

# **Future Stars Cup**

## **Tournament Rules**

### **CREDENTIALS:**

US teams: Valid league identification cards with photographs and Medical Release Forms. Your USYS State Association may request additional paperwork, such as travel papers or player loan forms, to participate in our tournament. It is your responsibility to adhere to your state association's regulations. Teams registered with AYSO, USSF, or US Club Soccer must present the relevant travel documentation and an approved roster from the US club website corresponding to their affiliation.

International teams: Certified team roster, league identification cards, medical release forms, travel papers, and/or passports. International teams lacking league identification cards must provide passports for each player. All players must possess a laminated or state association-approved player card to be eligible for participation; players without a valid player card will not be allowed to play. Additionally, players must utilize player cards from the current season. A player may play on two different teams in the same tournament, provided ALL of the following requirements are met: 1. Teams are in two different age groups, 2. Player is age eligible for both age groups, 3. Player listed on the GotSoccer roster for both teams prior to check-in.

**PRE-TOURNAMENT CHECK-IN** Please e-mail the following (to the email listed on our website)

- Email subject line: Team and coaches' names, certified team roster (USYSA, US Club, USSSA, FIFA Affiliate).
- League identification cards/passports: Two-match roster. If you have virtual cards, please take a screenshot with your phone and attach these photos to your email.
- Travel documents: (If required by your local league).

### **PRE-GAME CHECK-IN**

Teams must display player picture identification cards issued by their governing body during registration and at all matches. International players will receive tournament player picture identification cards, which they must present at every match. Referees will inspect identification cards before each match. The player's shirt number must match the number

on the daily match report; if discrepancies occur, the player cannot participate until tournament officials address the issue.

## **PLAYERS EQUIPMENT**

- Teams must wear uniforms of matching design and color, featuring a minimum of six-inch numbers on the back of the uniform shirt.
- The goalkeeper's uniform must be distinctly different in color from the primary colors of both competing teams.
- Each player must have a unique uniform number during any match.
- Players are not permitted to wear jewelry during competition.
- Shin guards are mandatory for all players.
- Players are prohibited from wearing hard casts (padded or otherwise) or braces (knee or otherwise) containing exposed metal or hard plastic, unless they are wrapped with foam wrapping or protective coating.

## **GUEST PLAYERS**

Teams can utilize up to eight (8) guest players provided they are sanctioned under the same association as the team (USYSA or US Club), but they must adhere to the maximum roster size regulations outlined above.

## **SUBSTITUTIONS**

Unlimited substitution at any stoppage with the discretion of the referee.

## **GUARANTEED GAMES**

Each team is assured a minimum of three (3) games. (Refer to INCLEMENT WEATHER & CONTINGENCY PLAN for details.)

## **HOME TEAM RESPONSIBILITIES**

- The team listed first on the game schedule, designated as the Home Team, must provide the game ball.
- The Home Team is expected to wear white/light-colored uniforms.
- In the event of a uniform color conflict as determined by the referee, the

Home Team must switch jerseys.

- No two teams will play from the same side of the field.
- Fans/spectators are to occupy the same side of the field as their team, on the opposite side from the playing area.

### **GAME LENGTHS**

- U9 – U10, two 25 minute halves
- U11 – U14, two 30 minute halves
- U15 – U19, two 35 minute halves

### **HALFTIME**

Half Time will be exactly five (5) minutes.

### **PRELIMINARY ROUNDS SCORING**

Six (6) points for each win. Zero (0) points for each loss. Three (3) points for each tie. One (1) point for each shut-out.

One (1) point for each goal up to a max of three (3) goals per game.

0-0 Tie will be scored as four (4) points for each team. Three (3) for the tie and One (1) for the shut-out. A match is considered official upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.

Final standings for the pool will be determined by the total number of points accumulated during pool play.

### **TIE BREAKING WITHIN A POOL**

Ties in pool standings will be broken by employing a tiebreaker. If more than two teams are involved in the tie, the first team to move ahead of the remaining teams will be awarded the highest place, and the tiebreakers continued until all ties are broken.

- Head to head (if all teams played each other).
- Goal Differential (5 goal Max)
- Most Goals For (5 goal Max)
- Least Goals Against (5 goal Max)

If a tie still exists after steps 1 through 4, FIFA Penalty Kicks from the Mark will be taken thirty (30) minutes prior to the scheduled start of the appropriate Quarter-final / Semi-Final game.

- If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in

FIFA Penalty Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team. The coin flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Semi-Final games.

- If ties exist in the determination of a wild card team, criteria 2 through 7 will be applied.

## **WILDCARDS**

In the pre-determined pairings for the first games of the elimination stage, adjustments will be made if the wild card team comes out of the same preliminary round bracket, to avoid teams that have already played each other having to play each other again. No adjustments will be made after that.

## **SCORE REPORTING**

The tournament director has the duty of reporting scores and updating them on the tournament schedule and results page on [gotsport.com](http://gotsport.com). Referees will submit game cards to the designated GAME CARD tents, while field marshals will hand over cards to the scorekeeping team.

For 9-A-SIDE matches:

- For age groups 9U to 12U, a three-referee system will be employed, and offsides will be enforced.

## **TIE BREAKING IN KNOCK-OUT MATCHES**

If in the event of a tied score at the end of regulation play in any knockout, semifinal, or final match, no additional time will be added. Instead, Penalty Kicks will be taken as per the procedure specified in the FIFA Laws of the Game until a winner is decided. No knockout match will end in a tie. Only players on the field at the end of regulation play are eligible to participate, and the Center Referee will gather these players on the field without allowing them to return to their respective sidelines.

