

NMYSA Cup

TOURNAMENT RULES (abridged)

RULES OF PLAY: Games will be officiated using the IFAB Laws of the Game and modified for age-appropriate play. No standings/scoring for U08 and below.

Age Division	Duration of Play	Ball Size	Roster Size	Team Size	Field Size	Other	Touch Line Restart
U07 / U08	Four 10-min quarters	3	8	4v4	20x30	No GK	Kick In
U09 / U10	Two 20-min halves	4	12	7v7	45x60	GK/Offside	Throw in
U11 / U12	Two 25-min halves	4	14	9v9	50x70	GK/Offside	Throw in
U13 / above	Two 30-min halves	5	22	11v11	55x80	GK/Offside	Throw in

HEADING: No heading will be allowed for players U11 and below.

TEAM ROSTERS: For U13 and above, a game roster must be presented to the referee if there are more than 18 players on the official team roster.

SCORING METHOD IN THE PRELIMINARY ROUND AND POOL PLAY: In pool play and first-round bracket play, team standings will be determined by accumulation of points awarded as follows: win (including forfeit) = 3 points; tie = 1 point; loss (including unintentional forfeit) = 0 points.

MERCY RULE: The first half will be completed for all games. At any time after the first half ends, if one team is ahead by eight goals or more, then the game will be ended and considered a completed game.

PLAYER ELIGIBILITY: No player may play in both US Youth Soccer New Mexico Open State Cup and NMYSA Cup. All players participating in NMYSA Cup will have laminated player pass cards and a signed membership/medical release form.

TIE-BREAKING RULES FOR 3-, 4-, and 5-TEAM POOLS: If necessary, the following tie-breaking rules will be used to determine standings after all games in the pool have been played:

- 1.) If two teams are tied in points, team standings will be determined by the results of their head-to-head game.
- 2.) If more than two teams are tied, the following tie-breaker criteria will be used in the order shown to determine the winner:
 - a. Winner of most games.
 - b. Cumulative goal differential between goals scored and goals allowed in all games played within the pool. Maximum difference allowed is four (4) goals per game.
 - c. Least goals allowed in all games played within the pool.
 - d. Most goals scored.
 - e. If any teams are still tied, the bracket will be declared a draw, and placement will be determined by coin flip or drawn straws.

TIE-BREAKING RULES IN THE 1st ROUND OF BRACKET PLAY FOR POOLS OF SIX OR MORE TEAMS: If necessary, the following tie-breaking rules will be used to determine the order of team advancement:

- 1.) Head-to-head results.
- 2.) Winner of most games.
- 3.) Cumulative goal differential between goals scored and goals allowed in all games

played within the bracket. Maximum difference allowed is four (4) goals per game.

4.) Least goals allowed in all games played within the bracket.

5.) Most goals scored.

6.) Kicks from the penalty mark per FIFA Law.

This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standing within a bracket. If more than two (2) teams are tied at the end of the preliminary round, the tie-breaker criteria listed will be used in order shown beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning again with criteria #2 to determine the ultimate placement. If more than two teams are still tied after number 4 is applied, the team coaches will effect a draw (*i.e.*, cards, straws, etc.) to determine the order in which the kicks from the mark will be taken.

In the event that a team unintentionally forfeits one of its 1st-round bracket games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. In the event that goal differential becomes a factor in future tie-breaking procedures, the goals for the forfeited game shall be determined by taking the average of the cumulative goal differential for the other preliminary games. Maximum goal difference allowed is four (4) goals per game.

OVERTIME PERIODS: There will be no overtime in NMYSA Cup games. If there is a tie in a finals match after regulation play, there will be no overtime periods and the winner will be determined by kicks from the mark.

GRACE PERIODS: Any team not ready to play at the scheduled start time shall be granted a fifteen (15) minute grace period. A minimum of one rostered coach of that team and a specified number of players (3 if the match is 4v4, 4 if the match is 7v7, 5 if 9v9, and 7 if full-sided) constitutes a legal team. Any team not ready to play at the expiration of the grace period shall be deemed to have forfeited the game unless the Kohl's American Cup Committee determines the delay is due to circumstances beyond the team's control.

SUSPENSION GUIDELINES: All suspensions due to this rule will be served during the tournament in which they were received. The term "game" shall include kicks from the mark taken to determine a winner at the end of overtime periods (*i.e.*, kicks taken during round robin tie breaker procedures as discussed above). The term "coach" shall include assistant coaches and trainers. The term "team official" shall include all rostered team personnel, including trainers. Suspended team officials may not be on the team side of the field. Suspended player(s) may remain on the team sideline if permitted by the game official; the player(s) must be out of team uniform or be covered. Coaches are responsible for the enforcement of suspensions. If a player or other team official participates in a game in which they should have been suspended, the team will be deemed to have used an ineligible player and will forfeit the game. Coach participation is defined as being on the team sideline. Player participation is defined as playing in the game.

