

HARRY OLSEN MEMORIAL CUP TOURNAMENT RULES

The rules of this tournament shall be in accordance with US Youth Soccer and FYSA except as modified and approved herein.

1. TEAM ELIGIBILITY

This tournament shall be open to all teams comprised of properly registered youth players (as defined by the Rules of US Youth Soccer) in all age groups indicated on the tournament approval form, provided such team is in good standing with its youth state association or country, as necessary.

It shall be the responsibility of each National State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel, and proof of insurance.

Foreign teams must have written permission and verification from USSF and the team's federation indicating authorization to participate in the tournament.

2. PLAYER ELIGIBILITY

US Youth Soccer players must be legally registered to US Youth Soccer through their respective National State Association according to US Youth Soccer registration requirements. All teams must have current US Youth Soccer or approved organization player passes or the appropriate National State Association passes to participate. Passes must be verified, photo attached, and laminated.

3. PRE-GAME PROCEDURES

Tournament officials shall conduct all credential checks:

- a. At initial registration
- b. At the field prior to each game

In no event will a player be allowed to participate who has not been certified by the tournament credential's committee.

A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the referee.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the tournament credentials committee). A challenged player does not constitute a game protest but may serve as a basis for protest should one be submitted. A late arriving player may be challenged at the time he is allowed to participate by the referee.

Each manager/coach or assistant must have a valid coach's pass and be listed on the roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant.

Souvenir patches, flags, crests, etc., may be exchanged and group team pictures may be taken at this pre-game procedure or during the handshake after the game.

4. LAWS OF THE GAME

All games shall be according to FIFA "Laws of the Game," except as modified below:

Competition sanctioned by this association shall abide by the "Laws of the Game," along with any modifications or regulations of the association. Players ten (10) and under must play under the rules of the US Youth Soccer Development Player Program -- Modified Playing Rules for U10, U8, and U6, except as

modified below. A festival format must be used for players U8 and below and is recommended for the U9 and U10 age groups.

Law 1: Field of Play

U8, U10, U12 (U8-U12) must play under the auspices of US Youth Soccer and FYSA according to the rules of Development Player Program.

Law 2: The Ball

U8	Size # 3 (23-24 in. - 11-12 oz.)
U10, U12	Size # 4 (25-26 in. - 11-13 oz.)
All others	Size # 5 (27-28 in. - 14-16 oz.)

Law 3: Number of Players

U8	four (NO goal keeper)
U10	six (including goal keeper)
U12	eight (8) per side (including goal keeper)
U14-U16	eleven (11) per side per FIFA (including goal keeper)

Substitutions:

For matches involving players under 16 years of age, the number of substitutions allowed is as provided by the rules of the tournament or game; for all other matches, the number of substitutions is as agreed to prior to the match, and the referee is informed prior to the match of that number. The number agreed to can be as provided in the rules of the tournament or game.

Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission, at the following times:

- a. Prior to a throw-in by your team
- b. Prior to a goal kick by either team
- c. After a goal by either team
- d. After an injury, by either team, when referee stops play
- e. At the beginning of the second half or overtime periods

The substitute shall not enter the field of play until the player he is replacing has left, and then, only after receiving a signal from the referee.

Law 4: Player Equipment

Player equipment shall be in accordance with the requirements of the Affiliate, FYSA and FIFA rules.

Additionally:

- a.) Screw in cleats is permitted; however, judgment as to their safety is at the discretion of the referee.
- b.) Orthopedic casts are not permitted. However, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
- c.) Shin guards must comply with FIFA Law 4:
 - 1) Shin guards are covered entirely by the stockings.
 - 2) Shin guards are made of a suitable material (rubber, plastic, or similar substances).
 - 3) Shin guards must PROVIDE A REASONABLE DEGREE OF PROTECTION.
 - 4) Shin guards are required for any FYSA event for the safety of the players.

A player may be removed from the game at any time if the referee determines that the player is using or is attempting to use a brace to injure another player.

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers on the team roster or while both players are playing on the field at the same time.

