

League America Festivals United Cup 2023

RULES FOR U9 - U19

Hosted by: Oregon Youth Soccer Association

Tournament Management Information

The USYS League America Festivals United Cup is hosted by Oregon Youth Soccer Association (OYSA). The competition is open to teams that have all their players and coaches registered with US Youth Soccer through either OYSA or Washington Youth Soccer Association (WYS) in accordance with the registration rules of US Youth Soccer (USYS) and their home state association.

The USYS League America Festivals United Cup aims to provide recreational youth soccer players an opportunity to experience a consistent and high-quality statewide tournament in a fun, family-like atmosphere. It fosters stimulation and excitement about soccer in an effort to increase the recreational players interest in and love for the game.

The USYS League America Festivals United Cup is managed by OYSA in accordance with the bylaws and policies of OYSA, US Youth Soccer (USYS), and the US Soccer Federation (USSF). The Tournament Director has operational and disciplinary authority in accordance with these rules over all participants for the duration of the competition. All OYSA registered participants are subject to the disciplinary authority of OYSA and USSF for matters that warrant disciplinary actions that extend beyond the end of the competition.

WYS registered participants are subject to the disciplinary authority of WYS and the USSF for matters that warrant disciplinary actions that extend beyond the end of the competition.

Match play in this competition is governed by the IFAB Laws of the Game as modified in these rules. These rules incorporate changes to the Laws to comply with the recommendations of the US Soccer Federation's Player Development and Player Safety Initiatives that have been adopted by OYSA. All games are officiated by USSF certified referees assigned by a USSF certified referee assignor, except for emergency situations as allowed in these rules.

Consumption or possession of alcohol, tobacco, nicotine, and marijuana products are strictly prohibited at all USYS League America Festivals United Cup matches.

Oregon Youth Soccer and the USYS League America Festivals United Cup have NO TOLERANCE for any form of harassment, intimidation, abuse, assault, or racism.

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Day of Game and Emergency Contact Numbers:

Referee Emergency: (503) 332-5432 (Coaches: **only use for missing referees**) Game Day Hotline: (971) 732-9897 (For all other issues with games/rules. Answered on game days)

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(A) Safety

(1) Bleeding from Nose, Cuts or Other Abrasions

(a) A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the match when beckoned onto the field by the referee.

(2) Possible Head Injuries

- (a) 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 unless an athletic trainer registered by the Oregon Board of Athletic Trainers or licensed medical professional determines that the player has not suffered a concussion.
- (b) A referee will accept the determination of a certified athletic trainer only if the trainer has identified himself or herself to the referee prior to the match and has shown the referee a current Athletic Trainer registration identification card.
- (c) If a coach returns a player without approved clearance, the referee will end the game.
- (d) 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 match 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.

(e) Coaches should be aware that ORS 417.875, effective January 1, 2014, and amended April 13, 2018, applies to all competitions sanctioned by OYSA. Unless an athletic trainer registered by the Oregon Board of Athletic Trainers or a licensed physician pursuant to ORS 677.100 to 677.228 determines that a player has not suffered a possible head injury, a coach is prohibited from allowing a player who exhibits signs of concussion following an observed or suspected blow to the head or body to participate in any competition, including practice, until the player has been cleared to return to play by a qualified health care professional.

(3) Camera Drones

(a) Camera drones may be in the vicinity of the field only if permitted by the facility owner. If allowed, they may not be directly above the field, teams, or spectators and must be at least 50 feet away from teams and spectators.

(4) Lightning

- (a) If lightning is seen or thunder is heard, play must be immediately suspended.
- (b) Participants and spectators should immediately move to a safe location, in a substantial building or a hard-topped metal vehicle.
- (c) Wait 30 minutes after last seeing lightning or hearing thunder to continue the match. See the <u>National Weather Service website</u> for more information about lightning safety.

(5) Heat

- (a) The coaches of both teams should consult with the referee to determine whether the temperature at match time will require hydration breaks.
- (b) Referees will communicate with the coaches about hydration breaks prior to the start of the match (two-minute hydration breaks per half if necessary).
- (c) Referees will pause the match when Wet Bulb Globe Temperature equals or exceeds 89.6F.
 - (i) WBGT may be measured directly using an instrument designed for that purpose
 - (ii) WBGT may be approximated for the area of the field using a cell phone application (e.g. WeatherFX)
 - (iii) WBGT may be estimated from the US Soccer <u>Recognize to Recover heat guidelines</u>.

(6) Air Quality

- (a) The USYS League America Festivals United Cup will follow the Air Quality Index (AQI) table below, adopted from the Oregon School Activities Association (OSAA).
- (b) The Tournament Director will make final decisions regarding match cancellation(s) due to the AQI and will notify Directors of Coaching/Teams.

