

2009 Houston Dynamo Labor Day Cup Tournament Rules

www.houstonlaborcup.org

Locations:

**Bear Creek Park
3535 War Memorial Drive
Houston, TX 77084**

**Katy Park
24927 Morton Rd, Katy, TX 77493**

Rain/ Field Conditions (281) 894-8885

Email: director@houstonlabordaycup.org

ROUND ROBIN QUALIFYING GAMES

10 POINT SCORING SYSTEM

6 points for a win

3 points for a tie

0 points for a loss

1 point for a shutout

Goals scored: 1 point for every goal, maximum of 3 points

A Forfeit is scored 1-0 and counts as 8 qualifying points

GAME LENGTHS

AGE GROUP	LENGTH OF HALVES
U9 - U12	25 minutes
U13-U15	30 minutes (Finals are 35)
U16-U19 All Levels	35 minutes (Finals will be 40)

Halftimes will be 5 minutes for all age groups

TIE-BREAKERS

Ties in qualifying games will not be broken. The following criteria will be used to break ties when teams are tied in qualifying points:

Results of Head-to-Head competition;

Goals Against (total goals scored against with the lowest total determining the winner of the tiebreaker)

Total Goals Scored (total goals for on goals scored per game);

Ties between teams when only 1 team advances: FIFA shootout

Ties between teams when both teams advance (for seeding purposes): Coin flip with the head coach from each team present.

FORFEITS

In the event, a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings

PLAYOFF (ADVANCEMENT) GAMES

LENGTH OF GAMES

Round Robin, Quarterfinal and Semifinal game lengths will be published prior to the start of the tournament

All Finals will be regulation length for the age group, governed by the tournament committee

TIE-BREAKERS

Quarterfinals and Semifinals: FIFA shootout; **no overtimes**

Finals: 2 regulation overtime periods for the age group; if still tied at the end of 2nd OT, FIFA shootout

Participation in penalty kicks: Only players on the field at the end of regulation time, or a 2nd overtime period, may participate in the taking of penalty kicks. Players on the field at the end of regulation/2nd OT must remain on the field. All other players, spectators, etc. must remain on the sidelines. Only the coach may enter the field to join the team, with referee permission.

PLAYERS REQUIRED/SUBSTITUTIONS/WATER BREAKS

PLAYERS REQUIRED

11-a-side games: 7 players

8-a-side games: 6 players

The above number of players are required to start or finish a game

SUBSTITUTIONS

USSF substitution rules apply, as modified by USYSA

ALLOWED FOR BOTH TEAMS: goal kicks, after a goal, halftime, throw ins

ALLOWED FOR ONE TEAM: throw-ins, possession team only, stoppage due to injured player (injured player only); yellow cards (player who received card ONLY).

WATER BREAKS

2 minute water break can be taken each half if agreed upon by both teams prior to the start of the game.

The referee and coaches will agree prior to the start of the game at what time during each half the break will occur

The game clock WILL NOT STOP during a water break.

GAME ARRIVAL AND STARTING TIMES

ARRIVAL TIMES

Teams must be at their assigned field 15 minutes before scheduled game time

Teams must be ready for inspection by referee and/or field commissioner

The referee and/or tournament officials reserve the right to validate player cards, birth certificates and coaching licenses at any time

Coaches are required to have on their person or on the sideline all of the above documentation if requested.

Failure to validate or provide the above information when requested could result in forfeiture. All decisions from the referee or tournament committee will be final

STARTING TIMES

All games START at the time shown on the schedule

NO GRACE PERIODS will be allowed

UNIFORMS

NUMBERS AND COLORS

All players shall wear numbered jerseys, shorts and socks of like color which distinguish them from the opposing team and the referee

ALTERNATE JERSEYS

Each team must have an alternate color jersey in case of color conflict

The first team listed on the schedule is the home team and must change jersey colors if deemed necessary by the referee

PLAYER JERSEY NUMBERS

Player numbers (for both uniforms) must be on the final roster submitted at team check-in. Players must wear their assigned jersey number in all games.

