

Utah Gold Cup Rules

1. Number of Games:

A. Each team will play a minimum of three (3) games.

2. Rules:

- Rules will be played under FIFA and USYSA adjustments for youth competition.
- USSF/USYSA/UYSAs or other approved player passes will be required at all games.
- Rules regarding conduct of spectators, coaches and player will be in accordance with FIFA rules and regulations.
- Any player or coach given a red card will not be permitted to participate in the remainder of the game and the next scheduled game. The referee will be instructed to mark the check-- in documentation of the red carded player/coach.
- Ejections will be forwarded to the team's state association.
- Shin guards must be worn by each player.
- NO PROTEST WILL BE ALLOWED!

3. Substitution Rules:

Substitutions will follow UYSA league play rules.

The UYSA substitution policy can be found in our Bylaws and Policies --Section 6 Player Development, 6314 #Bb

Substitutions are:

- a. Subject to the referee's discretion, teams may make an unlimited number of substitutions during a game.
- 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 by 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 game;
 3. Either team may make substitutes at the following times:
 4. Prior to a goal kick by either team;
 5. After a goal by either team;
 6. After an injury to either team when the referee stops play; (d) At halftime;
 7. On a caution, only the cautioned player may be substituted if desired.

Substitutions shall be made in the following manner:

- The referee must be informed of and acknowledge a proposed substitution;
- A substitute must be standing at the halfway line prior to the substitution opportunity;
- A substitute must enter the field of play at the halfway line;
- The substituted player may exit the field of play anywhere;
- 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.

4. Regulation Time:

- U9/U10 ---- 25 minute halves, no overtime for regulation play.
- U11/U14 ---- 30 minute halves, no overtime for regulation play.
- U15/U19 ---- 35 minute halves, no overtime for regulation play.

5. Quarter--Finals: Same as regulation play. If tied at end of regulation play, go directly to penalty kicks per FIFA rules.

6. Semi--Finals: Same as regulation play. If tied at end of regulation play, go directly to penalty kicks per FIFA rules.

7. Finals:

- U9/U10 Same as regulation. If tied at end of regulation play, 2 five minute overtime periods; if still tied, penalty kicks per FIFA rules.
- U11/U14 Same as regulation. If tied at end of regulation play, 2 five minute overtime periods; if still tied, penalty kicks per FIFA rules.
- U15/U19 Same as regulation. If tied at end of regulation play, 2 five minute overtime periods; if still tied, penalty kicks per FIFA rules.

8. Scoring Tabulation will be kept as follows:

Default Rest Period Between Games

Games Rest Period X Game Length

The rest period is a multiple of the total game length for each flight.
You can override this in the Flight daily setup.

Scoring Setup

Points and Tie Breakers

Points Per Win	<input type="text" value="3"/>	Tie Breaker 1	<input type="text" value="Head to Head"/>
Points Per Tie	<input type="text" value="1"/>	Tie Breaker 2	<input type="text" value="Goal Differential"/>
Points Per Loss	<input type="text" value="0"/>	Tie Breaker 3	<input type="text" value="Goals Against"/>
Add'l Points per Goal	<input type="text" value="0"/>	Tie Breaker 4	<input type="text" value="Goals For"/>
Add'l Points Goal Count Limit (0 = unlimited)	<input type="text" value="0"/>	Tie Breaker 5	<input type="text" value="Most Shutouts"/>
Add'l Points per Shutout	<input type="text" value="0"/>	Tie Breaker 6	<input type="text" value="Penalty Shootout"/>
<input type="checkbox"/> Exclude 0-0 Shutout		Goals For Limit	<input type="text" value="3"/>
Penalty Points per Yellow Card	<input type="text" value="0"/>	Goals Against Limit	<input type="text"/>
Penalty Points per Red Card	<input type="text" value="0"/>	Goal Diff. Limit	<input type="text" value="3"/>

Game/Match Format

9. Scoring System to determine bracket winner:

If necessary the following tie breaker rules will be used to determine the order of team advancement to the quarter-finals or semi-final round.

