

## St Louis Cup of Nations Rules

The Cup of Nations Soccer Tournament will be governed by the LAWS OF THE GAME as utilized by the Federation of International Football Association. Developers of the tournament reserve the right to design and alter rules to accommodate tournament play.

**Scheduling** All scheduling shall be the responsibility of the tournament committee.

### **Notable rule changes are as follows:**

This is a two day tournament.

\*All preliminary games in both youth and adult divisions will consist of 2 -20 minute halves.

All championship games will consist of 2- 25 minute halves.

In the adult elimination rounds, all ties in all divisions will be decided by (penalty kick) shootouts.

### **Rules**

- The referees will start and finish games based on their game clock. The ref has final word on game length.
- NOTE: All the following rules apply to teams participating in the youth division except that the number of players a team may have on the field at one time is six (5 fielders and a keeper) for U8-U14 with max of 14 players per team.
- Adult, U16 and U18 teams will consist of no more than 8 players on the field at one time (7 fielders and a keeper). Adult, U16 and U18 teams may have no more than 14 players per team.
- There will be no off sides.
- Out of bounds will result in kick-ins rather than throw-ins.
- A goal can be scored on a kick-in.
- Slide tackle infraction
  1. Inside the penalty area, a goal shall be awarded should the defensive field player Slide Tackle against an opponent.
  2. Inside the penalty area a goal kick shall be awarded should the attacking player Slide Tackle against an opponent.
  3. Outside the penalty area, all Slide Tackles against an opponent are Fouls and will result in a Direct Free Kick.
  4. In addition, all slide tackles may be considered misconduct by the ref, resulting in a yellow or Red card.

Substitutions are permitted anytime during the game as long as the player coming off the field reaches the side line before the replacement player can enter the field. There will be a designated substitution exchange zone.

### **Referees**

- One official will be appointed to each of the preliminary round games. Saturday's semi's and finals will have two officials.
- All decisions made during the match can only be made by the referee(s) assigned to that match and cannot be overruled by the Tournament Director or staff.
- The referee(s) shall have the authority to make decisions on any situation not specifically covered by these rules. When the game starts the referee(s) is in complete control of the game.
- Referee's decisions are final. No protests will be allowed concerning interpretations of the rules by the referee.

### **Youth Round Robin and Championship Games**

Youth games will be played in a Round Robin format. 3 games will be played by each team during the Round Robin.

The 1<sup>st</sup> and 2<sup>nd</sup> place teams will play for the Championship Game on Sunday.

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## **Adult Group Play and Elimination Rounds**

During Group play, teams will be broken up into World Cup-style groups and only play teams in their group, guaranteeing every adult team 3 games, The top 8 best records in each men's adult division will advance to the elimination rounds on Sunday. The tournament will conclude on Sunday with a Championship game and 3<sup>rd</sup> place game being played simultaneously/ In an amateur tournament where teams are randomly placed in different groups, some disparity in skill level is probably inevitable. So while we encourage teams to compete well and in a spirit of unity, we discourage teams from running up the score. There is no mercy rule, however the maximum goal differential a victorious team may earn is five (5). E.g. if Team A defeats Team B 6-0, they earn a goal differential of five (5).

## **Advancing out of Group Play**

Three (3) points will be awarded to the winning team. One (1) point will be awarded to teams for a tie. Zero (0) points will be awarded to the losing team. In the event that two teams have the same number of points, the advancing team (and their seed in the knockout stage) will be decided by:

2. Head to head record
3. Goal differential\*
4. Goals allowed

\*Goal differential is determined by each game's result, of which there is a maximum allowable goal differential of five (5). For example, if Team A wins all three of their games by scores of 6-0, 2-1, 1-0, their total goal differential will be recorded as 7 (not 8).

## **Uniforms and equipment**

Players must wear matching colored shirts (Please bring one dark and one light). The goalies shirt must be different in color from the rest of the players. No metal cleats, hard football type cleats or street shoes may be worn in tournament play. The referee shall be the sole judge of any footwear or equipment in question. No jewelry (necklaces, earrings, bracelets) may be worn by players on the field.

