

TOURNAMENT RULES

2020 COVID-19 SPECIAL RULES

TBD...

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by US Youth Soccer Rules of Play, Nebraska State Soccer and/or the Centris Cup Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published on the tournament website prior to the start of the tournament.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Spectators shall use the side of the field with the white lines marking the spectator area. Teams shall use the opposite side from the spectators.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative(s), Referee(s), Referee Assignor(s) or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

BRACKETING

- ❖ **3-TEAM BRACKETS:** Each team will play round robin games twice (each team gets four games). The highest point team will be declared the winner of the tournament.
- ❖ **4-TEAM BRACKETS** (one four-team bracket): Bracket play is round robin games with each of the other teams in the bracket. The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.
- ❖ **5-TEAM BRACKETS** (one five-team bracket): Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). The highest point team will be declared the winner of the tournament.
- ❖ **6-TEAM BRACKETS** (two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and one crossover game. Crossover games will count towards the standings. The Championship will match the highest point team from each bracket. The highest point team will be the home team for the Championship game.
- ❖ **7-TEAM BRACKETS** (one four-team and one three-team bracket): Bracket play is round robin games with each of the other teams in the bracket (the teams in the three-team bracket will get two round robin games, but two teams advance to semifinal). The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship.

The third place team in the bracket of three teams will play in a consolation game (to give them 3 games) vs the third place team in the opposing bracket. The 1st highest point team in each bracket will be the home team for the semifinals.

- ❖ **8-TEAM BRACKETS** (two four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The Championship will match the highest point team from each bracket. The highest point team will be the home team for the Championship game.
- ❖ **9-TEAM BRACKETS** (three three-team brackets): Bracket play is round robin games with each of the other teams in the bracket, teams will get two games during bracket play. The bracket winners and a wildcard from all the brackets advance to the semi-final. The semifinal will match 1st high point team verses wildcard and 2nd high point team verses 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. Consolation games will be played to make sure each team gets at least three games. The 1st and 2nd high point teams will be the home teams for the semifinals.
- ❖ **10-TEAM BRACKETS** (one four-team and two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and the teams in the three-team brackets will play one crossover game. The bracket winners and a wildcard from all the brackets advance to the semi-final. The semifinal will match 1st high point team verses wildcard and 2nd high point team verses 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.
- ❖ **12-TEAM BRACKETS** (three four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The bracket winners and a wildcard from all the brackets advance to the semi-final. The semifinal will match 1st high point team verses wildcard and 2nd high point team verses 3rd high point team. There cannot be a re-match in the semifinal, if that happens, 2nd high point team will play the wildcard. The Format may result in matches that are a re-match in the Championship. No consolation game will be played. The 1st and 2nd high point teams will be the home teams for the semifinals.

SCORING METHOD AND BRACKET WINNERS

Bracket winners will be determined by the following point system:

- Win ----- 3 (three) points
- Tie ----- 1 (one) point
- Loss ----- 0 (zero) points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to the semifinals or final match. The match will be scored as a 4-0 win for the declared winner. Red Card (player) or ejection (coach) will be -1 (minus 1) point per infraction.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement will be determined by using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated with this set of tiebreakers, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with number one (1), head to head competition. This process will repeat itself until one (1) team remains.

1. Winner of Head to Head (this criteria not used if more than two teams tied).
2. Winner of most games.
3. Goal differential (goals scored minus goals against) with a maximum of four (4) per game.
4. Fewest goals allowed.
5. Kicks from the penalty mark.
6. Coin toss if kicks from the penalty mark cannot be scheduled.

RED CARDS AND EJECTIONS

Any player or coach dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Tournament Director(s), the suspension may be increased and could result in ineligibility for more than one game. No substitution shall be permitted for a player who has been sent off during a particular game. A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. The Tournament Director(s) shall have final decision for red card and ejection suspensions.

GRACE PERIOD

A minimum of five players for U9-U12 age groups and seven players for U13 and up age groups constitutes a team. A (5) five-minute grace period shall be extended beyond the scheduled kick off time if the minimum number of players are not available at the scheduled kick off time. The minimum number of players must start the game as soon as the players are at the field after the originally scheduled start time. If at the end of the 5-minute grace period the team does not have the minimum number of players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director(s). The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the semi-finals or finals.

UNIFORM

Each player shall wear an official uniform. The goalkeeper is not required to have a number on his/her jersey.

BALL

Each team will be responsible to provide game balls for each game.

CASTS

Casts, splints and braces of any type fall under the determination of the referee if it is safe. If allowing the cast, splint or brace to be padded can make the equipment safe, then the player will be allowed to play. The referee has the final determination if any equipment is safe to play in or safe to the players on the field.

