

Belle Clair Cup Rules

Registration

Teams this year will sign up through getsoccer. You will go through the registration link. You will sign up on the right hand side as new to getsoccer. Once you sign in. On the right hand side it will show you which age groups will be for what specific grades. Make sure you fill out each persons contact. All game scores will be posted online so they are update today from the moment the score cards get turned in. Coaches please double check the score card after the game.

Eligibility Requirements

- a. Prior to each team's first game (preferably 30 minutes or more), each team shall submit the team roster and tournament Liability form. A team using an ineligible player will forfeit all games in which that player participated. Roster changes must be submitted to the tournament director prior to the first game.
- b. **Players are required to have played in their respected city recreation league** and have participated in a minimum of ½ of their games. Carded or Select players are allowed to participate if they meet the recreation league requirements stated above. **Each team is allowed to have two carded or select players.**
- c. Players are allowed to play on only one team during the tournament no matter whether the teams are in different age divisions or not. Players must be at or below the grade division entered to be eligible for play, unless extenuating circumstances have been approved by the tournament director/committee in advance of play/participation.

Please don't spit sunflower seeds or peanuts or gum on the turf. We have kids with tons of food allergies and don't want them to get sick because of that.

Age Groups Match Length & Ball sizes will be:

(U8) is 1/2 grade will play 6v6 with no offsides with 2 25 min halves size 4 ball

(U10) is 3/4 grade will play 6v6 with no offsides with 2 25 min halves size 4 ball

(U12) is 5/6 grade will play 8v8 **with offsides** with 2 25 min halves size 4 ball

(U14) is 7/8 grade will play 11v11 **with offsides** with 2 30 min halves size 5 ball

Red Cards:

A player receiving a red card will be ejected from the current game and isn't allowed to play in the next, **and substitution is not allowed**. A player receiving a 2nd yellow card (soft red) will be ejected from the current game only, and substitution is allowed.

Inclement Weather:

Due to dangerous weather conditions or extenuating circumstances, the tournament director/committee, or referee may shorten the game length. A complete game may consist of one full half.

Coaches Allowed:

A team may have a maximum of three coaches listed on their roster. A coach must be present to participate in a game and remain on his/her team side during the match. If no coach listed on the roster is available, due to ejections, etc., the team must forfeit and the game is over.

Start of Game:

Referees will flip a coin with Team Captains to determine direction and which team starts with the ball. Prior to the start of the game, referees will inspect all players for proper/illegal equipment. Players are required to wear shin guards. Only soft casts are allowed unless approved by the referee in advance. No metal cleats, only soccer cleats are allowed (soccer cleats do not have the single cleat at the top end of the shoe.) No chewing gum. No jewelry or hair pins/dangerous accessories. Hats or visors allowed only for medical reasons pre-approved by the referee. A team shall forfeit if the required number of players is not present within 10 minutes of the scheduled game time. 6v6 will need a minimum of four players to start, 8v8 needs a minimum of 6 and 11v11 needs a minimum of 7 players. The winning team will receive 10 points with a score of 3-0.

Jersey Color Conflicts:

In the event two competing teams have like colors jerseys as their primary jersey, the team listed first on the schedule shall be considered the home team and must change to an alternate jersey color. Referees will make final decision on what they considered to be like colors.

Determining Group Winners:

Division winners in the case of multiple divisions will be determined on a point basis.

Six (6) points awarded for a win.

Ten (10) points awarded for a win by forfeit.

Three (3) points awarded for a tie

Zero (0) points awarded for a loss

Zero (0) points awarded for a team that forfeits a match

One (1) point awarded for each goal scored (maximum of 3) per match.

One (1) point awarded for a shutout.

Tiebreakers for a Group Play:

In the event of ties in points standing, for wildcards, group or division standings in the case of multiple divisions, the following tie breakers will be used to determine final group or division standings:

1. Head to head competition between the teams that are tied.
2. Goal Differential max of (5) per game. (Goals for minus goals against)
3. Team with the most wins
4. Most Goals scored max of (5) per game.
5. Fewest Goals allowed max of (5) per game.
6. Penalty kick elimination (F.I.F.A.)

Tiebreakers for Quarter-Final, Semi-Final & Final Games:

1. Two five minute overtime periods (Golden Goal)
2. Penalty kick elimination (F.I.F.A)

TIE BREAKER-PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

PROCEDURE: Penalty Kicks will be taken in accordance with the Laws of the Game.

ELIGIBLE PLAYERS: Only players on the field at the end of the match are eligible to participate.

1. Each team will select five (5) players to kick.
2. Teams will alternate kicks – First team to kick will be determined by the referee’s coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.

Protest:

There will be no protest unless it pertains to a player's eligibility.

Awards:

All Divisions will receive awards for 1st and 2nd place awards individual awards.

Sideline Behavior:

Players, coaches, parents and spectators are expected to conduct themselves with the spirit of the game and always display good sportsmanship. Coaches are responsible for the conduct of players, parents, and spectators. Abusive language, actions, critical/negative conduct, by coaches, players, and spectators will not be tolerated. The referee has the power to verbally warn, caution, or dismiss for unacceptable behavior. At all times, referees must be treated respectfully! The tournament director reserves the right to terminate the participation of a team, coaches, spectators, if the behavior is hostile or creates an unsafe environment. Offensive, insulting, or abusive language, serious foul play, violent behavior or a dangerous intent “take-down” which the referee determines severe, will result in a red card. The player receiving the red card will not be allowed to finish the current game or participate in the next game. The team who received the red card will have to play short for the remainder of the game in which the card was given.