Air Quality Index (AQI)	5-3-1 Visibility Index	Required Actions for Outdoor Activities	
51 - 100	5-15 Miles	Athletes with asthma should have rescue inhalers readily available and pretreat before exercise or as directed by their healthcare provider. All athletes with respiratory illness, asthma, lung or heart disease should monitor symptoms and reduce/cease activity if symptoms arise. Increase rest periods as needed.	
101 - 150	3-5 Miles	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.	
151 - 200	1-3 Miles	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.	
>200	1 Mile	Because they involve strenuous activity for prolonged periods of time, all outdoor activities (practice and competition) shall be canceled or moved to an area with a lower AQI. Move practices indoors, if available. Be aware that, depending on a venue's ventilation system, indoor air quality levels can approach outdoor levels.	

(B) Laws of the Game and Rules of Competition

IFAB Laws of the Game apply except as specifically modified.

(1) Substitutions

- (a) Unlimited substitutions are permitted, with the consent of the referee, on any dead ball.
- (b) Substituted players must leave the field of play by the nearest point on the boundary line unless the referee indicates that the player may leave directly and immediately at the halfway line or another point (for safety, security or injury).

(2) Coed Divisions

(a) For any game taking place in a coed division, each team must maintain a minimum of three girls on the field at all times.

(3) Length of Matches and Ball Size

Age	Length of Half	Halftime	Ball Size
U9-U12	25 minutes	5 minutes	Size 4
U13-U19	25 minutes	5 minutes	Size 5

(a) In group play, games that end with a tied score do not have overtime or kicks from the penalty mark.

(b) For knockout round games, ties at the conclusion of play are immediately resolved with kicks from the penalty mark.

(4) Match Balls

- (a) The tournament will provide match balls for final matches.
- (b) For all other matches the designated home team is expected to provide 3 match balls acceptable to the referee, although the referee may accept match balls from either team.

(5) No Heading for U9-U12

- (a) In the U9 U12 age groups a player may not use his/her head to play the ball.
- (b) The infraction consists of intentionally 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.
- (c) The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
- (d) 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.

(6) No Slide-Tackling (all age groups)

- (a) Slide-Tackling is NOT allowed in any age group.
 - (i) For the purpose of this rule, slide-tackling is defined as: going to ground to make a play on the ball that engages a player currently in possession of the ball, or that results in contact with another player.
- (b) Sliding is allowed.
 - (i) For the purpose of this rule, sliding is defined as: going to ground to make a play on the ball that does not engage a player currently in possession of the ball, and that does not make contact with another player. Example of permitted sliding: sliding to keep a ball in play, or sliding to score a goal.

(7) Build Out Line (U9/U10 only)

- (a) The build out line is a line parallel to the end line located halfway between the penalty area line and the center line.
- (b) When the goalkeeper takes possession of the ball in his/her hands, or during goal kicks, the opposing team must retreat behind the build out line and remain there until the goalkeeper puts the ball into play by throwing or kicking the ball.

(8) Uniforms & Equipment

- (a) All players on the field must wear matching jerseys (except the goalkeeper) to the satisfaction of the referee. The goalkeeper's jersey must be a different color from that of the opposing keeper, all other players on the field, and the referee.
- (b) Each team must either have two different colored jerseys (one white or light color and one dark color) at each match, or pinnies available of a different color than the primary jersey.
 - (i) Home team listed first in the schedule will wear white or light-colored jerseys/pinnies.
 - (ii) Visiting team listed second will wear dark-colored jerseys/pinnies.
 - (iii) In cases of uniform color similarity, the designated home team (listed first) will change jerseys/pinnies.
- (c) A player may not wear or use any equipment that is dangerous to himself or another player.
 - (i) The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per IFAB Law 4.
 - (ii) Casts, splints, or braces must be padded and there shall be no exposed metal or any other hard material.
 - (iii) The referee may withdraw approval for a player to participate while wearing a cast or other protective equipment if the referee finds that the protective equipment is being used in a way that endangers the safety of any player.
- (d) **No jewelry is permitted**. Medical alert bracelets/necklaces are not deemed jewelry and are allowed, if taped.
- (e) Shin guards, covered by socks, are mandatory. Players not wearing shin guards will not be allowed to play.

(9) No Punting/Drop Kicks for U9-U10

(a) In the U9 - U10 age groups a goalkeeper may not punt or drop kick the ball. They must distribute the ball by kicking it from the ground, throwing it, or rolling it.