- a. In the event of similar team colors, the designated home team will be required to change to a color accepted by the referee.
- b. Teams dressed predominantly in colors of those associated with the referee uniforms will be responsible for providing the referee and assistant referees with a jersey that is distinctively different from the uniforms worn by either competing team.
- c. The goalkeeper uniform colors must distinguish him/her from the other players, the referee and the assistant referee.

Law 5: Referees

Referees are required to submit a completed, official game report to the site director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

- a. Referees will not be paid before any required post-game reports have been submitted.
- b. In the event the assigned referees fail to appear and the assignor and/or site director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant referee. The game will be played as scheduled and will be deemed official.

Law 6: Assistant Referees

Two (2) assistant referees will be assigned in the appropriate age group games. In the event the assigned assistant referees fail to appear, the referee must find suitable assistant referees. The game will be played as scheduled and will be deemed official.

Law 7: Duration of the Game

The duration of the game will be:

AGE GROUP	REGULATION (max)	OVERTIME (max)
U16	2 x 45 = 90	2 x 15 = 30*
U14	2 x 35 = 70	2 x 10 = 20*
U12	2 x 30 = 60	2 x 10 = 20*
U10	2 x 25 = 50	No Overtime (Directly to Penalty Kicks)
U8	2 x 25 = 50	No Overtime (Festival Format) (*Semi Final and Final Games Only)

Law 8 - Law 17: No Offside - U8 and U10

5. **CONTROL OF SIDELINE CONDUCT**

Players, reserve players, manager, coaches, and fans are expected to conduct themselves within the letter and spirit of “The Laws of the Game”. The site director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, these rules will apply to this tournament:

- a. The site director will designate one sideline to be for the sole use of the players listed on the game roster and two manager/coaches from each team, with one team occupying one side of the midfield and one team the other. While the game is in progress, the manager/coach(s) and the reserve players must remain on their respective benches and may not roam the sidelines.
- b. The site director will designate the opposite sideline for the spectators.
- c. Manager(s)/coach(s) will be responsible for the behavior of their fans and the referee will have the authority to warn, and ultimately send off, any coach whose fans behave in an abusive or disruptive manner.

6. **POST-GAME PROCEDURES**

As a mutual courtesy, both teams meet at the center circle and congratulate each other for a game well played.

- a. Referees will return player passes to the Site Director along with a completed game report.
- b. The coach/manager of each team will confirm score with the Site Director and collect passes after each game except for those participants sent off (if any).
- c. The manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

7. **DISCIPLINE**

The tournament committee shall have a discipline committee of not less than three (3) members. The discipline committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc., using the FYSA standards as set by FYSA Rule 502.

- a. All players and managers/coaches shall be subject to FYSA Section 502- Discipline and Sanctions.
- b. A player or manager/coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.
- c. Depending on the severity of the unacceptable conduct, the discipline committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The discipline committee recommendations must be available to the affected parties no later than prior to their next scheduled game.
- d. At the conclusion of the tournament, passes will be returned to the coach (even if a suspension has not been completed). A complete report will be sent to FYSA within seventy-two (72) hours of the conclusion of the tournament for possible further discipline.

8. **DETERMINATION OF GROUP WINNERS**

In group play, there will be no overtime games. Standings in a group will be determined by:

GAME POINTS: 3 points for a Win
 1 points for a Tie
 0 points for a Loss

TIE BREAKERS: Head to Head Competition
 Net Goal Differential to a maximum of 3 per game
 Goals scored to a maximum of 3 per game
 Goals allowed to a maximum of 3 per game
 Kicks from the penalty mark per FIFA rules

IF TWO TEAMS TIE:

- 1. Game Points (3 for a win, 1 for a tie, 0 for a loss; if no clear winner)
- 2. All tie breakers as defined above
- 3. Mini-game consisting of two periods in accordance with Law 7
- 4. Kicks from the penalty mark per FIFA rules

IF THREE (3) OR MORE TEAMS TIE IN POINTS:

- 1. All Tie Breakers above
- 2. Mini-games or kicks from the penalty mark per FIFA rules with a blind draw to determine which two teams play. Third team draws a "bye". The winner then plays the team that had the "bye". The winner will advance.