Players or team officials not listed on the official game roster are not allowed on the team sideline and may be ordered by a game or tournament official to leave. Failure to comply with the order may result in suspension and/or forfeiture

Coaches, assistant coaches and rostered team officials sent off the field of play for an infringement of the "laws of the game" shall have one (1) additional game added to the "Suspension Guidelines" below that would normally be levied against a player for a similar infringement.

"Club" coaches or coaches listed on multiple rosters who are suspended will serve their suspension during the next scheduled game(s) involving the team they were coaching at the time of their suspension.

The Tournament Committee shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Committee, penalties may be increased according to the gravity of the infringements.

When sent off the field of play and shown the red card for infringement of the "laws of the game" players shall be suspended as follows:

Serious Foul Play - all age groups: Suspend for a minimum of one (1) game.

Foul and Abusive Language - all age groups: Suspend for a minimum of one (1) game.

Second Cautionable Offense (receiving a second yellow card after previous yellow card) - all age groups: Suspend for a minimum of one (1) game.

Violent Conduct - all age groups: Suspend for a minimum of two (2) games.

Referee Abuse/Assault - all age groups: Suspend for a minimum of one (1) year with review by the Board of Directors regarding further disciplinary action.

Referee abuse/assault includes, but is not limited to, pushing in an act of aggression, kicking, spitting at, striking or attempting to strike a referee, assistant referee, or fourth official.

Any player or team official who refuses the referee's request for their name or gives a false name while the referee is gathering data to report on an infringement of the "laws of the game" involving them, shall have one (1) game added to the suspension that would normally be levied by the Tournament Committee.

In specific situations, the Committee may place an individual on probation, in addition to the suspension, for a period of time not to exceed the length of the suspension. The probationary period is to be served immediately following the suspension period and is intended to monitor an individual's degree of reformation. Should an individual on probation be sent off the field of play and shown the red card during the probationary period, the original suspension and probation shall be re-applied and no appeal will be heard.

UNFINISHED MATCHES: If the referee stops a match due to one team's conduct, the match is declared a forfeit, with the offending team losing the match and the winning team being awarded the maximum points for that match. If the referee stops a match due to inclement weather, during (a) the first half of play, the match will be rescheduled, or (b) if after the end of the first half of play, the score of the match stands.

FORFEITS: Any team that intentionally forfeits a game shall be suspended from further participation in the tournament. All of the forfeiting team's games in the tournament including games already completed shall be null and void. Bracket standings shall be determined as though that team never participated in the tournament. An intentional forfeit (not an unfinished game) shall be defined as a willful act to not play in a scheduled game during a state-sponsored tournament, as determined by the Tournament Committee. The determination of the Committee is final, and not subject to dispute or recourse to the Protest and Appeals Committee.

SIDELINES: Both teams will assume opposite ends of the same touchline. Spectators must remain on the opposite side of the field. Only coaches or trainers with a valid NMYSA pass card for the teams playing will be allowed on the team side of the field. All teams must have one of their rostered coaches at the field during the entire game. If a team's only rostered coach is expelled, the team must forfeit the game, but will not be deemed to have intentionally forfeited the game.

HOME TEAM RESPONSIBILITIES: The first team listed on the schedule is the "home team" for that match. The home team is responsible for a change of uniform in the event of a color conflict.

SUBSTITUTIONS: An unlimited number of substitutions shall be allowed. Substitutions may be made, with the consent of the referee, at the following times: (1) prior to a throw-in in your favor, (2) prior to a goal kick, by either team, (3) after a goal, by either team, (4) after an injury, (5) at half-time, and (6) any time when the referee grants permission.

PROTESTS AND APPEALS:

- 1.) Protests and Appeals of judgment decisions of referees will not be allowed.
- 2.) Suspension penalties applied that are within posted minimums cannot be appealed. Appeals of penalties in excess of the posted minimums must be done according to the

protests and appeals procedures shown below.

- 3.) All questions relating to qualification of competitors, to interpretations of rules, to suspensions, and to disputes or protests shall be referred to the Protests and Appeals Committee whose decisions shall be final and binding.
- 4.) In order for protests to be valid and eligible for consideration, the intent to protest shall be verbally lodged with the center referee and the opposing coach at the game site immediately after the end of the game that is being protested.
- 5.) To be valid and eligible for consideration, the protest regarding the game must be submitted in writing by the rostered coach or assistant coach with a \$50.00 fee (non-refundable) to the Tournament headquarters within two (2) hours after the end of the game that is being protested.
- 6.) The Tournament Director will form a Protests and Appeals Committee of three (3) to adjudicate the protest.
- 7.) The protest hearing will be completed before either team plays their next game in the tournament.
- 8.) The Tournament Director will notify the coaches of the teams involved of the committee's findings.
- 9.) A plea of ignorance of the rules of this competition is not sufficient grounds for protest or appeal.
- 10.) All decisions of the Protest and Appeals Committee will be final.