Changes in player jersey number must be reported to the referee prior to the start of each game; no number changes will be allowed after a game has started.

HOME TEAM RIGHTS/RESPONSIBILITIES -- All Games

Home team (1st team listed in a pairing or top team in a playoff tree) must provide the game ball and a score card for all games

Home team has 1st choice of side of the playing field for their team. Supporters of both teams must be located on the opposite side of the field and must not go to the team side at any time during the game.

SCHEDULES AND SCORE REPORTING

SCHEDULES

The game schedule is final as published

No changes will be permitted without the consent of the tournament Board of Directors

SCORE REPORTING

A missing game report, or a game report that is turned in more than 1 hour after the completion of a game will be recorded as a loss and zero points for both teams

Referees will be giving game reports to the field marshal; the referee is required to give the completed, signed game report to the field marshal

Coaches do not take game reports to the field marshal; the referee is responsible for bringing the game report to the field marshal and the 30 minute time limit will be strictly enforced

DISCIPLINE

RED CARDS

Player receiving a red card is banned from that game and the next game (1 game suspension)

2nd red card to the same player results in that player's suspension from the tournament

YELLOW CARDS

Player accumulating 3 yellow cards throughout all tournament games is suspended for the next game (1 game suspension) regardless if it is a qualifying or advancement round game

A player accumulating 1 red card plus 3 yellow cards will be suspended from the tournament

APPLICATION

Above disciplinary rules apply to tournament games only, but...

Cases of serious misconduct will be reported to a player or team's governing association for follow-up action

Failure to withhold a player from participation due to a red card, yellow card accumulation or ineligibility will result in forfeiture of said game. All rules regarding team forfeitures will be applied

REPORTING

Referees are required to report all disciplinary actions taken before, during and after the game on the official game report

All cases of serious misconduct must be reported immediately following the game after which the serious misconduct occurred

PROTESTS

GENERAL

All referee decisions are final during the course of a game

Protests will NOT be allowed

RAINOUTS

The Tournament Directors have the final decision over field conditions and game cancellations

In case of rainouts, games will be rescheduled if possible within tournament time constraints

OFFICIAL GAME LENGTH

A game must be played beyond the 2nd half kickoff to be considered a complete or an official game

Any game not played beyond the 2nd half kickoff will be reviewed on a case-by-case basis by the Tournament Committee (excluding rainouts)

REGISTRATION

All players and teams must be USYSA-registered for the current seasonal year

Printed copy of complete team roster (including guest players) must be presented at check-in. Club registrar signatures are strongly encouraged on all rosters.

Each player must have a current signed and laminated player ID card (USYSA/STYSA/NTYSA, etc) available for inspection by tournament officials at the site of each game in which the player participates. Failure to notify the tournament committee in advance of player card related issues (STYSA issuance date, etc) could subject said team to being removed from the tournament.

Each Player must have a signed (parent and/or guardian if under 18) medical release

Coaches are strongly encouraged to have copies of player birth certificates in case of protest or eligibility issues.

Roster Limits & Guest Players

8 vs. 8 teams will be permitted a roster of 13 players. Guest player limit will be 5 players

11 vs. 11 teams U13-U17 roster of 20 players Guest player limit of 10 players

U18/19 roster maximum of 22 players Guest player limit of 10 players

INSURANCE/OTHER REQUIREMENTS

The wearing of hard casts,(padded, bubble wrapped, etc) will not be permitted in tournament games...NO EXCEPTIONS
Knee braces are allowed as long as metal stabilizers are covered/ padded. Failure to adhere to the above will result in forfeiture of said game regardless of the game result and referee oversight. It is the responsibility of said coach to not endanger an opponent by having their player wear a cast

Refund Policy

A team withdrawing from the tournament after being accepted shall forfeit its entry fee. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once play has begun. If the tournament is cancelled prior to the start of play, a refund less expenses will be distributed.