



REAL COLORADO CUP
Featuring the
Colorado Showcase
TOURNAMENT RULES
May 25-29, 2023

All games will be played under FIFA Laws of the Game as modified by Colorado Soccer Association, unless otherwise stated. Any disputes will be settled by the Tournament Director. Rules may be modified under extraordinary circumstances as deemed necessary by the Tournament Director. Any situations that arise not specified herein will be resolved or by the Tournament Director or designee.

FORMAT

<i>Birth Year</i>	<i>Age Grp</i>	<i>Format</i>	<i>Ball Size</i>	<i>Max Roster</i>	<i># of Guest Players Allowed</i>	<i>Pool Play Length of Half (all half-times will be 5 mins.)</i>
2013	U10	9v9	#4	16	6	25 mins.
2012	U11	9v9	#4	16	6	30 mins.
2011	U12	9v9	#4	16	6	30 mins.
2010	U13	11v11	#5	18	6	30 mins.
2009	U14	11v11	#5	18	6	30 mins.
2008	U15	11v11	#5	22	6	35 mins.
2007	U16	11v11	#5	22	6	35 mins.
2006	U17	11v11	#5	22	6	40 mins.
2005	U18	11v11	#5	22	6	40 mins.
2004	U19	11v11	#5	22	6	40 mins.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

Disputes of a non-referee nature will be handled by the Tournament Director, as expediently as possible, determined by specific nature of the dispute, and overall tournament circumstances. The tournament director may consult whomever within Colorado Soccer Association or USYS or US Club Soccer she/he considers appropriately informed or knowledgeable, in determining outcome. This decision will not be open to appeal.

Decisions by Referees may not be appealed.

ELIGIBLE PLAYERS

*Eligible players are those players whose legal name and birth date appear on the team's stamped/stickered/initialed RCC Verified Roster. Each team may have a maximum of six (6) guests (as included on RCC Verified Roster). All coaches must have a player pass for each player and coach (hard copy or electronically) and player medical releases at the fields of play (if requested). **No player pass, no play.***

There will be no roster changes and/or additions once a team has begun their first game.

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Players may only play on one team in the Real Colorado Cup featuring the Colorado Showcase (RCC). Regarding GK injury, an exception may be made by the Tournament Director, in consideration of safety and fairness.

Team Roster Sizes:

- *Teams playing 9v9 may include up to 16 players.*
- *Teams playing 11v11 may include up to 18 players.*
- *Team rosters for U15-19 teams may include up to 22 players. Only 18 may play in any one game and must be identified to referee prior to start.*

TOURNAMENT CHECK-IN

Each team is required to go through the Online Tournament Check-In Process, to be described fully online prior to opening.

RCC Team Info and Acknowledgement Form must be agreed to and present at every game.

USYS Teams:

USYS teams must upload and/or have available at all games:

- *State Approved, Official, Logo'ed Roster.*
- *Guest Player Pass copies are the only passes that need to be up-loaded. Rostered player and coach passes must be present at all fields during the tournament, hard copy or electronically.*
- *Travel papers (for teams from outside Region IV) and/or Interstate Permission Form must be uploaded and present at fields.*

US Club Teams:

US Club teams must upload and/or have available at all games:

- *Official US Club Roster.*
- *Guest Player Pass copies are the only passes that need to be up-loaded. Rostered player and coach passes must be present at all fields during the tournament, hard copy or electronically.*
- *US Club Teams do not require any type of travel forms.*

ALL TEAMS: Guest Players will be identified by team and approved during tournament check-in. *Guest Players are any player(s) not on the official roster.*

ALL TEAMS: will be advised of approval of all documents by RCC representatives. *A stamped/initialed Verified RCC Roster will be supplied to each team for printing and bringing to the tournament. One copy of your RCC Verified Roster will be presented to the referee for each game. Extras are advised. NO team will be allowed to play without a VERIFIED (stamped/stickered/initialed) RCC Roster in their possession at each game.*