(10) Offside

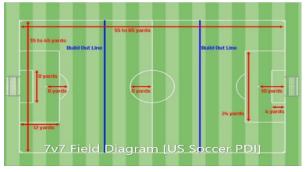
- (a) Offside is in effect for all age groups.
- (b) For the U9 and U10 age groups, a player is in an offside position if:
 - (i) Any part of the head, body, or feet has crossed the opponents' build-out line, and
 - (ii) Any part of the head, body, or feet is nearer to the opponents' goal line than both the ball and the second-last opponent.

(C) Field Preparation

(1) Field Size

Age - Format	Minimum	Maximum	Goal Size Minimum
U9-U19 - 7v7	35 x 55 yds	45 x 65 yds	6.5 (H) x 18.5 (W) ft.

- (a) All matches will be played in the 7v7 field size, with corresponding 7v7 sized goals.
- (b) All field preparation will be completed by OYSA.
- (c) OYSA may temporarily mark field lines and corners using flat discs or disc cones, if the field owner does not permit permanent markings.



(D) Game Start Time & Interruptions

(1) Scheduled Time and Location

(a) Teams are expected to play matches at the scheduled time and location.

(2) Check-In with Printed Match Roster.

(a) Prior to each scheduled game, referees must complete the player/coach check-in process, using each team's League America Festivals United Cup Printed Match Roster.

(3) 10-Minute Waiting Period

- (a) The referee will wait for 10 minutes after the scheduled start time for one or more of the teams to complete pre-match check-in (by providing their USYS League America Festivals United Cup Printed Match Roster and providing the minimum number of players and eligible adults to begin the match).
 - (i) If a match cannot be started after the 10-minute waiting period, the referee will inform tournament staff before abandoning the match.

(4) Suspended Play

(a) If play must be suspended for safety issues (such as lightning or other severe weather conditions) or cannot be completed due to safety concerns or other issues arising during the match, the referee and coaches/team officials will consult with the onsite tournament staff before abandoning the match.

(5) Missing Referees

(a) If no assigned referee is present at the scheduled field by fifteen minutes before the scheduled match start time, inform the tournament's onsite staff who will provide guidance.

(E) Minimum and Maximum Number of Participants in a Match

(1) Minimum and Maximum Participants

- (a) A team must have a minimum of 5 eligible players and 1 eligible adult who are listed on their USYS League America Festivals United Cup Printed Match Roster to start a match.
- (b) A team's Printed Match Roster may list a maximum of 14 registered players as eligible to play, and 4 registered adults to coach.

(2) Maintaining Participant Minimums

- (a) If a team fails to maintain the minimum number of players (5) on the field after a match has been started, the match will be abandoned.
- (b) If a team fails to maintain an eligible adult in the Team Area/Technical Area after a match has been started, the match will be abandoned and considered a forfeit by that team.

(F) Team Sidelines

(1) Team Placement / Spectator Placement

- (a) Except where field conditions prevent, both teams must be on one side of the field.
 - A "team" consists of those players, coaches and team officials listed on the team's USYS League America Festivals United Cup Printed Match Roster who have checked in with the referee.
- (b) ALL spectators must be on the opposite side of the field from their teams.
 - (i) Spectators may, with the permission of the referee, be located on the same side of the field as the teams when the match field has bleachers or grandstands that physically separate spectators from the teams.

(2) Team Area / Technical Area

- (a) Each coach, substitute, and all other team personnel not involved in active play must remain within their respective Team Area two (2) yards behind the touch line, five (5) yards from the halfway line, and eighteen (18) yards from the nearest corner of the field.
- (b) If a field has benches and is marked with a Technical Area, each coach, substitute, and all other team personnel not involved in active play must remain within the marked boundaries of the Technical Area.

(3) Ineligible or Suspended Players

- (a) A player who has been determined by the League America Festivals United Cup to be medically ineligible (i.e., due to a concussion) for play may be permitted in the Team Area/Technical Area ONLY if the player is NOT wearing the team uniform.
- (b) A player serving a disciplinary suspension is NOT permitted in the Team Area/Technical Area.

(4) Circumstances Involving Player / Team Official Illness or Injury

(a) Additional adults may be in the team area, at the discretion of the referee, to aid an ill or injured player or team official.

(G) Check-in Procedures

(1) Referee Responsibilities During Check-In

- (a) The referee is responsible for checking in players and adults using each team's USYS League America Festivals United Cup Printed Match Roster. Each team must present a Printed Match Roster to the referee before each match, which lists every person eligible to play in the match, and all adults who will present in the Team Area/Technical Area.
- (b) The referee must make a visible "check mark" next to the name of each eligible player, coach, and team official on the Official Printed Match Roster who has completed check-in for the match.
 - (i) The referee must ensure that a line is drawn through the name of any person listed on the Official Printed Match Roster who will not participate in the match.

