



### **RULES OF PLAY**

The Nevada Zephyr Cup shall be played according to the FIFA Laws of the Game, as modified by US Youth Soccer (USYS) and the Nevada Youth Soccer Association (NYSA)/United States Youth Soccer of Nevada (USYSNV) as described herein.

### **ELIGIBILITY**

All properly registered teams in good standing with USYS or US Club Soccer and Nevada Youth Soccer Association are eligible to compete in the Nevada Zephyr Cup. Competition will be available for both boys and girls teams in the U10-U19 age brackets. Eligible players in all age groups are those players whose names appear on the team's official league roster for 2009/2010 or US Club Soccer Travel Roster. No select or tournament teams will be allowed to participate. Players may be rostered only on one team participating in the Tournament.

### **REGISTRATION**

Check-in will take place from 6:00 to 9:00 PM on Friday, June 18, 2009. All teams will be notified of the location at a later date prior to the tournament weekend. A representative from each team must attend registration. All teams must register under ONE soccer body, e.g., USYSA, US Club Soccer, or other US Soccer affiliate. Each team must provide the following at registration, as applicable:

- Official league roster
- Guest player forms
- Jersey number for each player (must match each game roster)
- Medical release form for registering body (USYS, US Club Soccer, etc.)
- Laminated 2009/2010 passes for all players and coaches issued by the appropriate sanctioning body. Passes will be checked at all matches as well by the referee or field marshal
- Proof of insurance for any teams not registered under USYS or US Club Soccer
- Travel papers for teams from outside of the State of Nevada (USYS)

**NOTE:** Any team that fails to provide the above-referenced paperwork may not be allowed to participate in the tournament. Each team is responsible for ensuring that it has the appropriate paperwork.

**Questions:** All questions about the tournament should be directed to Nevada Elite FC, 4965 Ross Dr., Reno, NV 89519, (775) 544-7163, nevadaelitefc@yahoo.com.

### **SCHEDULE**

Each team is guaranteed at least three matches except in circumstances outside of the Tournament organizers' control that prevents games from being played, as discussed below. Championship finalists will be determined by the results of the first three matches unless the number of teams in a bracket requires different scheduling and results determinations. Matches will be played at fields in the Reno/Sparks area, and will be posted on the Tournament web page at a later date. The Tournament scheduler will determine divisions/brackets. The Tournament organizers reserve the right to combine divisions if the number of teams registering to play requires it, e.g., U11/12, U13/14, etc.

### **EQUIPMENT**

- All players are required to wear shin guards under socks.
- No jewelry may be worn in competition.
- Players shall wear approved boots.
- All players must wear numbered uniforms with no duplicated numbers on a team.
- If a player wants to play with a cast (hard or soft), the player must have a physician's release, must pad the cast appropriately, and must present to the referee for an inspection of the note and cast prior to the game. The ultimate decision as to whether the player may play will be left to the discretion of the referee.
- If a player wants to play with a hard knee brace, then the brace must be made of soft, yielding material, with hinges covered on all sides. The ultimate decision as to whether the player may play will be left to the discretion of the referee.

Any player entering a game whose equipment does not meet these requirements will be sent off the field until the requirement is met. In the referee's discretion, the player may be cautioned as well.

### **HOME AND VISITING TEAMS**

The home team is listed first on the schedule. The home team shall wear white or other light-colored jersey. The visiting team shall wear a dark-colored jersey. In the event of a jersey color conflict, the home team must change jerseys. Match balls will be provided by the tournament and shall be returned after each game. Each team manager/head coach is responsible for ensuring that all garbage is cleaned up after each match on both the team and spectator sides of the field. In the event that the spectator side of the field is not cleaned up after a game, then both teams may be sanctioned.

### **SPECTATORS**

Spectators shall conduct themselves in an appropriate manner at all times. No smoking, alcoholic beverages, illegal drugs, or pets will be allowed within the field areas. No spectators

shall be permitted behind the goals. Absolutely no verbal abuse of players, coaches, referees, other spectators, or Tournament personnel will be tolerated. Spectators who fail to abide by these rules will be required to leave the field area.

### **COACHING**

All head coaches are responsible for the conduct of their coaches, team officials, players and spectators at all times. Coaches may coach (giving directions to one's own team on points of strategy and position) from the sidelines. However, the following will not be tolerated:

- Use of mechanical devices to amplify a coach's voice
- Abusive or derogatory comments to the players, coaches, referees, spectators, or Tournament personnel
- Use of profane language or anything that incites, in any manner, disruptive behavior

### **PRE-MATCH CHECK-IN**

Teams must check-in with the Field Marshall at the designated location for the field on which they are scheduled to play 30 minutes prior to the scheduled start time of the match. At this time, the Field Marshall shall inspect player equipment, check player passes, complete match cards, and take care of any other necessary pre-match business. The Field Marshals are at the matches to assist teams with anything that they might need and to handle the administrative concerns of the matches. They do not have any authority over any decision normally made by a referee. The Field Marshal will keep the player passes for both teams in their possession during the match.

