



## I. RULES OF PLAY

1. The rules of play shall be the FIFA LAWS OF THE GAME as modified by USYSA and UYSA, exceptas specifically stated in these rules and approved by UYSA.
2. Any rule not addressed shall be interpreted by the Tournament Committee for the good of the game.
3. All decisions by Referees and/or the Tournament Director are final. There will be **No Protests**.

## II. TOURNAMENT STRUCTURE & TEAM SIZES

1. Number of Teams: The Tournament Committee reserves the right to combine age groups if necessary to complete flights or to alter the advancement procedures should unforeseen circumstances arise.
2. Number of Games: Each team is scheduled for a minimum of three games.
3. Team Size & Game Format per Age Division:

Age Group	Max Roster	Max Guest	Players	Min Players	Ball Size	Game Length	Halftime	Overtime (Playoffs)
U9-U10	12	4	7v7	5	4	2x25 Min	5 Min	2 x 5 Min
U11-U12	15	4	9v9	6	4	2x30 Min	5 Min	2 x 5 Min
U13-U15	18	5	11v11	7	5	2x35 Min	5 Min	2 x 10 Min
U16-U19	22	5	11v11	7	5	2x40 Min	5 Min	2 x 10 Min

### III. REGISTRATION & CHECK IN

1. Year of Play: Utah Storm Cup is conducted in accordance with the new US Youth Soccer calendar year age alignment, as a 2018-19 season tournament. All teams must use rosters and cards for the upcoming Seasonal Year. Players may play up age groups as per UYSA Guidelines.
2. Eligibility: Teams will be divided into flights and brackets by age and gender. All teams must be properly registered with US Youth Soccer, a USSF affiliated organization (i.e. US Club Soccer, AYSO), or an appropriate national organization.
3. Registration Check In: All team must complete check-in as outlined on [www.UtahStorm.org](http://www.UtahStorm.org)
4. Double Roster: Players may play for only one team during the tournament. Both teams will forfeit all games of the tournament without a registration refund if a player is found to be double rostered. If there are extenuating circumstances presented to the board before check-in, requests will be considered for an exemption from this rule.
5. Registered Coaches: It is strongly advised that every team have more than one licensed, registered coach on their team roster. Any team playing a game without a rostered coach present and eligible will forfeit that game.
6. Player Paperwork: All players, including guest players, must have the appropriate medical release form, player identification (see Utah Storm Check-In Policy), and appropriate guest player form. Proof of date of birth is not required at Check In, however if a player's age is questioned, the team must be able to provide proof of a player's date of birth (per Section 7 of UYSA policies) prior to the beginning of the next match.
7. Game Time Check In: A team representative must have the following at each game; failure to bring required documentation to a game will result in a forfeit of that game. Plan ahead: Tournament officials will not be available to meet team representatives field-side with backup documentation.
  - The Official Tournament Roster, with jersey numbers, and Discipline Record will be given to the referee during game checkin, and returned to team representative afterwards.
  - Stamped Game Roster with jersey numbers or Player passes, if required (out-of-state teams or guest players);
  - A copy of medical authorization for all players;
  - It is the responsibility of the manager or coach to retrieve their Official Tournament Roster at game's end, unless disciplinary action or a concussion has been recorded; the manager or coach must then retrieve the Roster at Tournament Headquarters prior to the team's next game.

### IV. TOURNAMENT SCORING

1. Game Scoring: Team Standings will be based on the following point system:
  - 3 points for each win, 0 points for a loss, and 1 point for tie
  - For a forfeited match, the winner will be credited with a 1-0 win.

Any team forfeit will be reviewed by the Tournament Rules Committee and, depending on the circumstances, may prohibit that team from advancing out of pool play, without refund of registration fee.

- 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. An exception may be made for a tie in a playoff match (see Game Cancellations below.) Any games terminated due to referee decision based on poor player/fan conduct will result in a forfeit of the attending team.

- Final standings for each bracket will be determined by the total number of points accumulated at the end of play in the preliminary rounds.

2. Tie Breaking Within a Bracket: Ties in bracket standings will be broken by employing the following tie breakers. If more than two teams are involved in a tie, the first team to move ahead will be awarded the highest place, and tie breakers will be reapplied until all ties are broken.

- Head to head (if all teams played each other).

- Largest goal differential (max. of plus or minus 4 per match).

