



FALL CHALLENGE CUP TOURNAMENT RULES LAWS OF PLAY

The FIFA Laws of the Game will govern play, except where amended by US Youth Soccer Rules of Play, and/or the Fall Challenge Cup Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program.

ELIGIBLE TEAMS/PLAYERS

This tournament is meant for Level 2 teams ages 9U - 14U only. All rostered players will be eligible to play in the tournament, including secondary players who are primary on a Level 1 team. Secondary players (who are primary for a level 1 team) are eligible to play for their level 2 team as long as they have been registered with that team from the beginning of the season.

Up to 3 guest players are allowed per team. All guest players must be from a level 2 or 3 team. No Level 1 team players on a can be play as a guest in this tournament.

Players can only play on one team in the tournament. If they are primary and secondary on two teams playing in the tournament, they must play on their primary team.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. As a general rule when teams have multiple jerseys available, home teams should wear a light color while away team should wear dark. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one-half of the game is completed and the Field Representative or Referee, Commissioner of Referees, Game Director or the Tournament Director (s) stops play. When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

BRACKETING

UNDER 9 AND 10 FESTIVAL: Each Team will play three games on a random basis against teams from their bracket and/or crossover games. No scores or points will be kept and there are no finals. Teams are bracketed by playing level and geographical diversity to the best of the Tournament Committees ability with information given.

UNDER 11 - 14 AGE GROUPS:

3-TEAM BRACKETS: Each team will play round robin games with each of the other teams in the bracket. The two high point teams will advance to the championship game. High point team will be the home team for the Championship.

4-TEAM BRACKETS: (one four-team bracket): Bracket play is round robin games with each of the other teams in the bracket. The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

5-TEAM BRACKETS (one five-team bracket): Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

6-TEAM BRACKETS (two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and one crossover game. The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will the home teams for the semifinals.

7-TEAM BRACKETS (one four-team and one three-team bracket): Bracket play is round robin games with each of the other teams in the bracket (the teams in the three-team bracket will get two round robin games, with two of the three teams advancing to semifinal). The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will the home teams for the semifinals.

8-TEAM BRACKETS (two four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

9-TEAM BRACKETS (three three-team brackets): Bracket play is round robin games with each of the other teams in the bracket, teams will get two games during bracket play. The bracket winners and a wildcard from all the brackets advance to the semi final. The semifinal will match 1st high point team versus wildcard and 2nd high point team versus 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

10-TEAM BRACKETS (one four-team and two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and the teams in the three-team brackets will play one crossover game. The bracket winners and a wildcard from all the brackets advance to the semi final. The semifinal will match 1st high point team versus wildcard and 2nd high point team versus 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

12-TEAM BRACKETS (three four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The bracket winners and a wildcard from all the brackets advance to the semi final. The semifinal will match 1st high point team versus wildcard and 2nd high point team versus 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

14-TEAM BRACKETS (two four-team and two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and the teams in the three-team brackets will play one crossover game. The bracket winners advance to the semi final. The semifinal will match 1st high point team versus 4th high point team and 2nd high point team versus 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play 4th high point team. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

SCORING METHOD AND BRACKET WINNERS

Bracket winners will be determined by the following point system: *Maximum points per game are 3 (three).*

Win -----	3 (three) points	Loss -----	0 (zero) points
Tie -----	1 (one) point	Shutout -----	0 (zero) points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to the semifinals or final match. The match will be scored as a 4-0 win for the declared winner.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

1. Winner of Head to Head (this criteria not used if more than two teams tied).
2. Winner of Most Games in bracket.
3. Goal Spread (goals scored minus goals against) with a maximum of four goals per game.
Example: Game score of 7-1 would be scored as 5-1 for Goal Spread
4. Fewest goals allowed.
5. Most Shutouts
6. Fewest Red Cards
7. Kicks from the penalty mark.