Signed medical releases for all players must be present at every game, hard copy or electronically at all games. *USYS registration, specific club medical authorizations and US Club Waivers are acceptable. Notarized releases are not required. (Medical Releases should not be up-loaded.)*

TRAVEL PAPERS/PERMISSION TO TRAVEL

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Out-of-state teams playing under USYS from a state outside of USYS Region IV, must provide up-to-date, state-approved travel papers and roster as required by their home state association. Approved Travel Papers are provided by home state associations. These must be provided via the online check-in process, but also to CO Soccer Association.

Teams playing under US Club are not required to have travel papers.

PLAYER BIRTH CERTIFICATES

Birth certificates are not required for any Real CO Cup purposes. All challenges of an opposing player's age must be registered with the tournament site headquarters prior to the start of the second half of any game. The player's pass and state registered roster will be used to resolve any dispute, in a timely manner.

Any unresolvable issues will be referred to CSA and to the club of the player/team in question following the tournament. There is the possibility of tournament disqualification for the player/team in question as determined by the Tournament Director.

There will be no roster changes and/or additions once a team has begun their first game.

TOURNAMENT REFEREES and FIELD CHECK-INS

All 11v11 games will have 3 FIFA certified referees. All 9v9 will have 1 FIFA certified referee, except for championship round games which will have 3 FIFA certified referees.

All teams must have at least 1 copy of their RCC verified tournament roster at all games. Extras are advised, in case of lost or missing roster.

Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game.

*All player and coach passes (electronic copies okay), medical releases and RCC Team Info and Acknowledgement Form must be available at the field, 15 mins. prior to game time. Failure to produce any documents as requested at any time by a referee or tournament official will result in a forfeit of **ALL** games.*

FORFEITS

Teams failing to check in within ten (10) minutes of their scheduled kick off time will forfeit the game. All teams must have a minimum of seven (7) players present to be eligible to play. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in, unless informed in advance by an identified tournament representative that they do not need to show up. A forfeiture shall result in the awarding of three points to the non-forfeiting team with a loss and a negative two (-2) points to the forfeiting team. The Tournament Site Director may modify this rule under extraordinary circumstances.

A forfeiting team may not continue into the Championship Round of tournament play, such that the team finishing immediately below the forfeiting team would advance rather

than the forfeiting team. It is up to all teams to confirm their status prior to departing from the tournament.

Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

HOME TEAM

- *Is the team listed first on the schedule*
- *Wears dark jerseys*
- *Will provide the game ball to the referee who will approve it.*

VISITING TEAM

- *Is the second team listed on the schedule*
- *Wears light jerseys*
- *If the visiting team does not carry a light jersey, they must change to a jersey of an alternate color that does not conflict with the color of the home team jersey*

Either team's goalkeeper shall change jersey color as directed by the referee regardless of home/visitor status. All players shall wear their jerseys fully tucked into their shorts.

PLAYER EQUIPMENT

- *Hair control devices with any hard parts and jewelry of any sort are not permitted.*
- *Splints, casts, braces or other joint support devices, not inherently dangerous, or sufficiently padded with pliable materials to eliminate a dangerous condition, may be worn as approved by the referee.*
- *All players must wear shin guards. Knee high socks shall be worn over, covering the shin guards.*

Referees may request a player remove equipment considered dangerous or be expelled from the game.

TOUHLINES

Both teams will be on the same side of the field, each occupying a separate half of the touchline. Spectators will be on the opposite side of the field from their team. No spectators will be allowed on either end line or behind either goal.

GAME BALL

Unless a tournament-provided game ball has been provided, the HOME team will supply the game ball. If necessary, the visiting team must be prepared to provide a game ball. All balls will be regulation to the age group: Size 4 for U10-U12 (9v9 play), Size 5 for 12-13+ (11v11 play) to be approved by the referee.