(2) Player(s) Arriving After Check-In

(a) A player who is not present for pre-match check-in must check-in at arrival by identifying their name on the Printed Match Roster to the referee.

(H) Disciplinary Actions for Players, Coaches, and Team Officials

(1) Yellow and Red Cards

- (a) Referees will note all yellow cards and red cards in their Match Report.
- (b) Referees will report all red cards to tournament headquarters immediately after the game.
- (c) If a coach is sent-off, the assistant coach or a registered adult from the team's club will assume the coach's responsibilities.
 - (i) If no registered adult from the team's club is available to assume the coach's responsibilities, the referee will abandon the match and inform tournament staff.

(2) Players, Coaches, and Team Officials who are Sent-Off

- (a) A player who has been sent-off by the referee must promptly leave the field of play, and should remain in the Team Area/Technical Area for the remainder of the match.
- (b) A coach or team official who has been sent-off by the referee must promptly leave the playing area and remain out of sight until the match has ended.
 - (i) If the coach or team official who has been sent-off refuses to leave the playing area, or returns after leaving, the referee may abandon the match.
 - (ii) Details regarding the coach's or team official's failure to leave the area and subsequent abandonment of the match must be included in the referee Match Report, and the onsite tournament representative must be informed.
- (c) Players, coaches, and team officials who are sent off by the referee are automatically

2023 League America Festivals United Cup Rules of Competition suspended for at least the next match.

(i) A suspension longer than one match may be imposed by the OYSA Disciplinary Committee, per the 2023 USYS League America Festivals United Cup rules.

(I) Reporting Scores and Referee's Match Report

(1) Verify the Score

(a) Both coaches should verify with the referee at the game's conclusion that their score matches the score recorded in the referee's Match Report.

(2) Submit Printed Team Rosters to Tournament HQ and Match Reports Online

(a) All referees must submit the USYS League America Festivals United Cup Printed Team Rosters to tournament headquarters with game scores noted on them after each match, and submit their online Match Reports through RefTown.

(J) Match Suspensions for Individuals

(1) List of Minimum Suspensions

- (a) Minimum suspensions that apply without a disciplinary hearing are listed in the table below.
 - (i) Where a suspension range is shown, the Disciplinary Committee will set the length.

Offense	Suspension
Player sent-off for a second caution received in the same match	1 match
Player sent-off for denying a goal or obvious goal-scoring opportunity by committing a handball offence	1 match
Player sent-off for denying a goal or obvious goal-scoring opportunity by committing a foul	1 match
Player sent-off for serious foul play	1-3 matches
Player sent-off for offensive, insulting, or abusive language and/or gestures (OIALG)	1-5 matches
Player sent-off for Violent Conduct	1-3 matches
Coach or team official sent off	1-5 matches
Coach or team official refused to leave game site after being sent-off (added to suspension for sending-off)	2 matches – rest of cup
Refusing to give name to referee by player/coach when a card is recorded (added to other suspension)	1 match

(2) Disciplinary Result of a Suspended/Ineligible Player or Coach Participating

- (a) A team will forfeit every match in which a suspended (or otherwise ineligible) player or coach participates.
- (i) The suspended (or otherwise ineligible) individual who participated in the match(es) will be subject to additional disciplinary action.

(3) Other Suspension Details

- (a) A suspension of up to 3 games may be assessed for each game in which a player or coach participated while suspended may be imposed.
- (b) A coach who forces the abandonment of a match by removing a team from play after the match has begun will be suspended from participation with any team for the remainder of the tournament.
- (c) A coach who forces abandonment of a match by refusing to leave the premises of the match after being sent-off by the referee will be suspended from participation with any team for the remainder of the tournament. The coach will also be referred to OYSA for consideration of additional penalties.
- (d) A player who has been sent-off for fighting, or who has received a second red card for violent conduct during the tournament will be suspended for the remainder of the current

year's tournament.

- (e) The Tournament Director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.
- (f) Any allegations of referee abuse or referee assault will be forwarded to the home State Association of the alleged perpetrator for disciplinary proceedings in accordance with USSF policy.
- (g) Any player or team official who is alleged to have committed referee assault will be suspended from further participation in the current year's tournament until after the individual's home State Association conducts a hearing on the charge of referee assault, in accordance with USSF Policy 531-9.

