

2018 Bend Premier Cup Tournament Rules

FIFA Laws of the Game apply with the following modifications

Tournament Headquarters and Team Check-in

Every team must check in on either Thursday at Mt Bachelor Village Resort (Summit Room (19717 Mt Bachelor Village Dr, Bend, OR, 97701) between 5-8pm OR any team that is not in town on Thursday must check in at Tournament Headquarters at least two hours prior to their first scheduled game at Tournament Headquarters. Headquarters is located at the Bend Pine Nursery Park, Purcell Rd, Bend, OR, 97701.

The Bend Premier Cup is sanctioned by Oregon Youth Soccer and will accept player pass cards from USYS State Associations, US Club Soccer, and USSF affiliates. Teams must bring seven copies of their official team roster and individual player passes for each Coach/Player on the roster. Non-Region IV US teams must also bring approved travel papers from their state association, or US Club Soccer cards for each Coach/Player on the roster as required. International teams must bring approved travel papers from their national association, and either individual player passes or passports for every Coach/Player on the official tournament roster. Once teams have completed the Team Check-In procedure prior to their first game, they do not need to check in prior to their subsequent games. We do not require notarized medical releases for players.

Roster Size and Guest Players

The U-9 and U-10 teams will play seven-a-side, and may roster a maximum of thirteen players, including up to five guest players. The U-11 and U-12 teams will play nine-a-side. The 9 v 9 brackets may have up to sixteen on their rosters and the 11 v 11 brackets shall have up to 18 on a roster. Both are limited to five guest players. The U-12 thru U-15 teams may roster a maximum of eighteen players including up to five guest players. The U-16 thru U-19 teams may roster up to twenty-two players including up to seven guest players. (A guest player is a "registered player participating in a competition for a team to which the player is not on the roster for purposes of league play".)

Substitutions

Free substitution will be allowed for all age groups, with the referee's permission, any time play has stopped. A referee may deny a substitution request if the referee considers it to be an intentional plan to disrupt the play, or an attempt to run off an excessive amount of time.

Length of Games and Ball Size

U09:	25 minute halves;	Size 4 ball
U10:	25 minute halves;	Size 4 ball
U11:	30 minute halves;	Size 4 ball
U12:	30 minute halves;	Size 4 ball
U13:	30 minute halves;	Size 5 ball
U14:	30 minute halves;	Size 5 ball
U15:	30 minute halves;	Size 5 ball
U16:	30 minute halves;	Size 5 ball
U17:	30 minute halves;	Size 5 ball
U19:	30 minute halves;	Size 5 ball

U10 7v7

- Group, Cons.: **2x25, tie stands**
- Semi-Final & Final notes: **2x25, then directly to KFTM if still tied**
- **Build out line.** 7v7 fields must include a build out line. There are rules affected by the build out line that apply only to the 7v7 game:

- a. Opponents must retreat behind the build out line when the goalkeeper has possession of the ball in their hands. The goalkeeper may roll, throw, or pass the ball back into play when the opponents have retreated.
- b. The goalkeeper may not punt or drop kick the ball.
- c. An attacking player who is between the center line and the build out line cannot be penalized for offside. Offside is only penalized when an attacking player who is between the build out line and the opponents goal line violates the offside law.

U11 & 12 9v9s

- Group, Cons.: **2x30, tie stands**
- Semi-Final & Final notes: **2x30, then directly to KFTM if still tied**

U13-U19s

- Group, Cons.: **2x30, tie stands**
- Semi-Final & Final notes: **2x35, then directly to KFTM if still tied**

*Only players on the field at the end of the game may participate in the Kicks From The Mark/Penalty Kicks.

Player Ages

Ages are based on the 2018/2019 age groups. We will follow the USYS Soccer age group birth year cycles. No overage players are allowed on any team.

A player may only play on one team per age group, and not more than two in the event.

U10 = Born in 2009 (or younger)

U11 = Born in 2008

U12 = Born in 2007

U13 = Born in 2006

U14 = Born in 2005

U15 = Born in 2004

U16 = Born in 2003

U17 = Born in 2002

U19 = Born in 1999

Player Cards

EVERY player in the tournament must have a valid player card issued by their state association, national association or provincial association. For USYS State Associations, we will accept the 2017/2018 player card as well as the 2018/2019 player card. For US Club Soccer we will only accept the 2018/2019 cards. WE WILL ONLY ACCEPT NON-EXPIRED CARDS. Rosters signed by club registrars will not be accepted as a replacement for the player cards.

Tournament Format and Brackets

Teams within each Division will be placed in brackets and play a format based on the number of teams per division. Depending on the number of teams per bracket teams might continue onto quarter-finals, semi-finals or finals (based on number of teams in bracket), or they might conclude with only round robin style.

All teams are guaranteed four games. Home and visiting team designations will appear on the schedules.

Game Start Times & Uniform colors

Referees will start the game clock at the designated time regardless of whether teams are ready to play. The designated HOME team shall choose which side to defend first and shall wear light uniforms. VISITING team shall have kick-off to start the match and wear dark uniforms. If there is a conflict of uniform color the HOME team shall change. A referee may add time lost due to injury, but the game must conclude at least five minutes prior to the start of the next match. A five-minute grace period will be allowed for teams that do not have the minimum number of players to start the game.

Minimum Number of Players

At U10 and under, a team must have a minimum of five players to participate in a match. At U11 and U12, a team must have six players to participate in a match. At U13-U19, a team must have a minimum of seven players to participate in a match. If they do not have enough players (after the five minute grace period) they will forfeit the game with the other team receiving eight total points. A team that forfeits a game will advance to the medal round if they qualify.

Team Sidelines

Players and Coaches 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.