GAME DURATION for Preliminary Play and Consolation Games

Real CO Cup Division:

U10 25-minute halves

5-minute half times

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U11-12	30-minute halves	5-minute half times
U13-14	30-minute halves	5-minute half times
<u>Colorado Showcase Division:</u>		
U15-16	35-minute halves	5-minute half times
U17-19	40-minute halves	5-minute half times

GAME DURATION for Championship Rounds

U10	25-minute halves	5-minute half times
U11-12	30-minute halves	5-minute half times
U13-14	35-minute halves	5-minute half times

*** No championship play for the Colorado Showcase Division.

SUBSTITUTIONS

Teams may substitute at any dead ball situation per FIFA Laws of the Game, from the halfway line, with the permission of the referee.

STOPPAGE TIME

*The game official may add stoppage time to the game duration stated above **only in quarter/semi-final and championship games**. No stoppage time added during preliminary play or consolation games. Consolation games may end in a tie.*

REPORTING OF GAME SCORES

The game referee will be responsible to record all scoring, cautions, send-offs and other game incidences on the game card. Referees will be responsible for reporting all scores as soon as physically possible following match end. Tournament Staff will verify all reported scores against all game cards.

SCORING

- Three points for a win.
- One point for a tie.
- No (zero) points for a loss.
- **Minus one (-1) point for each red card issued to a player, coach or parent.**
- **Minus two (-2) points for a forfeiture or abandonment of a game.**

MISCONDUCT

A player receiving a red card shall be expelled from that game, may not be replaced, and is automatically disqualified from the team's next tournament game. If the ejection is due to violent conduct, the sit-out will be for the next 2 tournament games. Two yellow cards in the same game for a single player will result in a red card (non-violent).

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must take no further part in that game. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result

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in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at the team's next game.

A team spectator displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Site Director or the center referee.

If spectators(s) are asked to leave a sideline by a referee or tournament official due to unsportsmanlike or unacceptable behavior, the team will be penalized (-1) point.

Any player or coach receiving a send off who plays in or coaches the next scheduled tournament game, will cause their team to automatically forfeit that game and the game shall be scored as such.

Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

Any or all of the above will be reported to the appropriate governing agency, whether state, national, provincial or international, as directed by sanctioning requirements. At a minimum, the RCC referee assignor will file a full report to CSA, including any player passes still in possession of the tournament at its conclusion.

FIGHTING

Any player, coach or spectator who is involved in a fight for any reason will be ejected from the tournament. Any player, coach, or spectator, who enters the field during a fight will be ejected from the tournament regardless of the reason for entering the field.

In the event more people are involved than can be clearly identified, the game will be terminated and the entire team or teams will be ejected from the tournament.

Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The player will be ejected from the tournament, and will cause their team to forfeit the game.

ANY PLAYER, COACH, OR SPECTATOR WHO ASSAULTS A REFEREE, VERBALLY OR PHYSICALLY, WILL BE EXPELLED FROM THE TOURNAMENT, AND THE TEAM SHALL BE PENALIZED.

ABANDONMENT

If abandonment occurs, the abandoning team will be viewed as forfeiting the game, with the Rules for Forfeiture being applied. Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

CHAMPIONSHIP ROUND FORMATS

Real CO Cup Division (U10-U14)

1 Bracket 5 – Championship/final between 1st and 2nd Place in Bracket

2 Brackets of 5 – Championship/final between Winner of Each Bracket

3 Brackets of 4 or 5 – Semifinal between Winner of Each Bracket and Highest 2nd Place Finisher to Championship/Final

CO Showcase Division (U15-U19)

No Championship Round in the 2023 CO Showcase Division.