(4) Suspensions Imposed After Disciplinary Hearing

- (a) A coach who knowingly permits a suspended player to participate will be suspended for the remainder of the current year's tournament.
- (b) A coach who knowingly permits an ineligible player to participate will be suspended for the remainder of the current year's tournament.
- (c) A coach or other team official who brings the game into disrepute may be suspended up to the remainder of the tournament when the person engages in any of the following conduct:
 - (i) Stating publicly in the vicinity of a match that match officials or assignors have engaged in improper conduct, such as taking payment from an opponent, displaying bias towards players, coaches, or teams because of ethnic origin, race, religion, or gender;
 - (ii) Making public statements at—or in the vicinity of—a match which question the integrity of the tournament or match officials;
 - (iii) Removing a team from a match after play has begun because of disagreements with officiating or the other team;
 - (iv) Causing a team to not make a good faith effort to compete in a match.

(5) Conditions of Suspension

- (a) Coaches serving suspensions cannot participate in any game activities related to the team from which they were suspended.
 - (i) Coaches are prohibited from participating in any pre-match and post-match activities and must remain out of sight of the match during matches they are suspended from.
 - (ii) The use of any electronic device by the suspended coach or team official to contact another individual on the team during pre-match, match, or post-match activities is prohibited.
- (b) Suspensions not served during the USYS League America Festivals United Cup tournament in the current seasonal year carry over into USYS United Cup competitions in the next seasonal year(s).

(K) Responsibilities of Coaches and Team Officials

- (1) Knowing the Laws of the Game, League America Festivals United Cup Rules.
 - (a) The coach in charge of a team at a match is responsible for knowing the IFAB Laws of the Game, USYS League America Festivals United Cup Rules.

(2) Ensuring Proper Conduct of Team's Players, Coaches, and Spectators

- (a) The coach in charge of a team at a match is responsible for the conduct of the team's players, coaches, team officials, and spectators.
 - (i) The referee or tournament staff may require the coach to take action to control the behavior of or remove spectators whose words or actions are offensive, insulting, abusive, profane, disruptive or interfere with a referee or the orderly conduct of the match.
 - (ii) The coach in charge of the team may be warned, cautioned, or sent off for failing to control the conduct of the team's spectators, officials, or players.

- (iii) If a game is abandoned because of the behavior of a team's spectators, team officials, or players, the team's coach may be suspended in addition to any other administrative discipline assessed to the team resulting from the abandonment.
- (b) Any reported instances of referee abuse or referee assault by a player, coach, team official, or spectator will be forwarded to OYSA for disciplinary proceedings as specific by US Soccer Federation Policy 531-9.

(L) Player Eligibility

(1) Properly Registered, Listed on Roster

(a) Every player on a team's official USYS League America Festivals United Cup roster must be properly registered to OYSA and listed on the roster in Affinity by the roster freeze date set by the Tournament Director.

(2) Player Restrictions

(a) A player who is or was registered to OYSA as a competitive player in the current seasonal year is not eligible to participate in the League America Festivals United Cup.

(3) By the Roster Freeze Date

(a) All player eligibility issues for the USYS League America Festivals United Cup tournament are determined as of the roster freeze date. There are no exceptions.

(4) Improperly Registered Player

(a) An improperly rostered player may be removed from the team's roster without penalty, so long as the team has not played any matches in the tournament.

(M) Team Eligibility

(1) Open Tournament

(a) The USYS League America Festivals United Cup is an Open Tournament. Any OYSA-registered recreational team may enter, provided that all players are registered as recreational players with OYSA and are listed on the tournament roster prior to the roster freeze date for the tournament.

(2) Southwest Washington Teams

(a) Southwest Washington teams that are composed entirely of players registered in the current seasonal year with OYSA are eligible to enter so long as the team meets all other player and team eligibility requirements.

(3) Roster Limitations

- (a) A team's age is established by the age group of the oldest player on the roster.
 - (i) For purposes creating a team by grade level, players older than the team's age group, but still in the same grade may be rostered if they are born between Aug.-Dec. of the previous year. For example: players born between Aug-Dec. of 2007 are allowed to play on a U14 (8th grade 2008 birth year) team.
 - (ii) Players born between Jan.-July of the previous year are not allowed on a younger team.
- (b) Teams may not compete in an age group younger than the team's age.
- (c) The following chart shows the tournament's age groups and the youngest aged player that can be on the roster of a team in each age group:

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Team Age	Youngest Player Allowed	Maximum Tournament Roster	
U9	U7	14 players	
U10	U8	14 players	
U11	U9	14 players	
U12	U10	14 players	
U13	U11	14 players	
U14	U12	14 players	
U15	U13	14 players	
U16	U14	14 players	
U17	U14	14 players	
U18	U14	14 players	
U19	U14	14 players	
	Team Age U9 U10 U11 U12 U13 U14 U15 U16 U17 U18	Team Age Youngest Player Allowed U9 U7 U10 U8 U11 U9 U12 U10 U13 U11 U14 U12 U15 U13 U16 U14 U17 U14 U18 U14	

