

Alpha Cup Soccer Tournament Rules

Mason City Soccer Club, Mason City, IA

Document updated January 2018

Game play shall proceed in accordance with the FIFA "Laws of the Game."
Tournament directors reserve the right to modify rules or schedules.

Team Check In:

All teams must be checked in 1 hour before play.

Items that need to be presented at check in:

- Official rosters
- Player and coach passes from either US Club Soccer or US Youth Soccer Association
- Guest player forms
- Proof of medical/liability insurance coverage
- Permission to travel documentation as necessary for out of state teams

After check in, rosters are frozen.

Teams:

U9-U10 will play 7v7, max roster 12 players

U11-U12 will play 9v9, max roster 14 players

U13-U16 will play 11v11, max roster 18 players

Players can only play on one team during the tournament.

All players and coaches must be registered with current passes.

Guest Players:

U9-U12: 3 guest players allowed per team

U13-16: 4 guest players allowed per team

Home Team:

The team listed first on the schedule is the Home Team.

The Home Team must provide a game ball. U9-U12 will use a size 4 ball, U13-U16 will use a size 5 ball.

If there is a uniform color problem, the Home Team may be asked to change uniforms at the discretion of the referee.

Referees:

U9-U10 games will have 1 referee, other levels will have 3 referees.

Each game will have a registered USSF referee. If there is a shortage of registered referees, then non-registered referees may be used in games with a 3-referee format only to call out-of-bounds balls on the sidelines.

All referee decisions are final.

Game Rules:

Offsides: Will be called starting at U11 level and older. These games will have 3 referees.

Headers: No heading of the ball at U9 and U10 levels.

Game duration:

U9-U10..... 25 minute halves

U11-U12.... 30 minute halves

U13-U16.... 35 minute halves

All games will have a 5 minute halftime

If games are running behind, the tournament director may take 5 minutes off the game durations until games are back on time.

Games ending in a tie will remain a tie during non-championship games.

Championship games ending in a tie will have two overtime 5 minute periods. If still a tie after the two overtime periods, penalty kicks will proceed under FIFA rules.

Weather delays:

- In the event of weather delays, referees and tournament directors may shorten game durations. Games may also be cancelled or rescheduled at the discretion of tournament directors.

- Games that are restarted cannot run past the start time of the next game.
- If a game is shortened due to weather, it will be considered a complete game if at least 1 half has been played. If less than 1 half was played, the final score will be 0-0.

Game time:

Any team unable to take the field within 10 minutes of the start time will automatically forfeit the game.

The following items need to be available at the start of the game for presentation to the referee:

- Passes for all players and coaches.

Scoring:

Points will awarded as follows:

Win/opponent forfeit... 6
 Tie..... 3
 Shut out..... 1
 Goals scored..... 1 point per goal, maximum 3 points

Forfeits are recorded as a 2-0 win (9 points for winning team)

Tiebreakers:

- Winner of head-to-head game (if only 2 teams tied)
- Winner of the most games
- Goal differential (goals scored minus goals allowed, maximum of 3 per game)
- Fewest goals allowed
- Penalty kicks: a 5 player shootout from the penalty mark per FIFA rules.

Referees will record game scores on an official scorecard. It is the coaches' responsibility to make sure game scores are recorded correctly by signing off on the scorecard before leaving the field after the game.

Brackets:

To adequately fill brackets, tournament directors may combine age groups. They will attempt to combine teams of similar skill level as much as possible.

Teams will play a minimum of 3 games, no more than 3 in 1 day.

Championships:

- 4 team bracket: Round robin play of 3 games per team. The championship game will be played between the 2 teams with the most points.
- 5 team bracket: Round robin play of 4 games. The champion will be the team with the most points after round robin play.
- 6 team bracket: Teams divided into 2 pools of 3 teams each pool. Teams play 3 games, all against the teams in the opposite pool. The championship game will be played by the 2 teams in the bracket with the most points after pool play.
- 7 team bracket: Teams play 4 games. The championship game will be played between the 2 teams with the most points.
- 8 team bracket: Teams divided into 2 pools of 4 teams each pool. Round robin play of 3 games per team against the other teams in the same pool. The championship game will be played by the 2 teams with the most points in each pool.

Conduct issues:

Any person who is attending the tournament may be asked to leave by tournament directors for bad conduct. Law enforcement will be notified in the event of threatening behavior.

Players and coaches who receive a red card will be removed from the current game and cannot participate in the next scheduled game. If the red card violation is deemed violent or egregious, that player or coach may be banned from the remainder of the tournament. Coaches' passes for such a foul will be confiscated and returned to US Club Soccer or USYSF.

Prohibited items from the soccer grounds: alcohol, tobacco products, pets, noise makers, weapons.

Refunds:

Registration fees are non-refundable, unless at the discretion of the tournament directors due to unusual circumstances.

In cases of inclement weather, the following refund rate will be in effect:

- No games played: 75% refund of entry fee
- 1 game played: 50% refund
- 2 games played: no refund
- A game will be considered complete if at least 1 half was played.