SUBSTITUTIONS

Unlimited substitutions will be permitted, from the center of the field, during any stoppage in play at the discretion of the referee.

GAME LENGTH, BALL SIZE AND PLAY FORMAT

<u>Age</u>	<u>Game Length</u>	<u>Overtime</u>	<u>Ball Size</u>	<u># of Players on Field</u>
U8	4 x 20 min halves	None	3	5v5
U9/10	2 x 25 min halves	None	4	7v7
U11/12	2 x 30 min halves	None	4	9v9
U13/14	2 x 30 min halves	None	5	11v11

Shoot-outs will be used only as necessary in semifinal and final matches. Pool play games ending in a tie will stand.

SHOOT-OUTS (PENALTY KICKS)

- Penalty kicks used to determine a winner of tie breakers, semifinal or final matches will be run in accordance with the FIFA Laws of the Game.
- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss.
- Both teams take five kicks; kicks are taken alternately by the teams. If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.
- Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick.
- On tiebreakers the coach from each team shall declare the 11 players from their roster that they will use to take their kicks. If the player is under suspension they may not participate in the kicks.

AWARDS

Player Awards will be given to the players on the U9-U14 teams finishing first and second. No awards will be given for U8 teams as these games will be played in a festival (or Friendly) format with no championship games.

TEAM, PLAYERS AND COACHES CREDENTIALS

Player and coach passes will be checked prior to each match. Teams must be properly checked in at the tournament check-in prior to playing their first tournament game. All teams must have player and coach passes with photographs attached and signed. All player and coach passes shall be laminated.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

PROTESTS

There will be no protests. Referees judgment is final.

REFUND

Should all or a portion of the Centris Cup be canceled due to just cause or teams do not play three games, minimum refunds shall be issued as follows:

No games played U8	\$150
No games played U9-U10	\$200
No games played U11-U12	\$250
No games played U13-U14	\$300

One game played U8	\$75
One game played U9-U10	\$125
One game played U11-U12	\$175
One game played U13-U14	\$225

- No refund will be given if 2 games or more are played.
- Games shall be considered played when completed in regulation time, shortened time or penalty kicks.
- Any team that forfeits a game or is disqualified from the tournament will not receive a refund.
- Any team that withdraws from the tournament on or after 2 weeks before registration closes will not receive a refund.

GAME ROSTER

For all teams, the team roster used at check-in will be the game roster for all games.

U8	(2012)	= 10 players; up to 6 guest players
U9-U10	(2011 & 2010)	= 14 players; up to 6 guest players
U11-U12	(2009 & 2008)	= 18 players; up to 6 guest players
U13-U14	(2007 & 2006)	= 22 players; up to 6 guest players

A player may play on two teams if the teams are in different age groups OR different brackets within an age group at the discretion of the tournament director. If a player will be on the tournament roster of a 2nd team in the same age group (different brackets), the coach shall notify the tournament director at a minimum of 2 weeks prior to the tournament start date. The tournament director will then let the 2nd team know if this will be allowed. Additionally, it is the intent of the tournament and the spirit of the game that no "Premier" level players shall play in a "Division 2" level tournament division.

OTHER

During registration, if a team selects that they agree to be combined with another age group if numbers dictate the need to combine age groups, the team will not receive a refund due to being placed in a combined age group.

No players will play in the same division as both a primary player on one team and a secondary player on a different team. **A player may play on two teams if the teams are in different age groups OR different brackets within an age group at the discretion of the tournament director.**

No "premier" players shall play in a "Division 2" level tournament division. If, at the discretion of the Tournament Director(s), a team is playing in a lower division with "premier" type players, that team may be disqualified from the tournament.

Sportsmanship and fair play are to be emphasized at all times. Poor sportsmanship, abusive language and violent behavior are not acceptable. Our referees have our full support to use their discretion and good judgment while interpreting rules, and will have our full support in making this tournament a great success and a lot of fun. It is expected that Coaches will ensure their team and the fans of their team comply with the spirit of good sportsmanship. The Tournament Director(s) or Tournament Committee may, at their discretion, expel any player, coach or team who commits an act which is inconsistent with good sportsmanship and fair play.

Registration and participation in the tournament constitutes the approval by coaches, players, parents and fans for the use of pictures, names and general addresses (hometown of team, for example) in the publicity and the promotion of this tournament.

The tournament committee and the referee assignor will make every effort to ensure a full referee crew is assigned to all games. However, lack of a full referee crew will not constitute grounds for a refund or protest.

Teams may not use the goal areas for warm-up or practice. Violations may result in the forfeiture of that match.

U8 Age Group

The U8 age group games will be played in a festival style format. Each U8 team will be given a minimum of 3 games and there will be no championship games at this age group. Play format will be 5v5 without goal keepers.