



2010 Coppell Cup Game Rules



Age Group	Ball Size	Preliminary Games	Playing Format	Championship Round Games
U7/U04	3	Four, 12 min. Quarters	7v7	None
U8/U03	3	Four, 12 min. Quarters	7v7	None
U9/U02	4	Two, 20 min. Halves	8v8	Two, 25 min. Halves
U10/U01	4	Two, 20 min. Halves	8v8	Two, 25 min. Halves
U11/U00	4	Two, 30 min. Halves	11v11	Two, 30 min. Halves
U12/U99	4	Two, 30 min. Halves	11v11	Two, 30 min. Halves

U7/U8 Games

- Under 7 and Under 8 will have games on Friday and Saturday, possibly Sunday in the event of rainouts.
- Standings will not be kept.
- All U7/U8 players will receive a participation trophy or medal.

U9, U10, U11 & U12 Games

- Under 9 thru Under 12 teams will play three preliminary games on Friday and/or Saturday. Quarter-finals and finals for U9 thru U12 will be played Saturday night and/or Sunday; Semi-finals and Championship games will be played on Sunday.
- Under 9 - Under 12 teams will be seeded within each age group with brackets and playoffs structured to optimize the probability of the best two teams reaching the Championship Game.
- Team Standings and Tie Breakers (U9-U12):
Team standings will be based on the following point system:
 - Win 6 points, plus 1 point for each goal scored (max of 3 goals)
 - Tie 3 points, plus 1 point for each goal scored (max of 3 goals)
 - Loss 0 points, plus 1 point for each goal scored (max of 3 goals)
 - Bonus 1 point is awarded for a shutout
 - Forfeit Will be scored as a 3-0 win and a total of ten points awarded
- Winner, runner-up, and wild card teams will be determined in the following priority:
 - (1) Point Total, (2) Head to Head, (3) Goal Differential (3 max), (4) Goals Scored (3 max), (5) Goals against (3 max). In the event of a tie after these five criteria, FIFA "kicks from the mark" will determine which team(s) advance(s) to the championship round.

Mandatory Playing time for all Recreational Players:

Per North Texas State Soccer and Coppell Youth Soccer Association rules, EACH PLAYER shall play a minimum of fifty percent (50%) of total playing time. Any coach or team representative found in violation of this rule will be reported to North Texas State Soccer and their Home Association as well as possible tournament sanction.

Tie Games:

- Preliminary Games may end in a tie.
- Quarter-final games that end in a tie will go directly to FIFA "kicks from the mark" to determine a winner.
- Championship & Semi-Final games that end in a tie will play two (2) ten minute overtime periods.
- If still tied then FIFA "kicks from the mark" will determine the Champion.
- Quarter final games, if needed, will be mini game in length but will go directly to "kicks from the mark" if tied.

Player Substitution:

Players may be substituted with the consent of the field referee at the following times:

Under 7 - Under 8 -

* Between Quarters or at Halftime only

Under 9 - Under 12 -

* Prior to a throw-in in your favor

- * Prior to a goal kick by either team
- * After a goal by either team
- * At the referee's discretion during a stoppage of play
- * Players will enter and exit the field around the half line.

Water Breaks:

1. Water breaks will be allowed at the half way point in each quarter and half at the discretion of the referee. Interruption of play will be as brief as possible; therefore players should not leave the field during any water breaks.

Reporting of Scores:

1. The referees will report all scores to the Tournament Officials thru the official Referee Score Card. See coach packet for sample.
2. Standings will be posted at the Coppel Cup Headquarters only.
3. It is the responsibility of each individual coach to verify the posted scores prior to the start of the team's next game and contact the TOURNAMENT DIRECTOR if there is a problem.
4. If cards were given, then the referee will turn the form into the Coppel Cup Headquarters. This form will be used to gather information on cards and scores.

Team Discipline & Playing Conditions:

Ejection for fighting will automatically result in the player(s) not being allowed to participate in the remainder of the Tournament. A player who accumulates three yellow cards in the tournament will serve a 1 game sit-out at the next tournament game. The player will serve a two game sit-out after the fifth yellow card of the tournament. After the sixth yellow card they will be required to serve an additional 1 game sit-out. Should a player receive a seventh yellow card they shall be suspended pending a hearing with NTSSA. Should a player receive a red card, that player shall be required to sit out the remaining of that game and the following game. Should a player receive a second red card in the tournament, the player will be suspended pending a hearing at NTSSA. Any player receiving a red card due to two yellow cards in the same game, the player will be required to sit-out the remainder of that game, but not required to sit out the following game unless due to card accumulation. In the event of two yellow cards in a game it will count only as two yellow cards not a red card unless the second card was a straight red. The team coach is responsible for the conduct of his/her players and parent/spectators. Any coach removing his/her team from the field during a game will receive a red card and the team will forfeit the game and all remaining games. Teams (official coach, assistant coach, manager, parents and all players) will occupy opposite sides of the field. The Home Team will occupy the North/East side of the field and the Visitor will occupy the South/West side of the field. The Home Team is listed as the top team on the bracket. In case of uniform conflict, home team is responsible for changing to an alternate color. Jersey Number's must be permanently affixed and each player must have a unique number (#). Each team should be prepared to present a game ball to the referee if requested. SHIN GUARDS ARE MANDATORY. CASTS AND METAL CLEATS ARE NOT PERMITTED UNDER ANY CIRCUMSTANCES. Each team must be ready to play within five (5) minutes of the scheduled time or immediately after the conclusion of the previous game as determined by the referee or the team is subject to forfeiting the match. In the case of inclement weather, the Tournament Director will determine if the game(s) will be played. Once a game has started the decision rests with the referee. Games shall be considered complete if one half of the game has been completed. The score at the stoppage of play will be the final score. The coach is responsible for checking with the Tournament Director to determine if play is temporarily postponed or cancelled. The Tournament Director reserves the right to modify the tournament structure in the event of inclement weather.

Protests and Matters not provided for:

Protests & Appeals will be allowed only if the rules of the game have been misapplied by the referee or if a team uses an ineligible player. The offended team must file a protest in writing within one hour of the incident and submit it along with \$100 cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action will be taken as deemed necessary by the Tournament Director. If the protest is denied, the cash fee is forfeited to CYSA. The Tournament Director will be the final authority on all matters not covered in these rules.

For anything not covered in the above Coppel Cup tournament rules, the NTSSA/USYS rules will apply.

Tournament Refund Policy:

Any team that cancels or withdraws after the Application Deadline of August 13, 2010 will not receive a refund. If inclement weather cancels the Tournament prior to the first scheduled game, all teams will receive a refund equal to 50% of their entry fee. If inclement weather cancels the Tournament after scheduled games have started, no refunds will be issued.