IF FOUR (4) OR MORE TEAMS TIE IN POINTS:

- 1. A blind draw will determine which teams play each other and the winners advance.
- 2. Mini games or kicks from the penalty mark per FIFA rules

DETERMINATION OF SEMI-FINAL AND FINAL GAME WINNERS:

1. In the semi-final and final game, if a clear winner is not decided after regulation time and the decision is made to use overtime to determine a winner, two (2) equal overtime periods will be played in their entirety in accordance with Law VII.; no “Golden Goal”.
2. If a clear winner is not decided after the overtime periods, kicks from the penalty mark will be taken in accordance with FIFA rules.
3. U8 Festival Format – no result based competition
4. U10 go directly to kicks from the penalty mark per FIFA rules.
5. U12, U14 and U16 will play 2 equal overtime periods as outlined in Law VII.

9. **FORFEITS**

U8 – A minimum of 3 players constitutes a team.
U10 – A minimum of 4 players constitutes a team.
U12 – A minimum of 6 players constitutes a team.
U14 – A minimum of 7 players constitutes a team.
U16 – A minimum of 7 players constitutes a team.

Game should start at a given starting time. In case a team doesn't have the minimum # of players to constitute a team, it should be allowed a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0. The same rule limit will apply for a referee or assistant referee not showing up at the required time. The tournament director or referee assignor will appoint another referee or assistant referee for the game.

10. **PERFORMANCE BOND**

A performance bond may be required of teams to guarantee participation. The host organization shall return any unforfeited bonds immediately after the team's final game.

11. **PROTEST**

A protest committee shall be named at the credentials check-in and shall consist of at least three (3) members. No persons who would benefit by any decision of the protest committee shall have any vote with reference to protests involving his/her team, league, or association. For a protest to be considered, the following procedure must be followed:

- a. No protest on referee judgment or discretionary calls will be accepted.
- b. Verbal notification of an intention to protest must be given to the tournament officials immediately following the game.
- c. Protests must be in writing by the manager/coach and delivered to the tournament committee no later than one (1) hour following the completion of the game or incident and accompanied by a cash fee of \$200. This fee will be refunded should the protest be upheld.
- d. The protest committee will investigate the particulars of the protest and rule on it as soon as possible but no later than the beginning of the next scheduled game for teams involved in the protest.

12. **EXTERNAL CONDITIONS, WEATHER, ETC.**

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the tournament committee shall have absolute authority to make the changes in order to best serve the interests by a certain time period. In case of extreme weather (heat/humidity), the referee shall allow brief stoppage of the game to allow players on the field a water break.

13. **CHAMPIONSHIP FINAL CEREMONY**

Following the completion of each championship game, the two competing teams will present themselves to the game site coordinator for awards.

14. **GENERAL**

The tournament committee, FYSA and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

- a. The tournament committee's interpretation on the foregoing rules and regulations shall be final.
- b. The tournament committee reserves the right to decide all tournament matters.
- c. If not enough teams are realized within a specific age bracket, the tournament director shall notify the participants as soon as possible and the participants shall be given the option to play up or to receive a full refund.
- d. The tournament committee has the responsibility to uphold any previous suspension imposed by FYSA/US Youth Soccer.
- e. The tournament committee agrees to have a copy of the tournament rules at all game sites.

TOURNAMENT REFUND POLICY

Any tournament that fails to return an entry fee and application within fifteen (15) days after notification that the team is not accepted, or within ten (10) days of withdrawal request of the application by a team prior to the acceptance of that application by the tournament, will be subject to an assessment fine not to exceed ten (10) times the original entry fee.

- A. Within five (5) days after notification that the team is not accepted by their application.
- B. Within five (5) days upon cancellation of the tournament.
- C. Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees. All tournaments shall notify any participant not less than fifteen days prior to the beginning of the tournament if any age group advertised will not be offered.