



2019 Snickers Big Horn Soccer Cup Tournament Rules May 4th & 5th, 2019

Location: The tournament will be held at the Big Horn Equestrian Center located South of Sheridan on Coffeen Avenue (Highway 335) 6 miles to the town of Big Horn, left on Bird Farm Road (County Rd 28), follow the signs. If coming on I-90 from the south, take the Mead Creek Exit, left on 342, right on 87, left on County Road 30, follow the signs.

**Mandatory Team Check in is Friday, May 3rd from 5:00 – 9:00 pm.
1 team representative is needed to check a team in and may check in multiple teams.**

Required Documents at Check In:

- Medical releases for every player
- 2 copies of current year official roster from state affiliate
- Current year player passes for every player from state affiliate
- State permission to travel paper from state affiliate for non-Region IV teams
- Guest player permissions from state affiliate

Team roster including guest players cannot exceed the maximum roster size. No player may play on more than one team. Only 3 guest players per team. **Rosters will be frozen APRIL 29th at 6:00 pm.**

All player and coaches passes and approved rosters will be checked at the field prior to the start of each game. If a player or a coach does not have an approved pass at the time of game check-in, he/she may not participate in the game. **NO EXEPTIONS!**

RULES/REFEREES Rules will be played under USSF and US Youth Soccer adjustments for youth competition, except where superseded by the following tournament rules. We will have a current year licensed referee assignor to assign referees to the games. A three-man referee system will be utilized for the games requiring offside to be called. Only current USSF registered referees will be allowed to officiate the games, with the exception of the use of a club linesman as defined by USSF. Only current USSF registered referees will receive payment for game assignment.

Format/Scheduling/Bracketing: All teams will be guaranteed a minimum of 3 matches. There will be a gold, silver and Bronze division where the number of participating teams permits such a format. Brackets will be populated based on past performance, age of players and other factors in order to create a competitive bracket and is at the discretion of the tournament committee. The Tournament Committee reserves the right to combine age groups as necessary. The tournament is not responsible for registration forms filled out incorrectly.

Game Duration: The referee may add time at his discretion up to 5 minutes. For late starts, the referee can shorten each half equally up to five (5) minutes to re-establish field schedule. Each game will have a 5-minute half time.

U8 2 – 20 min halves #3 Ball

U10 2 – 25 min halves #4 Ball

U12 2 – 30 min halves #4 Ball

U14 2 – 35 min halves #5 Ball

U15 2 – 35 min halves #5 Ball

TEAM JERSEYS: Home team will wear dark uniforms and visiting team will wear light or opposing colors. The team causing the conflict will be required to change. Home team is listed first in the program.

Substitutions: Unlimited substitutions by either team may be made at any stoppage, with the permission of the referee.

The Field of Play: The Team listed first is the home team.

During the play of any game, all members of the team not on the field of play shall remain in their designated team area behind any drawn team line or at least 5 feet from the touch line, with the exception of an impending substitution.

Only coaches, assistant coaches, and players with proper credentials are allowed in team area.

All spectators shall remain at least 5 feet from touchlines, or goal lines, unless spectator lines establish a different distance. No person is permitted behind the goal area.

Scoring: Scoring will be based on a **10 point** system. There will be no overtime or tiebreakers in the preliminary rounds.

Teams shall be awarded points for games as follows:

Win 6 points plus 1 point for each goal scored (up to a maximum of 3 per game)

Forfeit 8 points

Tie 3 points plus 1 point for each goal scored (up to a maximum of 3 per game)

Loss 0 points plus 1 point for each goal scored (up to a maximum of 3 per game)

Shut out 1 point for holding the other team scoreless

Any red card infraction will result in the loss of three (3) points from their team's standings.

A team will receive no points or other credit for more than three (3) goals scored in any game.

Total possible points per game are 10.

If a team is declared ineligible or if a scheduled team does not show for play within 5 minutes of scheduled start time, the game is a forfeit. In the unlikely event of forfeits during the preliminary games, the forfeit shall be scored as follows:

For purposes of awarding points, a team which "wins a forfeit" shall receive 8 points.

If a team withdraws from the tournament voluntarily or is disqualified from the tournament prior to completion of all of its games in the preliminary rounds, each of the teams in the flight shall receive 8 points.

Coaches must be sure to verify scores and points awarded on the official tournament score board following the completion of a game.

If at the completion of the preliminary round, two or more teams in a flight are tied in total number of points, the team that shall advance shall be determined in the following sequence:

1. Results of head to head competition between the tied teams.
2. Fewest goals allowed through all preliminary matches.
3. Total number of goals scored in all preliminary matches up to three (3) per game
4. Taking of kicks from the penalty mark in accordance with USSF Laws of the Game.
5. Tossing of a coin – in the event that adverse weather conditions or nightfall prevents the taking of kicks from the penalty mark.
6. Decision of the Tournament Committee. The Tournament Committee shall decide how it will choose a winning team if the prior criteria are inappropriate.