2023 League America Festivals United Cup Rules of Competition

(N) Ineligible Participation

(1) Team Will Forfeit

- (a) A team will forfeit any game in which an ineligible player is listed on the team's tournament roster.
- (b) A team will forfeit any game in which an ineligible player participates (NOTE: participation includes a player being present on the team's bench wearing the team's uniform, regardless of whether the player enters the field as a player)
- (c) A team will forfeit any game in which the team no longer has an eligible adult present on the team bench.

(2) Removed from United Cup

- (a) Any team found to have allowed an ineligible player to participate in a match is not eligible to compete further in the USYS League America Festivals United Cup in the current seasonal year.
 (i) Any remaining scheduled serves for the term will be forfaited.
 - $(i) \quad \text{Any remaining scheduled games for the team will be forfeited.}$
- (b) A coach, manager, team official, or club official who knowingly allows an ineligible player to participate is ineligible to compete further in the League America Festivals United Cup, with any team, in the current and subsequent seasonal year.
- (c) A player who is found to have submitted false birth information is prohibited from competing further in the USYS League America Festivals United Cup in the current and subsequent seasonal year.
- (d) A player who participates with a team knowing that he or she is ineligible for such participation is ineligible to compete in the USYS League America Festivals United Cup in the current and subsequent seasonal year.

(O) Rosters

(1) Team Roster (all individuals assigned to a team)

- (a) No team may roster more than 14 players to their team roster.
- (b) No team may roster more than 4 coaches.

(2) Roster Freeze

(a) The rosters for the USYS League America Festivals United Cup are frozen on May 30th at 5 PM. No borrowed players are permitted on any USYS League America Festivals United Cup Printed Match Roster

(P) Scoring Method, Tie-Breakers, and Wildcards

(1) Bracket Play

- (a) The standings of teams are based upon the number of points earned in bracket play matches:
 - (i) 3 points for a win (forfeits are considered a 4-0 victory)
 - (ii) 1 point for a tie
 - (iii) 0 points for a loss
- (2) Abandoned Games in Bracket Play Scoring

- (a) If the referee abandons a match without fault by either team, and a reschedule is determined to not be possible, the game will be scored as follows:
 - (i) The score of a match abandoned following the end of the first half will be the score at the time of abandonment.
 - (ii) The score of a match abandoned during the first half will be entered as a 0-0 draw.
- (b) If the referee abandons a match because of the improper behavior of a coach, player, spectator, or any combination thereof, the match will not be rescheduled.
 - (i) If both teams are at fault, the game will be scored as a forfeit by both teams so that neither team receives any points from the match in standings.
 - (ii) If only one team is at fault, the score will be entered as a forfeit by the team at fault.

(3) Tie-Breaking Criteria:

- (a) Except when advancing wildcards from unequal brackets [Rule (P)(5)(c)] standings within a bracket or advancement from the bracket will be determined by applying the criteria below. See Rule (P)(4)(b) for ties among 3 or more teams and Rule (P)(5)(a) for advancing wildcards from equal brackets.
 - (i) Winner in head-to-head competition
 - (ii) Winner of most games.
 - (iii) Highest goal differential (goals scored minus goals against) with a maximum differential of four (4) goals per match counted both for and against.
 - (iv) Total goals allowed
 - (v) Total goals scored
 - (vi) Most shutouts
 - (vii) Coin Flip by Tournament Director

(4) Breaking Ties in Bracket Play Within a Bracket

- (a) If 2 teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (P)(4)(a), in the order listed, beginning with (P)(4)(a)(i).
 - (i) The tie is broken when the first of the tie-breakers in Rule (P)(4)(a) distinguishes between the two teams.
 - (ii) Coin Flip by Tournament Director, as provided in Rule (P)(4)(a)(ii), will only be used if the 2 teams have played each other and none of the tie-breakers in (P)(3)(a)(i)-(P)(3)(a)(vi) have differentiated the teams.
- (b) If 3 or more teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (P)(3)(a), in the order listed, beginning with (P)(3)(a)(ii), but not including (P)(3)(a)(vii).
 - (i) The tie is broken when the first of the specified tie-breakers sorts the teams.
 - (ii) If a tie-breaker only sorts some of the tied teams, the standings of the remaining teams is determined by applying the tie-breakers to the remaining teams beginning again with (P)(3)(a)(ii), but not including (P)(3)(a)(vii).
 - (iii) If two teams remain tied after applying all the tie-breakers in (P)(3)(a)(ii)-(P)(3)(a)(vi), and the two teams have played each other, the two team's results will then be compared using (P)(3)(a)(i). If a tie still exists after this, Rule (P)(3)(a)(vii) will break the tie.

