restarted, then the 30-minute waiting period shall be “reset” and no play is permitted until that time has lapsed.
  - a. This “timer reset” shall repeat at the occurrence of any subsequent occurrences of thunder/lightning.
  - b. If consequently play cannot be resumed then refer to 3.c., above.

The Tournament Director/Coordinator will coordinate stoppage of play. The Tournament Director/Coordinator reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delays due to inclement weather, including shortening subsequent games as necessary to complete the schedule. No refunds are issued as a result of weather delays or due to cancellations as a result of rain/weather and loss of fields due to acts beyond our control.