

adidas Beaverton Cup

2018 Rules of Competition

All matches will be played in accordance with FIFA rules, with modifications listed below.

Tournament Scoring System

For standings in pool play, points will be awarded as follows:

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for a shutout
- 1 point for each goal scored (maximum of 3 points)

There is a maximum of 10 points possible for each game. A 0-0 draw will be scored as 4 points.

If two or more teams are tied on points after round robin play, the following tie-breakers will be used to determine who advances to championship games:

1. Head to head play (only if two teams are tied)
2. Best total goal differential (up to + or – 4 goals per game)
3. Fewest goals allowed
4. Fewest yellow and red card points received. A yellow card is one point and a red card is two points. If a player receives a red card for having received a second yellow card, the team receives two points.
5. Coin toss conducted by tournament director(s). Team representatives may or may not be present at option of the tournament director(s).

If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with #1. (For example, if teams A, B and C are tied on points, tiebreaker #1 does not apply. If tie-breaker #2 sees teams A and B tied on goal differential, with a better goal differential than team C, team C is eliminated. The next tiebreaker to be applied is head to head play between teams A and B.)

A team shall be awarded a forfeit win when opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score. However, for tie breaking consideration, the goals scored and goals allowed for the forfeit game will be the average of the goals scored and goals allowed by the team in its other tournament games.

In tied games designated by the tournament as requiring a winner, kicks from the penalty mark, as provided in the Laws of the Game, will be taken at the end of regular time.

Format, Game Length & Ball Size

Age Group	Format	Game Length	Half-time Length	Ball Size
U9 & U10	7 v 7	Two 25 minute halves	5 minutes	#4
U11 & U12	9 v 9	Two 30 minute halves	5 minutes	#4
U13 – U19/20	11 v 11	Two 30 minute halves	5 minutes	#5

Heading Rules:

There is no heading for U12 and under. An indirect free kick will result from the spot that the ball was headed.

Roster Limits & Rules

Roster limits are as follows:

Age Group	Format	Maximum roster at check in	Maximum game roster	Minimum at start of game
U9 & U10	7 v 7	16	14	5
U11 & U12	9 v 9	18	16	6
U13 - U19/20	11 x 11	22	18	7

- **Number of Players:** Each team U9/U10 minimum of 5 players, U11/U12 minimum of 6 players, U13-U19 must have a minimum of 7 players on the field. If a team does not meet the minimum number of players ready at the scheduled kickoff time (“ready” means in uniform, checked in with the referee and on the field of play) they will be allowed five minutes to assemble the required minimum number of players. A team that does not have the required minimum of players ready within five minutes after scheduled kickoff time, or that falls below the required minimum number of players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.
- **Guest Players:** A team may have any number of guest players as long as these players can be verified as registered players.
- **All Players must be Rostered and Verified PRIOR to first game:** Teams may not add to their roster after the team’s first game of the tournament and ALL players must be verified on the roster prior to the first game. Any team using a player not listed on their tournament roster will forfeit that game. **Players may not be rostered on more than one team in this tournament.**

Substitutions

Either team may substitute, with the permission of the referee, an unlimited number of players on any dead ball. There will be no limit on the number of times a player may re-enter the game.

Player Equipment / Uniforms

The referee will inspect player equipment before the game. Players shall not wear anything which is considered by the referee to be a danger to themselves, teammates or opposing players.

Each team must wear shirts of the same color, which are different from the opposing team. If, in the opinion of the referee, there is a conflict of colors, the designated home team must change. All shirts, including alternates, must be numbered with no duplications. Players, other than goalkeepers, with unnumbered shirts will not be permitted to play. Players may not change shirts during a game except with the permission of the referee.

Coach and Bench Personnel

All coaches and other bench personnel must remain within the technical area during the game. Although the technical area may not be marked, this is understood to extend no more than five yards beyond the benches in either direction and no closer than three yards to the field. Coaching during the game is limited to one person giving directions to their own team. No mechanical or electronic devices may be used. Team head coaches are also responsible for the conduct of their players, bench personnel, and spectators.

Red Cards

Any coach receiving a send off (red card) must leave the site. Any player, coach or bench personnel sent off (red card) may not participate in the team’s next game of the tournament. Any player, coach or bench personnel sent off for violent conduct may not participate in any further game of the tournament and will be referred to their state or national association for further sanctions. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in an additional game of the tournament. A coach who is suspended may not be present at any game for which they are suspended.

