



# 2009 Kohl's American Cup Rules



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# 2009 KOHL's American Cup Rules

FIFA Laws of the Game will apply with the following modifications:

## A. Substitutions

Unlimited substitutions may be made with the consent of the referee on any dead ball.

## B. Length of Games

*Preliminary Round Games:*

<i>Age Group</i>	<i>Length</i>
U10	2x15 min halves
U11	2x15 min halves
U12	2x20 min halves
U13 - U14	2x25 min halves

*Semi Final and Final Round games:*

<i>Age</i>	<i>Length</i>	<i>Overtime</i>
U10/11	2x 20 min halves	2 x 10 (if still tied, a coin toss will decide winner)
U12	2x25 min halves	2 x 10 (if still tied proceed to penalty kicks)
U13	2x30 min halves	2 x10 (if still tied proceed to penalty kicks)
U14	2x30 min halves	2 x10 (if still tied, proceed to penalty kicks)

\*For semi-final and final matches only, overtime will be played. If tied after overtime, penalty kicks from the mark will decide the game. (Exception: U10/11 will be decided by a coin flip if game tied at end of overtime)

## C. Playing Numbers

U10 - U11	8v8
U12 - U14	11v11

## D. Ball Size

U10 - U12	Size # 4
U13 - U14	Size # 5

The home team shall provide three game balls.

## E. Field Preparation / Size\*

The home club is responsible for field preparedness including mowing, lining, goal net set-up and corner flags. All goals, including portable goals, must be securely anchored to the ground.

Recommended field sizes:

- for U10/U11 is 50 x 80 yards;
- for U11 - U14 is 60 x 110 yards with a minimum standard of 50 x 100 yards.

\* Venue/field sizes may vary depending on host club. For small sided games (U10 and U11), pop up goals are allowed

## E. Game Start Times

Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with cards and roster) prior to game time. The game must start no later than 15 minutes past the scheduled time. If 15 minutes has elapsed and a team is not on the field ready to play with a club-issued team roster & official member passes, the game shall be forfeited. No guest players – only players appearing on the official roster can participate.

NOTE: All teams who enter the Kohl's American Cup must be able to complete all scheduled games. Failure to complete all scheduled games, including the championship round, will result in a \$100 fine to the club. The club will also be placed "not in good standing" with the State Association until the fine is paid.

## F. Minimum Number of Players to start a match

U10 – U11	5 players (small sided)
U11 - U14	7 players

## **G. Team Sidelines**

Coaches, spectators, and players not on the field of play must remain at least 6 feet behind the touchline and at least 18 yards from the corners of the field. Teams 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.

## **H. Referees**

Preliminary Round: OYSA will assign 1 referee per game. Both teams must be ready to supply volunteer assistant referees for their games, whose duties will be limited to calling "ball in/ out" and indicating direction of throw-in.

Championship Round: OYSA will assign 3 referees per game.

Coaches should verify with the referee at the game's conclusion that their score matches the referee's report. Referee decisions are final. Referee judgments and interpretations of the game will not be accepted as a basis for protest.

Referees must submit completed game reports and team rosters to OYSA within 48 hours after the conclusion of the game.

## **I. Game Scores**

Both teams are responsible for reporting the score of their completed games.

Scores are to be reported online: [oysa.affinitysoccer.com](http://oysa.affinitysoccer.com)

## **J. Scoring & Tie-Breakers**

Team points for game results:

- 6 points for a win (includes forfeit)
- 3 points for a tie
- 1 point for each goal scored up to 3
- 1 point for a shutout

\*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The score will be recorded as a 3-0 result.

In the event two or more teams are tied in point totals, their placement or advancement will be determined according to the following tie-breaker rules:

- Head to head competition.
- The cumulative difference between goals scored and goals allowed with a maximum difference of plus or minus 3 goals per game.
- Least goals conceded.
- Penalty Kick result.

## **K. Player/Coach Member Passes & Rosters**

Each team must submit valid 2009-10 OYSA player/coach member passes AND a club-issued team roster to the referee prior to each game. For a pass to be valid, it must have a photo of the player/coach and be laminated. Valid passes are also mandatory for coaches, asst coaches and managers, limit 4 per team.

Any team that plays an ineligible player will forfeit all games in which the player participates and will face other possible sanctions from OYSA. Any team without valid player/coach member passes and/or club-issued team roster within 15 minutes after game start time will forfeit the game.

## **L. Cautioned or Sent Off Players/Coaches**

Referees will make a report of a cautioned or sent off player/coach in their game report and immediately call the hotline phone number to report red cards (503-706-5450).

Any player/coach receiving a red card will be suspended from playing/attending the next game. If a coach is sent off, the assistant coach or an adult with valid member pass belonging to the team's club will be appointed. If no one is available, the game will be forfeited.

## **M. Responsibilities of Coaches**

1. Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
2. Coaching is permitted from the touchline by ONE coach at a time. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.
3. Coaching is understood as giving directions to one's own team on points of strategy and position. No mechanical or electronic devices permitted. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.

4. The following are considered irresponsible behavior and can result in dismissal from the match:
- Throwing objects in protest
  - Speaking insulting words or making offensive gestures
  - Kicking chairs
  - Making unwanted contact with opponent
  - Striking advertising boards
  - Persistently and flagrantly protesting decisions of an official
  - Interfering with the performance of assistant referee or fourth official duties
  - Entering the field of play without the permission of the referee
5. The referee may caution or send off a coach if he/she is in violation of any of the rules of competition, including these responsibilities.

#### **N. Equipment**

All players on the field must wear soccer shoes and shin guards covered by socks. Acceptable soccer shoes include plastic molded cleats, standard length screw-in cleats, and studded soccer shoes or soccer turf shoes.

All players on the field must be attired in matching jerseys (preferably numbered), except the goalkeeper who must wear colors that distinguish them from all other players on the field. When, in the opinion of the referee, two teams are so similar in color or appearance as the cause confusion, the team designated as the home team will change uniforms.

No earrings, watches, rings, necklaces, bracelets, plastic wristbands, casts, etc. may be worn during game play. Hair bands must be elastic. Taping over or taping down of jewelry is not permitted, except medical ID's. Other articles that, in the opinion of the referee, may endanger the player or other players are not allowed.

#### **O. Safety**

In the interest of everyone's safety, please observe the following: no one may play if he/she is bleeding or there is blood on his/her uniform. The referee will immediately substitute the player. The uniform must be changed. The player may not return to the game until the bleeding is stopped and the wound is covered.

#### **P. Protest & Appeals**

There will be a protest/appeals committee to deal with issues that may arise from the competition. **Referees' judgment decisions during the game are final (cannot be appealed).** To be valid and eligible for consideration, a rostered coach must lodge each protest with the referee and the opposing coach at the game site immediately following the game. Written protest must be turned in to the OYSA office (fax # 503-520-0302) within one hour after the game to warrant consideration. If there is no on site coordinator, phone the OYSA emergency phone (503-706-5450) within the one hour time frame for instructions.

#### **Q. Powers of the Tournament Director**

All decisions of the Tournament Director are final. In the event a game is abandoned by a referee due to coach's conduct or other serious breach of conduct by a coach or player during the competition, the coach or player may be suspended after a meeting of the protest/appeals committee.

**TOURNAMENT DIRECTOR: Scott Enyart OYSA Director, Leagues and Tournaments**

**OYSA Weekend Hotline 503-706-5450**

**Warning:** Consumption of Alcoholic beverages and any use of Tobacco products is strictly prohibited at all Qualifying Tournament game sites.