



2008 NEW YORK STATE (NYS) EMPIRE CUP TOURNAMENT RULES

The rules of this tournament shall be in accordance with USYSA, FIFA, and USSF except as modified below.

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at the Albany Marriott, 189 Wolf Rd., Albany, NY 12205. Tournament Director Italo Carcich (518) 435-2325

TEAM ELIGIBILITY

The NYS EMPIRE CUP is open to U10 through U15 boys and girls from Division 1 League, State and Regional ODP teams, League Select and Premier Club teams, including US Club Soccer and USL Super Y teams.

Roster Sizes are limited to 18 players

All teams/players must be:

- Comprised of properly registered youth players, as defined by the rules of the USSF and youth affiliates in the age groups offered on the tournament approval form.
- In good standing with their youth association

PLAYER AGE & ELIGIBILITY

Age groupings are determined by player ages according to birth ranges set by USYSA (United States Youth Soccer Association) as noted below.

Age Group	<u>CHECK/UPDATE AGE RANGES</u>											
	Month/Year Born											
	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
U15	92	92	92	92	92	93	93	93	93	93	93	93
U14	93	93	93	93	93	94	94	94	94	94	94	94
U13	94	94	94	94	94	95	95	95	95	95	95	95
U12	95	95	95	95	95	96	96	96	96	96	96	96
U11	96	96	96	96	96	97	97	97	97	97	97	97
U10	97	97	97	97	97	98	98	98	98	98	98	98

All USSF Affiliated teams are required to present player passes issued by their governing body at registration and prior to all matches.

- Passes must be verified, photo attached, and laminated **No Pass, No Play.**
- **All international teams are required to present passports or proof of entry and date of birth along with a recent photo at registration. Tournament player passes will be made for all international players and must be presented prior to all matches.**
- Players may not play for more than one team in the tournament.

Guest Players:

- Each team will be allowed a maximum of three (3) guest players with the purpose of maintaining a team's competitiveness.
- Players from the same Club but not registered to the participating team will be considered a guest.
- Each guest player must be properly registered through their National and State Association, Federation or any other USSF affiliated organization. Crossover between USSF affiliates will be allowed.

PRE-GAME PROCEDURE

Credentials:

- No player or coach will be allowed to participate if he/she has not been certified by the NYS EMPIRE CUP Tournament Committee.
- Tournament officials shall conduct all credentials checks:
 - At initial registration .Albany Marriott **Friday June 27, 2008 Time 4-7pm**
 - At assigned tournament location before each game. Teams must report for check-in at the administration tent **30** minutes prior to game time.
- All teams must present the following paperwork at registration and at game check in:
 - An official copy of the team roster or travel roster. **Rosters will be verified, approved and stamped by the Empire Cup Tournament committee at registration for use at assigned tournament locations**
 - Current Player/Coaching passes verified and laminated with attached photo
 - Permission to travel
 - Medical Releases

Foreign teams:

- Must have written permission and verification from the USSF and their National Federation, indicating they are authorized to participate in the NYS EMPIRE CUP
- Photo Player identification and proof of birth date.

Coaches:

- No team will be allowed to participate without a registered coach or assistant.
- 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.

Player Challenges:

- Player challenges are only allowed at the pre-game procedure and must be made 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 only if said player has been certified as eligible by the NYS EMPIRE CUP Tournament Committee.
- **ANY TEAM FOUND USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED** and be eliminated from the tournament. A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility ask the Tournament Director.

POST GAME PROCEDURES

- Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.
- A completed game report will be submitted to the tournament director complete with supplemental report for any cards issued, send offs, injuries or special circumstances that need explanation.

LAWS OF THE GAME

All games shall be in accordance with the FIFA "Laws of the Game", except as modified below. Competition sanctioned by this association shall abide by the "Laws of the Game".

THE BALL Three game balls will be furnished by the tournament and brought to each field by the referee.

- **U13 and older:** Size #5
- **U12 and younger:** Size #4

THE DURATION OF THE MATCH The duration of the game will be:

Age Groups	Max. Roster Size	Preliminary Rounds No Overtime	Semi-Final & Championship Games 2 x full 5 min Overtime periods then Penalty Kicks
U14 - 15	18	2 x 30 = 60 min	2 x 35 = 70 min
U11 - 13	18	2 x 25 = 50 min	2 x 30 = 60 min
U10	14	2 x 20 = 40 min	2 x 25 = 50 min

Note: The Tournament Committee reserves the right to adjust times due to extreme heat and weather conditions.

SUBSTITUTIONS

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee's permission, at the following times:

- After a goal has been made;
- At the beginning of the second half of play or prior to the beginning of an overtime period;
- At a goal kick by either team; or
- At a throw-in by the team in possession.
- Limited substitutions may be made, with the referee's permission:
- In case of stoppage of play for an injury; or
- To replace a cautioned player.
- Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

PLAYERS' EQUIPMENT Player equipment must conform to FIFA rules.