- Least goals allowed.

- Most goals scored (max. of 4 per match).

- Most shut-outs

- Kicks from the Mark (Penalty Kicks) in accordance with FIFA rules (site and time determined by Tournament Committee).

3. Tie Breaking In Playoff Matches: If the score is tied at the conclusion of play in any playoff match, two overtime periods shall be played; there will be no Golden Goals. If tied at the end of overtime, winners shall be determined by Kicks from the Mark (Penalty Kicks) in accordance with FIFA rules.

## V. FIELD OF PLAY & INCLEMENT WEATHER

1. Home Team: The Home Team is listed first on the schedule and may select which side of the field they choose to locate; selection should be made 30 minutes prior to the start of the Game. The Home Team will wear the darker color uniform; the Home Team must change to an alternate jersey if both teams are wearing similar colors (see Uniform Policy). The Home team must provide the game balls.

2. Sideline Policy: Per UYSA guidelines, teams and their parents/spectators will reside on the same sideline, with a minimum of 20 yards between the players and the spectators. The team bench must be located on the assistant referee side of the mid-field line (right side of field as facing it from the sideline). Spectators are not allowed on either endline, behind the goal or on/behind the team bench.

3. Game Check In: All Teams are expected to be at the field sidelines at least 20 to 30 minutes early to facilitate check in. Each team must present a copy of their Official Tournament Roster to the Field Referee (which he/she will keep during the game), and their stamped Game Roster or player passes.

- Teams reporting to a game without required documentation will be forced to forfeit the game.

- Replacement for missing or damaged paperwork cannot be generated less than an hour prior to game time and can only be replaced at the main tournament tent to be located near the pavilion.
  - Request for field-side delivery from Tournament Administration cannot be honored.
4. **Kick Off:** Kick Off will be at the time shown on the tournament schedule with a 5 minute grace period. If a team is not checked in and ready to play within this time the match may be shortened or considered a forfeit. Teams are not guaranteed on field warm up prior to the start of the game.
  5. **Substitution Policy:** The tournament follows the UYSA Modified Substitution Policy, at the discretion of the Field Referee.
  6. **Playing Conditions:** Games may be temporarily suspended, shortened, rescheduled or cancelled when fields are in unplayable condition due to inclement weather or other unforeseen events. The immediate responsibility of game stoppage will rest with the Field Referee. In the event that one Referee stops play at a venue for dangerous weather, the Field Marshal is to stop play on all fields at that venue.
    - **Suspended Games** – If a game is temporarily suspended due to weather conditions, play will restart per the Laws of the Game. If a referee has deemed it necessary to suspend a game for any reason, the game may be resumed but is subject to end no later than five minutes prior to the next scheduled game. So long as one full half is played, there is no recourse if the game is not played to the full allotted time.
    - **Cancelled Games** - Games will be considered complete if at least one full half has been completed, and the score at the time play is stopped will be the final score. The decision of game cancellation will be up to the Tournament Rules Committee and there will be no refunds for cancelled games. If game cancellation takes place in a playoff game, for any reason other than misconduct, and the score was tied at the time of stoppage, the two teams will proceed to the Taking of Kicks from the Penalty Mark to determine a winner at a time and place dictated by the Tournament Director or the Tournament Scheduler.
    - **Rescheduled Games** – Any and all game times and places are subject to change in the event of inclement weather. The Tournament Director and the Tournament Scheduler will make decisions on how to reschedule games, and reserve the right to alter the tournament format to do so.

The most up-to-date schedules will be posted on the Tournament Website and every effort will be made to contact coaches and managers by text. Teams should ensure that they have provided the tournament committee with current cell phone information capable of receiving texts.
  7. **Awards:** First and second place teams will be presented with awards, at the main tournament tent, at the conclusion of the Finals Match.

## VI. CONDUCT AND DISCIPLINE

1. **Concussion:** The UYSA Concussion Policy will be enforced; Certified Athletic Trainers on site at each venue and concussions will be tracked (VI.5). Players must receive physician's release to resume play.