This tie--breaking procedure shall be used if necessary to determine 1st and 2nd place standing within the bracket. If more than two (2) teams are tied at the end of the preliminary round, the tiebreaker criteria listed will be used in the order shown, beginning at #2 to advance one team. The remaining teams will then be compared, beginning again with criteria #2 to determine the ultimate placement. (If all 3 teams are tied and have all beaten each other then #1 Head to Head is tossed to determine the placement of all 3 teams)

1. Head to head results.
2. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is three (3) goals per game.
3. Fewest goals allowed in all games played within the team's bracket.
4. Most goals scored (up to 3 per game)
5. Most Shutouts
6. If a tie still exists, the team with the most shut-outs will be determined the winner.
7. Finally, penalty kicks per FIFA rules will be used if a tie still exists between the two teams, to determine the winner.

10. Awards:

- Individual awards for 1st and 2nd place in all divisions.
- Directly following championship game, awards will be made at the "Information Area".

Age Group/Birth Year	Players on Field	Roster Max	Guest Player Max	Game Length	Halftime	Overtime (Finals ONLY)	Ball Size
U9 / 2011	7	12	3	2 x 25min	5 min	2 x 5min	4
U10 / 2010	7	12	3	2 x 25min	5 min	2 x 5min	4
U11 / 2009	9	15	5	2 x 30min	5 min	2 x 5min	4
U12 / 2008	9	15	5	2 x 30min	5 min	2 x 5min	4
U13 / 2007	11	18	6	2 x 30min	5 min	2 x 5min	5
U14 / 2006	11	18	6	2 x 30min	5 min	2 x 5min	5
U15 / 2005	11	18	6	2 x 35min	5 min	2 x 5min	5
U16 / 2004	11	22	6	2 x 35min	5 min	2 x 5min	5
U17 / 2003	11	22	6	2 x 35min	5 min	2 x 5min	5
U18 / 2002	11	22	6	2 x 35min	5 min	2 x 5min	5
U19 / 2001	11	22	6	2 x 35min	5 min	2 x 5min	5

ROSTER REQUIREMENTS

- **Utah teams** must create an Official UYSA Tournament Roster with player photos that lists every player, including guest players and tournament only players, and coach. Six copies of the Official Tournament Roster must be presented at tournament check-in no later than two hours before the first scheduled game. Rosters will be frozen when the Official Tournament Roster is presented at check-in. (See below for step-by-step instructions for how to create a Tournament Roster in Affinity.)
- **Out of state teams** must present one copy of an official player roster AND laminated photo player cards for each player and coach at tournament check-in.
- **Guest Players:** (See the chart for guest player limits) For every guest player on the roster

(Utah teams and out of state teams), the following forms must be completed with all required signatures and submitted at tournament check-in:

1. A state approved registration form with consent for medical treatment
 2. UYSA Specialty Player Action Form (Guest Player section completed). (The Specialty Player Action form is available at [https://usys-assets-admin.com/assets/985/15/specialty_player_action_2011-2.pdf](https://usys-assets.admin.com/assets/985/15/specialty_player_action_2011-2.pdf))
 3. Out of state teams must also present a laminated photo player cards for each guest player.
- **Tournament Only Players:** Laminated UYSA player cards are required for tournament only players, and must be presented at tournament check-in.
 - **Registered Coaches:** IT IS STRONGLY ADVISED THAT EVERY TEAM HAVE MORE THAN ONE LICENSED, REGISTERED COACH ON THEIR TEAM ROSTER. Any team playing a game without an officially rostered coach present will forfeit that game.
 - **Multi-Rostering of Players is not allowed.** If a player is found to have played on more than one team, all games the player participated in will be forfeited.
 - **Medical Release Documents:** Team managers must have all player medical release documents in their possession at each game.

CHECK-IN PROCEDURE

- Tournament Check-In: At least two hours before the team's first game (a schedule for team check-ins will be sent out), arrive at tournament headquarters at Lakeside, with the following documents:

Utah teams:

1. 6 copies of the Official Tournament Roster (see instructions to create a Tournament Roster in Affinity)
2. Laminated UYSA player cards for any tournament only players
3. Specialty Player Action Forms for all guest players (properly completed and signed by parent, player, and coaches) - https://usys-assets.admin.com/assets/985/15/specialty_player_action_2011-2.pdf

The Official Tournament Roster, Specialty Player Action Forms, and or laminated photo player cards for tournament only players will be reviewed for compliance and stamped "Approved." The laminated photo player cards for tournament only players will be stickered and returned to the person checking in the team. One copy of the Official Tournament Roster and all Specialty Player Action forms will be filed at tournament headquarters; the other 5 copies of the Official Tournament Roster will be returned to the person checking in the team. One copy of the approved Official Tournament Roster must be presented before every game to the game officials.