(5) Wildcard Advancement – Comparing Teams Across Brackets

- (a) When the tournament format for a particular age group requires advancing an unequal number of teams (wildcards) from each bracket (e.g., best 2nd place team or top two 2nd place teams), teams in different brackets will be compared to each other using criteria that are applied the same way to all teams in the group being compared.
 - (i) Wildcards are always drawn from the same level in each bracket.
 - (A) When the format is the top team and NN wildcards, only the teams finishing 2nd in each bracket will be compared for wildcard advancement.

- (B) When the format is the top 2 teams and NN wildcards, only the teams finishing 3rd in each bracket will be compared for wildcard advancement.
- (ii) When all brackets have the same number of teams, results within brackets can be directly compared as specified in (P)(3)(a).
- (iii) When brackets do not have equal numbers of teams, results within brackets cannot be directly compared because teams will not have played the same number of games. The method of comparing teams between brackets with unequal numbers of teams is specified in (P)(5)(c).
- (b) Equal Brackets: When all brackets have the same number of teams playing the same number of games, the first criterion for advancing teams is the number of points earned. If there is a tie in the number of points, the tie will be broken by applying the criteria from (P)(3)(a)(ii) through (P)(3)(a)(vi), in the order shown. The criteria will be applied until the teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (P)(3)(a)(ii) until all slots in the next round have been filled.
- (c) **Unequal Brackets:** When not all brackets have the same number of teams and a comparison is made across brackets, the teams will be compared using the following criteria in the order shown:
 - (i) Average points per game: determined by dividing a team's total points earned in bracket play by the number of games the team has played.
 - (ii) Average goal difference: determined by dividing a team's total goal difference (using a maximum of four (4) goals difference per game counted both for and against) by the number of games a team has played (e.g., team A plays 3 games with a +3, +2, and -1 goal difference in each game. The total goal difference is +4. The average goal difference is 4/3=1.33. Team B plays 2 games with a goal difference of +3 and for a total goal difference of +3. The average goal difference for team B is 3/2=1.5. In a comparison between team A and team B, team B would advance based on a superior average goal difference).
 - (iii) Average goals allowed: determined by dividing the total number of goals allowed by the number of games played.
 - (iv) Average goals scored: determined by dividing the total number of goals scored by the number of games played.
 - (v) The criteria in this section (P)(5)(c) will be applied until the tied teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (P)(5)(c)(i) until all slots in the next round have been filled.
- (d) **Wildcard Placement:** Wildcard teams will be ranked based on points earned in bracket play and the application of tie-breakers as required. Wildcard teams will be seeded into knockout matchups based on their rank, except that no team will be matched against a team it has already played in its preliminary bracket.

(6) Coin Toss

(a) If all the tie-breakers and team comparisons specified in (P)(4), (P)(5)(b), or (P)(5)(c), as appropriate, have been applied and a tie remains, any remaining ties will be determined by a coin toss conducted by the Tournament Director. In any coin toss, the higher seeded team will select heads or tails before the Tournament Director tosses the coin.

(7) Breaking Ties in Knockout Rounds

(a) When a game in a knockout round (quarterfinal, semifinal, final) ends in a tie, the winner will be determined by Kicks from the Penalty Mark in accordance with IFAB Laws of the Game. No overtime will be played.

(Q) Failing to Play, Suspended Matches, and Abandoned Matches

(1) Failing to Play a Match

- (a) A team fails to play a match when a team does not have the required minimum number of players and coaches/team officials at the location of a scheduled match, checked-in with the USYS League America Festivals United Cup Printed Match Roster, to begin the game within 10 minutes after the official match start time.
- (b) The result of the game will be scored as a forfeit by the team that failed to play.
- (c) The Tournament Director will review the circumstances of any failure to play forfeiture.
 - (i) The Tournament Director may impose additional penalties, up to and including the removal of a team from the tournament. If a team is removed from the tournament, all of the team's scheduled games (played or un-played) will be scored as forfeits.

(2) Play Suspended by Referee or Tournament

- (a) If the first half of the match has been completed, the match will be considered completed and the result considered final.
- (b) Matches that are not played or have completed less than one half of play will be scored so that neither team receives points towards standings from the match.
- (c) The referee must include information about the suspended play in their Match Report.