### **POST-GAME RESPONSIBILITIES**

Immediately after each match, the head coaches from the winning team will sign the match card in front of the referee, attesting to its accuracy (score, identity of players injured, cautioned or ejected). In the event of a draw, both coaches shall sign the match card. Any dispute regarding the score of a game or identity of a player cautioned or ejected must be written on the card at that time. The Field Marshall will make sure that the match card (and any player/coach passes of players/coaches who have been ejected) is taken to the Tournament Headquarters to be posted on the scoreboards. Each team is responsible for getting its passes back after their game from the Field Marshall.

### **REFEREES**

All referees officiating in the Nevada Zephyr Cup are certified by US Soccer. All referee decisions are final and not appealable. Nevada Revised Statutes 200.471 and 200.481, enacted in 2005, makes it a crime to threaten a sports official, verbally or physically, which carries a fine of up to \$2,000 and one year in jail. If the sports official suffers severe bodily harm, the offender may be imprisoned for up to 15 years and fined up to \$10,000.00.

### **FORFEITS**

Any team failing to check-in at least 15 minutes prior to their scheduled kick-off time or failing to report ready to play within five minutes of scheduled kick-off time may forfeit their match in the discretion of the Tournament organizers. All teams must have a minimum of seven players present and ready to play to start the match. Teams who have forfeited a game may continue in the Tournament.

## **SUBSTITUTIONS**

Substitutes will check in with the Assistant Referee, who will signal the Center Referee when appropriate. Substitutes shall wait at the center line approximately one yard behind the touch line until the Center Referee signals them to enter the field. Unlimited substitutions will be allowed in all age groups only at the following times:

- Prior to throw-in by the team in possession.
- Prior to a goal kick by either team.
- At half-time.
- After an injury stoppage.
- After a goal is scored by either team.

**NOTE:** If a coach goes onto the pitch to tend to an injured player, that player must leave the field until the next reentry opportunity, or the coach may bring on a substitute.

## **TOURNAMENT FORMAT**

All age groups (unless number of teams in an age group determine differently) will play round robin format within their flights. Flights may be comprised of one or more brackets. The top two teams from each flight will play for the championship on Sunday. Each team will play a minimum of three matches unless circumstances outside of the Tournament's control occur. In such event, the Inclement Weather/Unexpected Termination of Play rules will be applied. Each team will play two matches on Saturday and at least one match on Sunday.

Some brackets will play a round-robin format only, due to the number of teams in the bracket. Final results will be based solely on points accumulated by each team throughout the tournament.

## **DURATION OF MATCHES/ROSTER SIZES**

### **Preliminary and Consolation Matches:**

- U10 (8v8): two 25 minute halves/maximum roster of 12 players
- U11—14 (11v11): two 25 min halves/maximum roster of 18 players
- U15—19 (11v11): two 30 min halves/maximum roster of 18 players

All preliminary/consolation matches will have a 5 minute halftime period and will be terminated no less than five minutes prior to the scheduled start time of the next match. Referees will be instructed to add time to a match only under the most extenuating circumstances.

**Semi-Final Matches** will follow the duration and roster size rules for preliminary and consolation matches. However, any semi-final game tied at the end of regulation play will go immediately to penalty kicks to determine a winner.

### **Championship Matches:**

- U10—12: two 25 minute halves/in the event of a tie, two 5 minute overtime periods with a two minute halftime/game may end in a tie (no penalty kicks)
- U13—14: two 30 minute halves/in the event of a tie, two 5 minute overtime periods with a two minute halftime/penalty kicks if necessary

- U15—19: two 35 minute halves/in the event of a tie, two 5 minute overtime periods with a two minute halftime/penalty kicks if necessary

### **TOURNAMENT SCORING**

Teams shall be awarded points for match results as follows:

- 6 points for a win/3 points for a tie (including 0-0 tie)/0 points for a loss
- One point deducted for a game forfeited or abandoned once match commenced
- One point for a shutout (including 0-0 tie)
- One point deducted for each red card
- One point for each goal scored, up to three maximum
- 8 points for a win by forfeit or abandonment plus up to 2 points for goals scored
- If a team forfeits or abandons a match after it has begun, that team will not get any positive points
- If a game must be terminated due to the conduct of the players, coaches, or spectators, then either or both teams may be deemed to have forfeited/abandoned the match

If a match must be terminated due for reasons other than those specified above, the match is considered official upon completion of one half of play with final results based on the score at the time of termination.