TIE BREAKERS

PRELIMINARY GAMES/ROUND ROBIN

1. *Head-to-head competition*
2. *Least number of goals scored against you.*
3. *Most goals scored by you.*
4. *Sum of the goal differentials for games played up to three goals counted per game. This will be averaged for those teams playing an unequal number of games in the preliminary rounds*
5. *Kicks from the mark. If more than two (2) teams are still tied at this point, the Tournament Director will give instructions as to how to complete the competition.*

In the event that two teams from the same bracket meet in the first game of the championship round, the teams will be cross-bracketed. No team from the same bracket shall play against a team from their flight in the first round of championship play, if there is any alternative.

In the event of a circular tie in pool play, the tie breaker process continues through the calculations and does not revert to a previous tie breaker at any time.

QUARTER-FINALS, SEMI-FINALS, AND FINALS ONLY (NO OVERTIME FOR PRELIMINARY PLAY)

If, at the conclusion of regulation play, there is a tie, 2 teams shall then play the following:

- a. *2 full 5-minute halves of overtime, unless a golden goal is scored before completion.*
- b. *If still tied at the end of the overtime halves, the match will be decided by kicks from the mark, according to FIFA Laws of the game.*

SAFETY

In the event of serious weather, the Tournament Site Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields. Play will be resumed when "ALL CLEAR/RESUME PLAY" is signaled from the Tournament Site Director. Teams must return to their field within 10 minutes of "ALL CLEAR/RESUME PLAY" being sounded for further instructions from the tournament officials.

INCLEMENT WEATHER

Teams will be expected to play their game at the scheduled time and location, regardless of weather, unless otherwise notified by the Tournament Site Director.

*In the event of inclement weather, RCC has the right to modify all rules to safely and fairly end the tournament successfully. Teams must not leave the site until their coach has spoken directly with the Tournament Site Director, if games are called or postponed. Coaches must be available to be contacted by the Tournament Staff. It is the responsibility of each team to make sure that a cell phone is provided. Do not make assumptions about tournament play relative to weather or other delays, as status can be different at each Real Cup Field Site, at any given time. It is the **coach's responsibility** to confirm status at any time with Tournament Staff.*

Should the suspension of normal tournament play occur, regardless of the reason, the following tournament rules shall apply:

*A game result will be final upon completion of one half of play no matter the circumstances of termination in preliminary rounds. For championship rounds, the result **may** be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption. The winner will be based on the score at the game's termination.*

If one half of play has not concluded when a game is called for any reason, the Tournament Director will determine with the center referee if, and in what minute, the game will resume during the first half, as well as the length of the second half of the said game. The score at resumption will be as it was when play stopped.

If a team is not ready to resume play within 10 minutes, as determined by the referee, of the "ALL-CLEAR/RESUME PLAY" signal from the Tournament Staff, the missing team will be determined to have forfeited the game with the Tournament Rules for Abandonment/Forfeit being applied.

The Tournament Director will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the RCC and all participants.

As deemed necessary by the Tournament Director, EXTRAORDINARY TOURNAMENT WEATHER RULES may be enacted. These will be posted online and made available at all HQ tents at all sites.

GENERAL RULES

No alcohol or smoking of any substance is permitted on or at any Real CO Cup field venues at any time during the tournament. Animals are permitted only according to each field provider's rules (with the exception of service animals).

REFUNDS

Should the RCC be cancelled for any reason once play has started, Real CO will determine, in its sole discretion based on specific criteria including but not limited to timing of cancellation, number of games played, lengths of played games, etc., if any entry fees may be refunded. The decision will be made and carried out within 45 days of the termination of the tournament. Total refunds will not be more than 30% of Real CO expenses in hosting/planning the tournament.

If any team withdraws after acceptance, any refund will be at the discretion of the tournament, based on the timing of withdrawal and tournament's ability to replace the team in the schedule. There will be a minimum of \$125 admin fee, plus the GotSport Software Usage Fee, that will not be returned.

In the event the 2023 RCC is cancelled prior to the start of tournament play, all tournament fees will be refunded, less any non-refundable expenses already incurred. Any refund would be calculated on a pro rata basis.