(3) Matches Abandoned for Failing to Maintain Minimum Number of Players

- (a) If at least one full half has been completed, a match abandoned by a referee for a team's failure to maintain the minimum number of players (5) on the field will stand as a completed match.
 - (i) If the team that failed to maintain the minimum number of players has fewer goals at the time of abandonment, the score at abandonment will be the final score of the match.
 - (ii) If the team that failed to maintain the minimum number of players has more goals at the time of abandonment, the match will be scored as a forfeit by that team.
 - (iii) If the team that failed to maintain the minimum number of players is tied at the time of abandonment, the match will be scored as forfeit by that team.
- (b) If one full half has not been completed, a match abandoned for a team's failure to maintain the minimum number of players on the field will be considered forfeit by that team.

(4) Matches Abandoned for Refusing to Continue Playing

- (a) A team that forces a referee to abandon a match by refusing to continue to play after the match has begun will forfeit the match and may be subject to additional penalties.
- (b) If a team refuses to continue a match after a coach is sent-off, and there is another eligible adult for the team present at the match, the team will be removed from the tournament.
 - (i) When a team is removed from the tournament during a quarterfinal or semifinal match, the opponent will automatically advance to the next round.
 - (ii) When a team is removed from the tournament during the final match, the team will not be eligible to receive any awards that go to a tournament finalist.

(5) Matches Abandoned for Behavior

- (a) When a match is abandoned due to the conduct of coaches, team officials, players, or spectators, the team or teams at fault will forfeit the match and may be subject to additional penalties.
- (b) If both teams are found to be at fault, the game will be scored as a 0-0 draw and a forfeit by both teams so that neither team gains any points towards standings from the result.
- (c) The Tournament Director may impose additional penalties, up to and including, removing a team (or teams) found to be at fault from the tournament.

<u>2023 League America Festivals United Cup Rules of Competition</u> (6) Table of Penalties in addition to Forfeit

Offence	Penalty
Failure to play a game – 2 nd offence	Remove from Cup
Abandoned Game – Behavior – 2 nd offence	Remove from Cup
Abandoned Game – Refusing to Continue Playing – 2 nd offence	Remove from Cup
Abandoned Game – Refusing to Continue Playing after coach expulsion	Remove from Cup
Ineligible Player – Suspended – 2 nd offence	Remove from Cup
Ineligible Player - Registration	Remove from Cup
Removal from Cup	Forfeit entry fee Forfeit all games
Referee abuse by player, coach/team official, or spectator	Remove from Cup
Referee assault by player, coach/team official, or spectator	Remove from Cup

(R) Withdrawing from Tournament - Refunds and Penalties

(1) Refunds or Penalties due to Withdrawal from Tournament

Withdrawal Date	Refund	Penalty
Before entry deadline	Full refund	N/A
After entry deadline	N/A	Forfeit entry fee

(S) Protests, Appeals, Hearings

(1) No Protests

(a) There will be no protests accepted. Decisions of the referee during play are final. Decisions of Tournament Director regarding all tournament matters are final.

(2) No Appeals

(a) There will be no appeals accepted relating to send-offs. Decisions made by the referee exercising their judgement during a match are not subject to appeal.

(3) Review

(a) A decision of the Tournament Director imposing a disciplinary suspension is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the USYS League America Festivals United Cup.

(T) Powers of Tournament Director

(1) Powers

- (a) Decide all contested scores and other matters pertaining to the operation of the tournament.
- (b) Determine all questions of eligibility for players and teams to participate in the tournament.
- (c) Make final decisions whether to accept teams into the tournament.
- (d) Provide written notice of fines imposed in accordance with these rules.
- (e) Decide all disciplinary matters that do not require a hearing and may impose sanctions up to and including suspension from participation in the tournament.
- (f) May appoint Disciplinary matters to:(i) Decide disciplinary matters that may exceed minimum suspensions.
- (g) Provide written notice of the disciplinary sanctions imposed for sanctions other than the automatically imposed minimum sanctions for cards issued in a match.
- (h) Arrange for a hearing on all matters that require a hearing under these rules, the applicable bylaws and policies of OYSA, or the applicable policies of the USSF.
- (i) Refer matters to OYSA for additional disciplinary proceedings when the Tournament Director believes that behavior warrants penalties that exceed the Tournament Director's authority.
- (j) Decisions of the Tournament Director regarding the conduct of the tournament, application of tournament rules, and interpretation of tournament rules are not subject to appeal.
- (k) The Tournament Director may delegate performance of any one or more of the powers and/or duties of the Tournament Director described in these rules to one or more persons that the Tournament Director designates.
- (1) The person(s) exercising any of the powers or authority delegated by the Tournament Director shall have all of the power and authority of the Tournament Director in regard to such matters.