Final standings for the flight will be determined by the total number of points accumulated during intra-flight play. Scores of each match played will be posted on the Official Score Boards located by the Tournament Headquarters area at each field within a reasonable time after each match. Scores also will be available on the Tournament website.

### **TIE BREAKING WITHIN A POOL**

Ties in flight standings will be broken by the first team to move ahead of the other teams involved based on the following criteria in order of listing:

1. Head to head (only if all tied teams involved played each other)
2. Least goals allowed (maximum of 4 per match counted)
3. Largest goal differential (maximum of (plus or minus) 3 per match)
4. Most shut-out victories
5. Most wins
6. Fewest losses
7. Coin toss

### **PENALTY KICK RULES**

Penalty kicks to decide a game will be conducted in accordance with FIFA rules.

### **EJECTIONS**

Tournament rules prohibit any coach, team official or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his/her suspension. A player receiving two cautions (yellow cards) in a single match is considered to have been given an ejection (red card). A player who has been ejected (sent off) shall not be replaced and shall miss the remainder of that match and the next match. The coach/team official shall forfeit the coach, team official or player pass to the Center Referee for

ejections. The Center Referee will give the pass and the match report to the Field Marshal. The coach, team official or player in question shall be ineligible until the pass is returned by the Tournament Committee. Any coach or team official who is coaching more than one team in the tournament and is suspended on one team is automatically suspended from any other teams until the suspension has been served for games of the team on which the coach received the suspension. All disciplinary action will be reported to the appropriate sanctioning body, if required.

A coach, team official or player who has been ejected for VIOLENT CONDUCT shall not be allowed to participate in the next TWO scheduled matches unless the Tournament Committee determines that a longer suspension is warranted. FIGHTING will not be tolerated for any reason. Coaches, team officials, players or spectators ejected for fighting (striking or attempting to strike another coach, team official, player or spectator) will not be allowed to participate in any further tournament matches. Coaches, team officials, players or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament. If the coaches, team officials, players or spectators cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament for fighting or for any other reason.

If, in the opinion of the Center Referee, a match must be terminated for misconduct because of players, coaches or spectators, the offending team forfeits that match and will be suspended from further play. All subsequent matches will be deemed forfeits. Previous points earned and any awards or other considerations will be forfeited. In addition, the team's home league and State Association will be contacted. Any verbal abuse directed at committee members, referees or other volunteers also will result in ejection and suspension. Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind, or any style of play that detracts from the game of soccer.

#### **ALTERNATE MATCH SCHEDULING**

The Tournament Committee has the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament. All matches will be played if at all possible.

#### **INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY**

Matches will be played in all weather conditions, unless the Center Referee, in consultation with the Tournament Director or his/her designee at the field venue, determines the conditions are dangerous and/or life threatening as per FIFA/USYS/USYSNV regulations, or may cause severe damage to the fields. The Tournament Committee will do everything in its control to make sure all matches are played. In the event that the further play is terminated, the standings at that time will be final. No refunds will be given. If a team forfeits or is suspended by a referee, the other teams scheduled to play in that team's remaining matches have no right to a refund.

Contingency Plan:

- Plan A: Tournament start time will be set back the number of time slots required and full use will be made of available fields.

- Plan B: Shorten all first round matches to: U10-U14, 15 minute halves. U15-U19, 20 minute halves.
- Plan C: Plan B plus shorten all second round matches the same as Plan B.
- Plan D: Plan C plus shorten all third round matches the same as Plan C.
- Plan E: If the fields become totally unplayable or the weather becomes a safety risk, it may be necessary to decide some matches with FIFA penalty kicks or cancel the tournament play and send teams home. In such event, Tournament placement will be determined by standings at time of tournament stoppage.

### **PROTESTS**

All protests shall be settled by the Tournament organizers, whose decision shall be final. The only disputes that will be heard will include player eligibility and violation of tournament rules! Protests must be turned in within 20 minutes after match is terminated with the protesting coach writing protest after their signature on the match card and notifying the other coach and referee that there is a protest. The protest will be adjudicated within 20 minutes for a total of 40 minutes after match is finished by the Tournament organizers present at that field. Only one person representing the protesting team will be allowed to address the issues involved in the protest. No appeals will be allowed.

### **AWARDS**

Each player/coach will receive a tournament pin. After all final matches, first and second place teams will receive individual player/coach awards. First place teams will receive a team trophy as well. Awards will not be mailed to teams that fail to stay for the awards presentation for their flight.

**NEVADA ELITE FC AND GREAT BASIN YOUTH SOCCER LEAGUE WISH ALL OF THE PARTICIPANTS GOOD LUCK AT THE NEVADA ZEPHYR CUP!  
AND REMEMBER: HAVE FUN!**