2. General Conduct: Players, coaches and spectators are expected to conduct themselves within the spirit AND the Letter of the Law. Displays of temper and dissent are cause for ejection from the game and the surrounding field area or venue. A coach is responsible for the actions of his team and supporters, both on and off the field.
  - Abuse and/or unacceptable behavior from players, coaches or spectators will not be tolerated. Violations (on or off the field) can result in forfeit of the game and/or expulsion from further tournament play.
  - Violations will be reported to UYSA and/or a team's State Association.
3. Yellow Cards: Yellow cards are not cumulative from game to game during the tournament.
  - Players receiving two or more yellow cards which result in ejection and/or ineligibility must follow the instructions outlined below for player / coach reinstatement.
4. Red Cards/Ejection:
  - All Red Cards will be reviewed by the Tournament Rules Committee; any player or coach receiving more than two red cards during the tournament will be considered for further disciplinary action.
  - Red cards resulting from intentionally harmful or violent conduct may result in expulsion from further tournament play. Violations will be reviewed by the Tournament Rules Committee.
  - A player receiving a red card must leave the game immediately, remove their jersey and may not sit on the team bench.
  - Any coach, manager, or team non-medical official, who has been ejected, must remove him/herself no less than 100 yards from the play field immediately upon notice of ejection. Play will be suspended until the ejected individual leaves the vicinity. If the ejected individual does not leave within 5 minutes, the match will be forfeited to the opposing team.
  - In the instance where a coach has been ejected from a game, the match may continue only if there is another eligible, rostered coach present. In the absence of an eligible, rostered coach, play will end immediately and the team will forfeit the match to the opposing team.
  - A player receiving a red card, or coach who is ejected, is ineligible for participation in the following tournament game.
  - Players may sit on the bench during their suspended game, but may not be in uniform
  - Coaches may not be at the tournament venue during the game their suspended game
  - Should the player and/or coach participate in a game without sitting out their suspended game, the team will forfeit the match to the opposing team. This includes the final matches.
5. Discipline & Concussion Records: A record of ejected players and/or coaches, will be tracked on the Tournament Discipline Record. Players suspected of sustaining a concussion will also be tracked on the Tournament Discipline Record.

- Immediately following the conclusion of a game, the Referee must ensure all cautions, ejections, and suspected concussions are recorded on both the back of the Referee's Game Card and the back of the Tournament Discipline Record.
  - For all games involving an ejection or a suspected concussion, the Referee must provide the team's Official Tournament Roster to the venue's Field Marshal when providing the Field Marshal with the game score. In all other cases, including cautions not resulting in ejection, the Referee must return the Official Tournament Roster to the coach or manager at the conclusion of the game. (Note: If a Referee should find him/herself with a team's Official Tournament Roster after the departure of an undisciplined team, this Roster should also be given to the tournament headquarters tent at the earliest possible convenience.)
  - It is the responsibility of the venue Field Marshal to forward any Official Tournament Rosters in their possession to Tournament Headquarters within one hour of the conclusion of a game.
  - Tournament Administration, at Tournament Headquarters, will track all players and coaches required to serve suspensions, communicate suspensions with the Referee Assignor, and sign off on the Official Tournament Roster for the team to pick up.
  - It is the responsibility of each team to pick up their Official Tournament Roster from Tournament Headquarters prior to their next game.
6. Abandonment: Any coach that withdraws his team from competition, by failing to show up for the match, prior to a match at the field, or from the playing field during a match, will be ejected and his team will forfeit the match. Any team forfeit will be reviewed by the Tournament Rules Committee and may prohibit that team from advancing out of pool play, without a refund of registration fee.
  7. Alcohol: The use and/or consumption of any alcoholic beverages at any youth soccer match are expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and/or suspension. Violations will be reported to the Tournament Committee.
  8. No pets will be allowed at the tournament venue.

## VII. UNIFORMS

1. All players (except goalkeepers) must have a number on the back of their uniform that corresponds to the number listed on the team's Official Tournament Roster and stamped Game Rosters; no duplicate uniform numbers will be allowed.
2. Players shall wear shin guards in accordance with FIFA laws.
3. No jewelry may be worn during a match. Allowances for medical alert bracelets may be made only at the discretion of the Field Referee.
4. Splints, casts, braces or other joint support devices must be appropriately covered/padded and approved by the Field Referee prior to the match.
5. Per UYSA Uniform Rule, teams must wear matching uniforms and socks. The designated Home team is to wear their darker colored jersey and the Away team their lighter jersey. If the Field Referee determines there is a jersey color conflict, the Home team will change to a contrasting color.