## **FORFEITURES**

Teams that fail to check in within (15) minutes before their scheduled kick-off time or fail to indicate readiness to play within (5) minutes of the scheduled kickoff time will forfeit their match. A minimum of (7) players from each team must be present to start the match.

Teams that forfeit during pool play may still participate in pool matches but will not progress to semi-final or final matches. In the case of a forfeited match, the winning team will receive a credited 1-0 victory and (8) points. If a match is abandoned by one team during play, the opposing team will be awarded (8) points regardless of the score at the time of abandonment. No points will be awarded to the team that abandons the match.

If neither team shows up, no points will be awarded. Any team that leaves the field before a winner is determined will forfeit the match.

### **HEADING RULE – 11U AND YOUNGER**

When a player is struck in the head by the ball, play is halted. The appropriate restart depends on whether the player intentionally used their head to play the ball. If intentional, the restart is an indirect free kick awarded to the opposing team. If this happens within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the spot closest to where the infringement occurred. In cases of inadvertent head contact, the proper restart is a dropped ball.

### **SUBSTITUTIONS**

Teams are allowed to make substitutions only with the referee's approval and only at the following intervals, including overtime periods: Substitutions are generally unlimited unless otherwise stated in the rules and regulations for a specific competition. Substitutions can be made, with the referee's consent, during any stoppage in play (USYSA Rule 302).

### **INJURY TIME**

Referees will be advised not to extend game time except in the most exceptional circumstances.

### **COACHING**

All coaches bear full responsibility for the behavior of their players, substitutes, acquaintances, and spectators throughout the event. Sideline coaching (providing guidance to one's own team regarding strategy and positioning) is permissible under the following conditions:

- No mechanical aids are utilized;
- Coaching tone remains instructional rather than disparaging;

- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator engages in derogatory remarks or gestures towards referees, opposing coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or encourages disruptive conduct in any way.

### **CAUTIONS AND EJECTIONS**

A player or coach who receives two cautions (yellow cards) in a single game will be considered to have been issued an Ejection (red card) for Tournament

competition point calculations. An ejected player or coach cannot be substituted. Once ejected, they must leave the field immediately and are ineligible to participate in the next scheduled game. Additionally, any player or coach who commits violent conduct or serious foul play will also be barred from the following game. Assault on a referee will result in expulsion from the Tournament. Failure to comply with these rules will lead to the disqualification of the team from the Tournament. Cards for ejected players or coaches will be available from the Field Marshal after they have served their penalty. No points will be deducted due to an ejection or red card.

### **SUSPENDED AND TERMINATED GAMES**

If the referee deems it necessary to suspend a game (due to a specific reason), the game may resume but must conclude no less than five (5) minutes before the scheduled start of the subsequent game. In cases where the referee deems it necessary to terminate a game due to misconduct by players, bench coaches, or spectators, the offending team may face suspension from further play and will forfeit the current game as well as all remaining games. Points earned in previous matches will remain unchanged. Furthermore, the home league and State Association will be notified as necessary.

### **REFEREE DECISIONS**

The referee's decisions on matters related to gameplay are final. The referee can only alter a decision upon recognizing its inaccuracy or, at their discretion, based on input from an assistant referee, as long as play has not been restarted.

### **PROTESTS/DISPUTES**

Protests are not permitted, and all games will be deemed final. The Tournament Director will handle any issues not explicitly addressed in the rules. Disputes concerning rule interpretation will be settled with the involvement of the Field Marshal and registered Administrators/Coaches of the relevant team(s). Only registered Administrators/Coaches may represent a team in such matters.

## **FORFEITS/BYES**

Any team that forfeits will have the game(s) recorded as a 0-1 loss, and the opposing team will receive eight (8) points (6 for the win, 1 for a goal, and 1 for a shutout). If, at the discretion of the Tournament Director, a forfeit leads to an unfair advantage, adjustments may be made to the bracket.

Teams will forfeit for any of the following reasons:

- Failure to check in at the designated location ready to play five minutes before the scheduled kickoff time
- Inability of the home team to provide an alternate color jersey if a color conflict is determined by the referee
- Failure to present laminated player passes and/or coach's pass
- Failure to have the minimum number of required players to start the game (Seven (7) players for U10-U19)
- Coach ejection and refusal to leave the field as instructed
- Coach ejection without another available coach or administrator
- Game suspension due to misconduct by players, coaches, administrators, parents, or spectators.

Teams forfeiting their first game will be assumed to forfeit all subsequent games unless they notify the Tournament Director at least 3 hours before their next scheduled game. Refunds will not be issued to teams forfeiting their own games.

## **INCLEMENT WEATHER**

Regardless of weather conditions, coaches and their teams must arrive at their designated field ready to play as per the schedule. Failure to appear will result in forfeiting the match. Only the Tournament Director(s) have the authority to cancel or postpone a match. Referees may suspend a match only in the case of severe weather at their discretion. The

Tournament Director reserves the right to implement the following changes due to inclement weather:

- Relocate and/or reschedule a match.
- Adjust the division structure.
- Reduce the scheduled duration of a match.
- Cancel a match.

In case of inclement weather leading to a halt in play, if at least one-half of the match has been completed, the score at that point will stand.

### **CONTINGENCY PLAN**

**Plan A:** All matches will be played as scheduled. **Plan B:** Shorten all first-round matches.

**Plan C:** Plan B plus shorten all second round matches the same. **Plan D:** Plan C plus shorten all third round matches the same.

**Plan E:** Plan C plus Champions will be decided by most total points between all brackets within your division. FIFA Penalty Kicks from the Mark will be used in case of a tie breaker.

**Plan F:** In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.