RED CARDS AND EJECTIONS

Any player or coach dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Tournament Director(s), the suspension may be increased and could result in ineligibility for more than one game. No substitution shall be permitted for a player who has been sent off during a particular game.

GRACE PERIOD

A minimum of five players for U9-U12 age groups and seven players for U13 and up age groups constitutes a team. A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if the minimum number of players are not available at the scheduled kick off time. A team must start the game as soon as the minimum number of players is at the field after the originally scheduled start time. If at the end of the 10-minute grace period the team does not have the minimum number of players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director(s). The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the semi-finals.

UNIFORM

Each player shall wear an official uniform. The goalkeeper is not required to have a number on his/her jersey. Each number must be different. Players must wear a shirt during warm-ups prior to competition. ALL PLAYERS MUST WEAR SHINGUARDS AND THE REFEREE HAS THE RIGHT TO REQUEST PLAYERS TO PUT ON SHINGUARDS THAT ARE SIZED PROPERLY.

BALL

Home teams shall supply the game ball for each game. The Referee must approve the ball for play and may ask the Away team for a ball.

CASTS

Hard casts, braces and soft casts must be padded and approved in advance by the referee.

SUBSTITUTIONS

At U9 - U12 Age Groups at any stoppage of play may be made from the center of the field.

At U13 – U14 age group with the consent of the Field Referee substitutions may be made from the center of the field, prior to your throw-in or either team's goal kick, after a goal scored by either team, during a stoppage of play for an injury and in accordance with the Laws of the Game. A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory

GAME LENGTH

Age	Game Length	Overtime	Players	Ball Size
U9 & U10	Two 25 minute halves	*Not used in this tournament	7v7	4
<i>Note! U9 & U10 play will be 6 field players and a Goalkeeper</i>				
U11 & U12	Two 30 minute halves	Two 10 minute halves	9v9	4
U13 & U14	Two 35 minute halves	Two 10 minute halves	11v11	5

Overtimes will be golden goal - the first team to score in overtime wins the game. Overtimes and shoot-outs will be used only as necessary in semifinal and final matches. Overtime will not have a half time.

SHOOT-OUTS (PENALTY KICKS)

Penalty kicks use to determine a winner of tie breakers, semifinal or final matches will be run in accordance with the FIFA Laws of the Game.

The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss. Both teams take five kicks; the teams take kicks alternately.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. On tiebreakers the coach from each shall declare the 11 players from their roster that they will use to take their kicks. If the player is under suspension they may not participate in the kicks.

OFFSIDES

Offsides will be in effect for U9 and up play

HEADING

Heading the ball is not allowed in U9-U11 age groups.

AWARDS

U9 and U10 Age Groups - Participation Medals to all players.

U11 - U14 Age Groups - Player Awards will be given to the players on the teams finishing first and second.

REFUND

Should all or a portion of the Fall Challenge Cup be canceled due to just cause or teams do not play three games refunds shall be issued as follows:

If the event is canceled with no games being played, teams will receive 75% refund of the entry fee

If a portion of the event is canceled, teams will be refunded \$20.00 per game not completed for U9-U10 age groups and \$40.00 per game at U11 - U14 age groups.

TEAM, PLAYERS AND COACHES CREDENTIALS

All team coaches and players must be affiliated with the US Youth Soccer. Player and coach passes will be checked prior to each match. Teams must be properly checked in at the team check-in. All teams must have US Youth Soccer Players Passes with photographs attached and signed. All player and coach passes shall be laminated.

Teams may not use the goal areas at for warm-up or practice. Violations may result in the forfeiture of that match.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card is given to determine the player's status for subsequent games. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the Target United Cup.

PROTESTS

Any protest must be presented in writing to the Tournament Director(s) or his/her representative within one (1) hour of the completion of the game in protest. All protests must be accompanied with a \$100.00 bond, which shall be returned only if the protest is upheld. Referees judgment shall not be a basis for protests.