

Utah Gold Cup Rules



Eligible Players

***No player can play on more than 1 team at any point during this tournament**

Any team playing an illegal, ineligible, or non-rostered player will forfeit that game or games, and will no longer be eligible to participate in the tournament final game.

AGE DETERMINATION: the player's playing age is determined by the following guidelines for 2019/2020.

Age Division	Eligible Birthdates	Age Division	Eligible Birthdates
U9	Born on or after 1/1/2012	U14	Born on or after 1/1/2007
U10	Born on or after 1/1/2011	U15	Born on or after 1/1/2006
U11	Born on or after 1/1/2010	U16	Born on or after 1/1/2005
U12	Born on or after 1/1/2009	U17	Born on or after 1/1/2004
U13	Born on or after 1/1/2008	U18/19	Born on or after 1/1/2002

Number of Players

U9-U10	7v7
U11-U12	9v9
U13-U19	11v11

Max Roster Size

U9-U10	12 players
U11-U12	16 players
U13-U19	22 players

Guest Players

U9-U10	5 guest players
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U11-U12 5 guest players

U13-U19 5 guest players

Withdrawn Teams

No team will be scheduled until payment is received. If a team withdraws after the schedule is published, no money will be refunded.

Financial Responsibility

The tournament officials or any member of the tournament board or sponsor will not assume any financial responsibility or liability for any injuries or illnesses occurring during and/or while traveling to or from Davis County Cup tournament. The individual team assumes all financial responsibility and liability.

Team Check-In

Please visit www.utahgoldcup.com for more details.

Forfeits

Teams failing to be previously checked-in with the Field Reps at their designated field five (5) minutes after their scheduled kick-off time will forfeit the game. Teams must have a minimum of seven (7) players present for U13-U19 (5 for U9-U12). Forfeiture shall result in the awarding of four (4) points to the non-forfeiting team.

Abandonment

The results of any game terminated as a consequence of abandonment, defined as misconduct by players, coaches, and/or spectators as called by the referee, shall be based on the score at the time of abandonment.

Inclement Weather

The results of any game terminated as a consequence of inclement weather, as determined solely at the discretion of the referee shall be as follows:

1. If a game is 5 minutes into 2nd half of play, the game will stand as if played in its entirety and scored accordingly.
2. If a game is called before that, FIFA kicks from the mark will be taken at a later time as determined by the tournament committee to determine the winner. If FIFA kicks are taken to determine a winner of a preliminary game, a maximum of 5 kicks will be taken per team. At the end of 5 kicks the game will be scored 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks. If possible Semifinals and Final games will be delayed and played in their entirety at a later time determined by the Referee Assignor and tournament committee. If weather does not allow these games to be played we will follow the same rules for FIFA kicks from the mark and a winner will be determined by applying FIFA rules for this circumstance.

Home Team

The home team is the team listed first. The home team will provide the game ball.

(Size 4 ball for U9-U12 / Size 5 ball for U13-U18)

Visiting Team

The visiting team is the team listed **second**.

Uniforms

1. The two teams must wear colors that distinguish them from each other and from the referee and assistant referees.
2. The home team shall wear their darker colored jerseys and the visiting team shall wear their lighter colored jerseys.
3. If there is still a conflict, the home team must change.

Game Duration

U9-U10	25 minute halves 5 minute half-time break
U11-U12	30 minute halves 5 minute half-time break
U13-U19	35 minute halves 5 minute half-time break

If a Semi-Final or Championship game is tied at the end of regulation play:

1. For U9-U19 teams there will be two five (5) minute overtime periods.
2. There will be no break in-between overtime periods. The official will blow the whistle, teams will switch sides and play will resume.
3. All overtime periods will be played in their entirety – no “Golden Goal”.
4. If after two overtime periods the score remains tied, the game will be decided by penalty kicks per FIFA rules.

Substitutions

- A. Subject to the referee’s discretion, teams may make an unlimited number of substitutions during a match.
- B. Subject to the referee’s discretion, substitutions may be made at the following times:
 1. The possessing team may substitute prior to its own throw-in
 2. The non-possessing team may substitute prior to a throw in of the possessing team if the possessing team is also making a substitution and the non-possessing team’s substitutes are at the halfway line ready to enter the match
 3. Either team may make substitutions at the following times:
 - a. Prior to a goal kick by either team
 - b. After a goal by either team
 - c. After an injury to either team when the referee stops play (one-for-one only the injured player and a replacement. No additional substitutions.
 - d. At halftime

4. On a caution, only the cautioned player may be substituted
- C. Substitutions shall be made in the following manner:
 1. The referee must be informed of and acknowledge a proposed substitution
 2. A substitute must be standing at the halfway line prior to the substitution opportunity
 3. A substitute must enter the field of play at the halfway line
 4. The substituted player may exit the field of play anywhere
 5. A substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.
- D. A player who has been substituted may reenter the match as a substitute

Coaching

No excessive coaching from the sidelines will be allowed. Coaches must stay in the technical area (18 yard line extended). The Coach is responsible for all spectators. Warnings may be issued to coaches for unruly spectators and coaches can be ejected from the game. Unruly spectators will be asked to leave the premises. Failure to comply may cause a team to forfeit the game.

Sideline Policy

The home team has first choice as to where it wishes to locate its bench area. Coaches and substitutes are required to remain within their bench area during the game. Parents and spectators should occupy the same side of the field as the team they are supporting on the opposite side of the field from the benches. Spectators are not allowed to observe the game from within 15 yards behind the goal line.

Scoring

Three (3) points for a win

One (1) point for a tie

Zero (0) points for a loss

One (1) point for a shutout victory (0-0 tie does not award a shutout point)

Standings

If tied when all games in a flight are complete, standings will be determined as follows:

1. Winner of any head to head game (disregard if more than 2 teams tied)
2. Goal differential (goals scored minus goals allowed – max of 4 per game)
3. Most goals scored (max of 4 per game)
4. Least Goals Allowed
5. Most Wins
6. Most Shutouts
7. FIFA kicks from the penalty mark

Protest

No protests will be accepted or considered. The decision of the Referee is final.