- **Shin-Guards:** All players must wear shin-guards (under their socks).
- **Cleats:** No metal cleats will be allowed
- **Orthopedic casts:**
 - **Soft braces or hard casts can be worn with written approval from a doctor.**
 - All casts must be inspected by the field Referee coordinator at the first check in for each day.
 - All cast must padded and not deemed dangerous to other players. Judgment as to safety is at the discretion of the referee coordinator.
 - If the condition of the cast deteriorates throughout the day or it is subsequently used in dangerous situation, the field referee has the authority to remove player from the game.
- **Uniforms:**
 - Teams will wear uniforms of matching design and color
 - Numbers must be at least six (6) inches high and affixed to the back of the uniform shirt.
 - No two players may have identical uniform numbers while both players are playing on the field at the same time.
 - In case of similar team colors, **the home team - designated as the team listed first on the tournament schedule - will be required to change to a color accepted by the referee.**
 - In cases where the schedule does not designate a home team the first team listed on the game report will be considered the home team.
 - In playoff matches a coin toss will decide which team is required to change to a color accepted by the referee. The first team listed on the game report will call the toss.
 - The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.
- **Jewelry:**
 - Players may not wear any kind of jewelry which is determined to be dangerous to himself or other players by the referee.
 - Jewelry determined to be dangerous must be removed and may not be taped.

DISCIPLINE

- A Discipline Committee comprised of no less than three (3) members will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc.
- Any player, manager, or coach ejected from a game will automatically be suspended for a minimum of one (1) game regardless of the cause of the ejection.
- 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 National and State Association, Federation or any other USSF affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game" and the "CDYSL Code of Conduct". 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, the following rules will apply to the **NYS EMPIRE CUP Tournament**:

- **The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team**, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines.
- **The Tournament Director will designate the opposite sideline for the spectators.** No one will be allowed behind either end line.
- **Artificial noise-making devices are prohibited.**
- **The manager/coach will be responsible for the behavior of their fans**
- **The referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.**

DETERMINATION OF WINNERS:

Preliminary rounds: No overtime periods will be played in the preliminary rounds.

Game Points will be determined as follows:

- 3 points for a Win; 1 point for a Tie; 0 points for a Loss.

Tiebreakers will be determined in the following order:

1. Head to head result; if no clear winner,
2. Least goals allowed, **maximum of three (3) goals per game**, if no clear winner,
3. Net goal differential, **maximum of three (3) goals per game**; if no clear winner,
4. Minus 1 Game Point for each Red Card/Send-off, if no clear winner
5. Coin Toss, if both teams are to advance to the playoff round a coin toss will decide the higher seed in lieu of penalty kicks.

If more than two teams are involved in a tie:

1. Tie breaker number 2 (above) will be used first to rank the teams.
2. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken.
3. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1.
4. If more than two teams are still tied after tie breaker number 4 a coin toss will be held with the odd team sitting out.
5. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) the winner will advance.
6. When all teams will advance to the playoff rounds a coin toss, as sequenced above, will decide the team's seed in lieu of kicks from the mark.

Semi final and Championship rounds:

If a clear winner is not decided in regulation time, 2 x 5 minute overtime periods will be played. If a winner is not decided after the overtime periods, penalty kicks will be taken in accordance with FIFA guidelines

FORFEITS

A minimum of seven (7) players constitutes a game. Games should start at the given start time. In case the team does not have seven (7) players present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

In no case shall a team which forfeits a game be declared a division winner or wild card team. The team with the next best record will advance.

EXTERNAL CONDITIONS, WEATHER, ETC.

Regardless of weather conditions, players and coaches must be at the game site at the scheduled time, ready to play.

Games will not be played in inclement weather if there is a possibility of injury to players or damage to the playing surface. Thus, in the event of inclement weather, the Tournament Committee has the authority to:

1. Relocate or reschedule any game
2. Change the duration of any game. Preliminary games terminated for weather after half of play shall be considered official
3. Cancel the entire tournament for the safety of the players and the good of the playing fields
Because of contractual agreements with facilities and service resources, no guarantee for full or partial refund will be acknowledged.

Field marshals or site coordinators can suspend all matches due to weather conditions once play has begun. Any one single suspension of a match may last no longer than 60 minutes.

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. No time will be added for stoppage.

TERMINATED GAMES

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken. If it is determined that one team is the sole cause for termination of a game, that team will be considered to have forfeited that game.

Preliminary Play Matches

In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Final Matches

In the event, a referee terminates a final match (different from suspending) while the teams are tied, co-champions will be declared. Both teams shall receive Championship trophies.

CHAMPIONSHIP FINAL CEREMONY

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

GENERAL

NYS EMPIRE CUP Tournament Committee, Eastern New York Youth Soccer Association 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.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

The tournament committee has the responsibility to uphold any previous suspension imposed by Eastern New York State Youth Soccer Association, US Youth Soccer and/or affiliates of USSF.

The NYS EMPIRE CUP is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