In the event of a 3-way or more tie (based on points), the tie breaking procedures will be applied until at least one team wins a tie breaker scenario or a team loses a tie breaking scenario. Once one team wins or loses a tie breaker, the tie breaker scenarios will restart at step 1 for the remaining tied teams.

In the event of a tie during semi-finals and championship matches, 2 full 10 minute halves will be played for U12 and above, and 2 full 5 minute halves for U10 and below (no golden goal). If tied at the conclusion of the overtime, USSF penalty kick procedures will determine a winner.

Red Card: Any player receiving a red card during a game will be dismissed from the remainder of the game and will be ineligible for participation in the next game. This does include the Championship game. The player card will be retained by the field referee and turned in at the referee headquarters with the official game card. The card may be reclaimed by the coach after the suspension has been served. All yellow and red cards will be recorded on the official game cards and will be reported to WYS. Coaches that are removed from a game shall leave the field for the remainder of the game (at least 100 yards from the field) and will be ineligible to participate in at least the next game and may be banned from the entire tournament, at the tournament committee's discretion. All coaches that are removed from a game will be reported to WYS. Any spectator removed from a game shall immediately move at least 100 yards from the field of play and may be removed from the facility or may be removed for the remainder of the tournament at the tournament committee's discretion.

NO PROTEST OR APPEALS WILL BE CONSIDERED!

Inclement Weather: In the event of inclement weather, the tournament committee has the authority to make any changes it deems necessary to allow completion of the tournament.

Playing Conditions: Games may be cancelled, temporarily suspended, or shortened in length when fields are in unplayable conditions due to weather. Cancelling games before the whistle blows is up to the tournament committee. Once the whistle blows, the responsibility of temporarily suspending or shortening games is the responsibility of the referee on the field.

No refunds will be given for game cancellations due to weather or weather related field conditions. Games shall be considered completed upon completion of the first half of the game

when play has been stopped by the Field Referee, Head Referee or Tournament Committee. The score at the stoppage of play will be the final game score if play is not resumed as ordered by the Tournament Committee.

Awards: First, Second and Third place teams will be awarded in all age divisions. Awards will be based on the maximum roster size allowed in each age group as approved in the application to host document plus 2 coach's awards.

Matters not provided for: Extraordinary circumstances or matters not specifically addressed in the tournament or WYS or USSF rules shall be considered by the tournament Committee.

CONDUCT Team coaches are responsible for their players along with parents and guests on the sideline. Abuse from spectators or coaches **will not be tolerated**. Please refer to the Zero Tolerance Policy for additional information. 1. No team, club official or parent may enter the field of play, regardless of the circumstances, unless the person has been given permission to enter the field of play by the referee. 2.. Any spectator ejected from a game shall immediately move at least 100 yards from the field of play and may be ejected from the facility or may be ejected for the remainder of the tournament at the Tournament Committee's discretion.

SHERIDAN COUNTY SOCCER ASSOCIATION HAS ADOPTED THE WYOMING SOCCER ASSOCIATIONS ZERO TOLERANCE POLICY.

WE RETAIN THE RIGHT TO REMOVE ANY COACH, PLAYER OR SPECTATOR DURING THE TOURNAMENT THAT DOES NOT OBEY OR RESPECT REQUEST OR RULINGS OF THE REFEREE.

ABSOLUTELY NO ALCOHOL, TOBACCO, OR FIRE ARMS ALLOWED AT THE BIG HORN EQUISTERIAN CENTER DURING THE TOURNAMENT.

**SNICKERS BIG HORN SOCCER CUP , WYOMING SOCCER ASSOCIATION
& UNITED STATES YOUTH SOCCER ASSOCIATION
RULE MODIFICATIONS:**

8U DIVISION

Modified Rules:

- **NO HEADING THE BALL**
- Intentional heading will result in an in-direct free kick to the opposing team.
- All free kicks are indirect; including kickoff, goal kicks, and corner kicks.
- Goal kicks will be taken anywhere inside of the goal area.
- During a goal kick the opposing team must retreat and remain on their defending half until the goal kick has been played by any player other than the player taking the goal kick or until the ball has crossed over the half line. Infractions of this rule will result in retaking the goal kick.
- Any player may play the ball at any location on the field.
- No goal keepers. Handling in the goal area in an in-direct free kick on the line of the goal area.
- Throw-ins will have a "redo" with explanation.
- Tiebreaker rule (Only if necessary for scoring an event) - 2 x 5 minute halves if still tied then move to "Golden Goal Rule" (first goal wins).
- No cards will be given. Referee will use "Teachable Moments" within the game to promote rules, sportsmanship, and fair play.
Simple Soccer - Let them play

10U DIVISION

Modified Rules:

- **NO HEADING THE BALL**
- Intentional Heading will result is an in-direct free kick to the opposing team.
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play. **PUNTS AND DROP KICKS ARE NOT ALLOWED**
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

- The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.
- The build out line will also be the used to denote where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and the goal line.

12U DIVISION

Modified Rules:

- **NO HEADING THE BALL**
- Intentional heading will result in an in-direct free kick to the opposing team.