Out of state teams:

1. 1 copy of your official team roster from your club or league registrar
2. Laminated photo player cards
3. Specialty Player Action Forms for all guest players - https://usys-assets.admin.com/assets/985/15/specialty_player_action_2011-2.pdf

The Tournament roster, laminated photo player cards, and Specialty Player Action Forms for guest players will be reviewed for compliance. The laminated photo player cards will be stickered and returned to the person checking in the team.

The official team roster and all Specialty Player Action forms will be filed at tournament headquarters. The laminated photo player cards must be presented before every game to the game officials.

11. Home Team:

A. Home team will wear dark uniform, Away will wear light.

- B. Home team will change uniform in case of a conflicting color as determined by the center referee.
- C. Home team may choose which end of the sideline it desires.
- D. Teams will all sit on one side of the field and spectators on the other.

Water Break Rule:

If the temperature is over 90 F the ref will be allowed to implement a water break for in which each team will be allowed to get water during a 1 minute and 30 second break.

- The clock will continue to run during the water break.
- Coaches are allowed to take the minute to coach their players.
- The ref has the right to caution/warn a coach if they take longer than the allotted time.

AFFINITY TOURNAMENT ROSTER INSTRUCTIONS

HOW TO CREATE AN OFFICIAL TOURNAMENT ROSTER IN UYSA/AFFINITY:

1. Go to www.utahyouthsoccer.net.
2. Login in under Member Login which is located on the top right hand of the UYSA homepage.
3. You will now be on the "My Account" page. Click the Teams tab, click on the "Team Info" link to the right of the team name.
4. Click on the Tournament Roster tab, and then "Create New Request".
5. Fill out tournament information with the following:
 - a. Tournament Name: Utah Invitational 2020
 - b. Federation: UYSA
 - c. Event Start Date: September 4, 2020 End Date: September 7, 2020
 - d. City: Orem State: Utah Postal Code: 84097
 - e. Director First Name: John Director Last Name: Faircloth
 - f. Director Phone: 540-238-7638

Email: john@smcsoccer.com

6. Click on "Save".
7. Next, click on Roster below the Tournament Roster tab. You can delete administrators and players by clicking on the red X next the admin/player's name. To add a guest player click the Add Player/Admin Inside Org at the bottom right hand side of the screen. Choose the Roster Role from the drop down and enter the ID Number and click "Save & Continue." Jersey numbers can also be added along with player positions on the roster page. Always click "Save & Continue" after each addition or change.
8. Click "Save & Continue." Make sure at the upper right next to Status, it says, "Accepted."
9. If you add a guest player or a tournament player the status will say borrowed. If the player is a guest player, you must submit a completed Specialty Action Form with their

coach's signature at the tournament check in. If this player is a tournament only player the tournament only card must be submitted at check in. (Specialty Action Form)

10. Once you've made all the roster changes/additions, click on "Submit and Review" on the purple line.
11. Click on "Submit" and click on the "Submit Application" button.
12. Click on the "Review" Button, and select "Print Photo Roster" button to print photo roster.
13. A photo roster will be created with pictures. On the "Select a format" pull down menu at the top, select PDF, then click on "Export."
14. A formatted photo roster is now on your screen and can be printed using your print driver.

To make changes to your tournament roster:

1. Login in to your UYSA account.
2. Click the Teams tab, then the "Team Info" link to the right of the team name.
3. Click on the Tournament Roster tab, and then under "Utah Invitational 2018," click the "Edit Application" button.
4. Click Roster below the Tournament Roster tab. From this page, you can make any necessary roster changes.
5. Click "Save & Continue."
6. Follow steps 12-14 above to print the photo roster.