## **Failure to Show or Forfeited Games**

- A team will be allowed a 10 minute grace period from the scheduled kick-off time to show up, before the game is forfeited and the game is awarded to the opponent. However, if the team arrives within that ten(10) minute time frame, the game will resume within the time frame of the existing play time that was scheduled without an option to make up the time. In addition, the opposing team will be awarded a one goal advantage from the start of the game.
- Any team quitting/leaving the field of play before the conclusion of the game is automatically disqualified from the tournament.
- If a team is declared a winner by forfeit, they will have use of the field for practice (EXCEPT FOR THE LAST GAME OF THE NIGHT) until 10 minutes before the next scheduled game time.

## **Ejections and suspensions**

- Any coach or team official that is ejected from a game must immediately leave the game site so as not to be within sight or sound of the field. In the event the coach or team official refuses to leave, the referee shall suspend the game and declare a forfeit by the offending team.
- Any player or coach who receives an accumulation of 2 yellow cards in one match their team will play down one player for the remainder of that match, he/she will also be subject to be suspended for the following match.
- Ejection of a player or players, may result in a tournament suspension
- Offensive language is considered to warrant a yellow card, any language directed towards officials, opponents, or spectators may result in ejection from the game.
- If players from a team not playing interferes in another game in any way, they will be suspended from their next game.

## St Louis Cup of Nations Rules

### **Player, Coach, Bench Personnel, Spectator Behavior**

All players, coaches, bench personnel and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Law of the Game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. Dissent from players, coaches, bench personnel and/or spectators will not be tolerated; cautions and/or dismissals will result. Players are encouraged to play all matches with intensity and desire. However, unnecessary physical play, particularly that with intent to injure, will not be tolerated and will result in cautions and/or dismissals. Coaches/captains are responsible for the actions of the players, bench personnel and spectators as well as those of him/herself. Players who are dismissed from a match will not be allowed to participate in the next match. Coaches, bench personnel or spectators dismissed from a match will be banned from further tournament competition. Dismissed coaches, bench personnel and spectators within "sight" or "sound" of his/her team(s) match(es) may be grounds for his/ her team(s) being disqualified from the tournament. Players who are dismissed for fighting will be banned from further tournament participation. The Tournament Director will make this decision. His / her decision is final and binding. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player outside of this rule will be disqualified from the tournament and all matches played by the team.

### **Team Rosters/Lineups**

Team rosters must be turned in at the time of registration and are final by the start of each team's first match. Allowing players to play who are not on your roster may result in forfeiting the game. Only the opposing team or tournament directors may protest illegal players. Protest of illegal player(s) may be done before or during the game. Players must be able to produce a legal ID when requested by a game official. Rosters are limited to 14 players. Players can be on two rosters, but not in the same division. Therefore, a player can play in the competitive and recreational divisions. Players playing under an assumed name may be suspended for the remainder of the tournament. Beginning Friday night, the players will have bracelets, which must be worn in order to play. They must report to the tournament directors with picture ID to receive a replacement bracelets.

### **Player Eligibility**

In order to be allowed to participate in the tournament, all players must sign a waiver and each player must have their names on the team roster prior to the start of his/her first match. On Friday night, each player will receive a bracelet that must be worn for him/her to continue in the tournament. Failure to meet any of these requirements will render a player ineligible to participate in the tournament.

### **Alcohol/Tobacco/Pets/Weapons**

Out of respect for the field donor and other attendees, alcohol, tobacco, pets and weapons will not be allowed on the premises.

### **Rain Out/Light Failures**

- In the event of bad weather or light failure, the contest will be considered a complete game if half of the playing time has been used.
- In the event of inclement weather, check [www.cupofnations.com](http://www.cupofnations.com) for updates. If there are no updates, assume your game will be played as scheduled.