Alternate Color Jersey

Each team must have an alternate color of numbered jerseys. The HOME team will wear light color. The HOME team (listed first) will be responsible for changing jerseys if there is a color conflict.

Official's Report

Coaches should verify with the referee at the game's conclusion that their score matches his report. All game results will be called into tournament headquarters by the field marshal immediately following each match. In the event of a conflict, the referee report shall be deemed the official score for the game.

Cautions and Ejections

Any player receiving two yellow cards in a single game will be shown the red card and sent off and may not be replaced. Any player or coach that receives a red card in a game will receive at least a one game suspension (the next game). The tournament director may apply a greater suspension.

Any coach or team official that is ejected (red card) from a game must immediately leave the game site so as not to be within sight or sound of the field. In the event the coach or team official refuses to leave, the referee shall suspend the game and declare a forfeit by the offending team. Players who are ejected from a match may remain on the team sideline. Any coach or team official that is ejected must immediately leave the game site facility.

Player's Equipment

No equipment shall be worn that is dangerous to another player. Shin guards, covered by socks, are mandatory. All casts and equipment are subject to approval by the match referee, and should be properly padded and checked for safety (recommended hard casts be padded with ¼ to ½ inch padding).

No jewelry of any kind (earrings, nose rings, body rings, bracelets, necklaces) is permitted. Taping of jewelry is not permitted. Medical bracelets are allowed but must be taped.

Scoring Method (Brackets not involving International Teams)

Scoring during the tournament will be based on the following system:

Win6 points
Tie3 points
Loss.....0 points
Shut-out.....1 point

Goals.....1 point for each goal up to 3 maximum
(maximum points per game = 10)

Tie Breakers

If two teams are tied in points after the preliminary round, the following tie breakers will be used.

1. Head to Head Results
2. Goal Differential. Maximum difference allowed is four per game
3. Least Number of Goals Allowed
4. Coin Flip

If three or more teams are tied after the preliminary round, the tie breaker criteria listed will be used in order shown, beginning with criteria #1, to first eliminate, or second, advance one of the three teams. The remaining teams will then be compared, beginning again with criteria #1.

Game Balls

All game balls are being supplied by Adidas and Bend FC Timbers Soccer Club and will be brought to each game by the referees.

Appeals

Referee judgment decisions are final and may not be appealed. Any other appeal must be verbally lodged with the referee and the opposing coach at the game site. The appeal must then be made in writing to the Tournament Director within two hours of the end of the match. The Tournament Director will review any appeal correctly filed under this rule. There will be a \$50 non-refundable fee for any appeal that is filed. All decisions of the Tournament Director are final.

Referee Abuse

If any player, coach, manager, spectator, club official, or game official is charged with referee abuse or assault, the tournament director may suspend such person from any further participation in the tournament. The tournament director may also disqualify that person's team from any further participation. If the tournament director disqualifies a team, the team will forfeit all of its games in the tournament, whether played or unplayed.

The tournament director will refer any person charged with referee abuse or referee assault to the person's home state association or national association for further disciplinary action in accordance with US Soccer Federation policy.

Refunds

If a team does not receive their guaranteed number of games in the schedule, due to a forfeit or no-show by an opponent a refund of \$75 per game will be issued. Games that are shortened, canceled or abandoned due to weather or force majeure shall not require a refund.

Teams that withdraw from the tournament prior to the close of registration shall be charged a \$100 administrative fee. Teams that withdraw after registration closes will not receive a refund.

Shortened/Abandoned Games

Referees are the sole arbiter of the game clock, and their decisions regarding game length are final, and may not be appealed. If games are shortened or abandoned for any reason, the Tournament Director reserves the right to determine how the game result shall be determined. Decisions by the Tournament Director in determining the official game result are final, and may not be appealed.

Inclement Weather

In the event that play cannot be started or is stopped due to weather, teams will take cover, but will remain at the game site and proceed as follows:

- a. If time allows, resume play and play to completion
- b. If there is insufficient time to play the entire game, the game will be continued until the half is completed. The game will then be considered complete.

The tournament director will coordinate stoppage of play and immediately post updates to the website and facebook page as needed. The Tournament Director reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delays due to inclement weather, including shortening subsequent games as necessary to complete the schedule.

Other

Trainers are not provided at any game locations. Teams are encouraged to bring all of their own first aid equipment, as the tournament does not have those items. Emergency services (911) are to be called for all injuries, both on and off the field.

Safety

(1) 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 bleeding is stopped and the wound is covered the player may return to the game when beckoned onto the field by the referee.

(2) 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. 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 game by a referee because of a suspected concussion is ineligible to play until the tournament director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

(3) Coaches should be aware that SB 721, enrolled as [2013 Oregon Laws Chapter 489](#), and codified as ORS 417.

875, became effective January 1, 2014 and applies to all competitions sanctioned by OYSA. If a player exhibits signs of concussion following an observed or suspected blow to the head or body, a coach is prohibited from allowing that player to participate in any competition (including practices) until the player has been cleared to return to play by a health care professional.

(4) Concussion Prevention.

- a) No intentional heading for player age groups 12 and younger.
- b) The penalty for intentionally heading the ball is an indirect free kick from the spot of the infraction, unless the infraction happened inside the goal area.
- c) If the infraction happens inside the goal area, the restart is an indirect free kick from a spot on the goal area line parallel with the end line that is closest to where the infraction took place.
- d) A player with a head injury who shows signs of concussion must be removed from a game (or practice) and may not return until given clearance by a medical professional.

Rules governing game venues are posted at the various locations. All teams, coaches and spectators are expected to follow all posted venue rules. In addition, alcohol and swearing are not permitted at any location. Violators of these rules will be asked to leave the venue.