All yellow and red cards given during the tournament will be reported to the Oregon Youth Soccer Association or the player’s home state or national association.

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Team Check-In and Credentials Teams must check-in at least 90 minutes prior to the first match. Teams will be notified of the time and location of check-in.

- **Player Card Verification:** All participating players and coaches shall present a player card issued by a USSF member organization (US Club Soccer, US Youth Soccer Association, American Youth Soccer Organization or Soccer Association for Youth). **All player cards must have the player's picture and be laminated.** Players may be registered for the 2017-18 or 2018-19 soccer years. Each team must present the same type of player card issued from the same association. For example, **a team can not mix USYSA cards with US Club Soccer Cards or any of the above-listed affiliations. No valid pass card = no play.** The player cards will be verified and checked against the team roster at tournament check-in.
- **Travel Papers:** Teams travelling as USYSA teams from USYSA region IV do not need travel papers. Teams travelling as USYSA teams from USYSA regions I, II and III must present travel papers at check-in. Copies of travel papers will be given to our state association. Teams travelling as US Club teams do not need travel papers.
- **Medical Treatment Authorizations:** Medical treatment authorizations for each player must be available upon request.
- **Roster Verification: At check-in, teams must present seven copies of their official roster.** Teams using US Club Soccer cards must present an official US Club Soccer roster. Teams using USYSA cards must present an official roster generated from their state USYSA association. Rosters must include player's full name, date of birth and jersey number, as well as the full name of all coaches and other bench personnel. Verification of the roster will consist of checking player cards against the official roster. After verification of the roster, teams will receive six copies back. One of these official rosters must be presented to the referee before each match.
- **Player Cards:** The player cards for ALL players and Coaches on the approved roster must remain on the FIELD with a team official during ALL games, in the event that they need to be reviewed by a Beaverton Cup official.

Age Groups

Age groups in this tournament will **be based on the calendar year of birth of the oldest player on the team in conformance with US Soccer's birth year registration initiative.** A team will be eligible for an age group if every player on the team was born on or after January 1 of the year, as shown in the chart below. Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee. No overage players are permitted.

Age Group	Birth Year		Age Group	Birth Year
U9	2010		U15	2004
U10	2009		U16	2003
U11	2008		U17	2002
U12	2007		U18	2001
U13	2006		U19/20	1999-2000
U14	2005			

Protests / Appeals / Refunds

All referee judgements and decisions are final. There will be no appeals.

Refunds will not be granted for any reason once the tournament schedule is posted. Refunds may be granted at the direction of the tournament director prior to that.

The Tournament Director

The tournament director has the authority to convene a judicial committee of three neutral persons. Such a committee may be convened to deal with any actions that are disruptive to the tournament or bring the game into disrepute. Such a committee is empowered to take such action as they deem appropriate against any player, coach, manager or spectator. Sanctions imposed by such a committee may range up to and including expulsion from the tournament. The committee may only act after giving the player, coach, manager or spectator an opportunity to respond to the accusations.

The tournament director has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver or lack of enforcement. These are the official rules of competition and they supersede any other summary or description of the rules, written or verbal.

Extreme Weather Policy

- **If temperatures reach 95 degrees**, the referee may provide a two minute water break during each half. Game clock will be kept running. The Tournament Director will determine if this is in effect.
- **Lightning – 30-30 Rule** Play will be suspended for 30 minutes after the last lightning strike. Game length can be affected for any/all games following a lightning strike to make sure all games are played that day. The Tournament Director will dictate the game length after lightning has occurred.
- **The Tournament Director** has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, the Director may shorten or otherwise modify games.)

Alcoholic Beverages

Possession or consumption of alcoholic beverages at any game site by players, coaches or spectators is prohibited.

Smoking PROHIBITED

Smoking of any kind or substance is prohibited on all THPRD fields.

Athletic Trainers

There will be a trainer available at the tournament headquarters site at 158th and Walker Road.

Safety

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 league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

Beaverton Cup 2018 U-9/10 Rules

1. Jersey Uniform numbers NOT required for U9 & U10
2. Penalty kicks are taken from the 10-yard spot.
3. 7-yard mandatory buffer around free-kicks.
4. No Heading – Result is an indirect free kick at the spot of the header
5. Opposing team must retreat to the Build out/retreat line (between Goal box and own half way line) on Goal Kicks
6. No GK Punts
 - a. A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.
 - b. If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the edge of the penalty area nearest to where the goalkeeper took the kick.

Game Balls Provided.