



THE ADIDAS ELITE CUP 2015 Tournament Rules and Regulations

Updated 10/10/2014

TEAM ELIGIBILITY AND CREDENTIALS

The Adidas Elite Cup presented by AFC Lightning is primarily for Select Program teams from U8 Pre-Academy through U14 Select. Teams must be registered to, or affiliated with their State or National Organizations which are, in turn, affiliated with FIFA. Applications are considered from teams that are duly registered with their State, Provincial, or National Associations. All teams and players accepted shall have their rosters and players verified by their State, Provincial, or National Associations. Only approved players with current player passes checked in during the registration process shall be allowed to play.

All properly registered teams in good standing and which comply with the Rules and By-laws of the USYSA, USSSA, NYSA and US Club Soccer are eligible to compete in the event. Eligible players are those players whose names appear on the team's official roster. The maximum roster size for a team is:

- 12 players in 6v6 playing format (U8-U10)
- 14 players in 8v8 playing format (U10-U12)
- 18 players in 11v11 playing format (U12 and older)

The roster size for all U10 and U12 teams shall depend on the playing format, as these age groups will have the option during the application process to elect their preferred playing format. Tournament roster must be submitted via the GotSoccer.com web site. Therefore all players must be registered at the GOTSoccer website to be shown and printed on the tournament roster game cards. Tournament rosters will freeze after team check-in.

Each player may play on one team only during the event. Falsification of player registration forms, team rosters, player passes or other records used in the tournament shall be subject to disciplinary action, up to and including disbarment for the individual(s) involved and disqualification of the teams involved.

PLAYER ELIGIBILITY AND GUEST PLAYERS

All players must be born on or after August 1 in the year of their age group classification, or in a later year. All players must be legally registered to the team on which they are playing in accordance with the National registration requirements. Each player must have a current player pass verifying his/her team, date of birth and photograph. No player shall play for more than one team during the tournament.

Laminated current year State Player/Coach Passes or US Club Soccer, US Youth Soccer, USSSA, AYSO, SAY passes must be all from the same organization. No mixing of association cards will be accepted. Teams submitting mixed association cards will have to designate the association. Any players that are not carded with that specific association will not be allowed to play.

Each team is allowed to roster up to three (3) guest players. Guest players must be legally registered with their respective teams in accordance with the National registration requirements, and must have current player passes to participate in the tournament. Player passes will be presented to the referee or tournament official before each game.

CHECK-IN AND REGISTRATION

Online Check-in is available for those teams unable to check in Friday. Go to GotSoccer login team page using <https://www.gotsport.com/asp/teams/login.asp> on your team account, and click on the Adidas Elite Cup under Event Registration History to enter your application information. Select the Documents





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tab and under Team Document Upload options you will find all documents that need to be uploaded. Also, **make sure you bring all players, coaches and team officials laminated passes to the games (no copies)**, as well as the individual medical releases.

- Check-in online option is available any time after March 14 and **until midnight March 24**. Once you complete the online check-in, email the tournament staff that you have completed the process. If required information is not complete, you will be notified by March 24, and asked to either upload any missing documentation, or come in at regular check-in to complete the process.
- Regular team Check-in will take place on **between 3 pm and 9 pm on Friday, March 27 at the McCurry Park** office (North), 112 McDonough Rd, Fayetteville GA 30215. Teams competing on Friday evening must check-in by **5 pm**. At registration check-in, teams must provide the required below. Failure to register will result in automatic disqualification from the event without refund.

1. Teams must provide the required credentials for checking. All teams must present:

- State Association Certified Team Roster: Two (2) copies of the official roster with guest players written on bottom. Player numbers must be written on the state roster next to the players' name. Players listed on the official roster but not participating with the particular team checking in the event must be crossed out. This is especially important for academy teams from the same club that utilize the same official state roster.
- Submit Liability Waiver form signed by each parent (this must be the AFC Lightning form on website)
- A current Medical Release form no older than 12 months for each player including guest players.
- Player ID Cards - laminated with photographs, and pass for each Coach and/or Manager that will be on the sideline with the team.
- Notification or Permission to Travel Form: All teams from outside Georgia must also provide this form issued and approved by their State or National Organizations, including a roster listing all players authorized to travel.
- Foreign teams must have written permission and verification from USSF/USYSA and their Federation indicating authorization to participate in the tournament.

2. Please make sure all players are listed into your team roster at GotSoccer, including any guests in order to be eligible to participate. Those rosters will be used and will be shown when game cards are printed for the games. You do not need to bring game cards at check-in.

3. You may add additional players to your official roster at any point up until your team is checked-in. Roster will freeze after check-in. If the player is not listed on your state roster, simply add the player's information to the bottom of the state roster (name, DOB, unique state ID #) and present the player's pass at check-in. Just a reminder however, a player may play for one team only in the event. If a player is found to be playing for two different teams in the tournament, both teams' results will be nullified and a score of 0-4 posted for each game played by those two teams. A similar rule is in place for a team that fields an ineligible player (not on the official roster or unregistered).

4. Please have your players' passes available at all games.





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After the player passes and team roster have been checked, and verified, they will be returned to the team representative to present at the field prior to each game. Game cards with approved rosters will be printed and given to the officials prior to the game.

TOURNAMENT SCHEDULE

Teams are guaranteed a minimum of three (3) games, and a maximum of four (4) games (0 or 1 game on Friday, 1 or 2 games on Saturday, and 1 or 2 games on Sunday).

PREGAME PROCEDURE

Before the game may begin:

- i. The coach or manager of each team will present the team's game card approved by the tournament, and player passes (when requested) to the officiating crew or tournament official.
- ii. The officiating crew or tournament official will verify the identity of the players with the team roster.
- iii. Players' equipment shall be checked by the officiating crew.
- iv. It is recommended but not mandated that visiting teams use lighter color jerseys. The home team must change their jersey in the case of color conflict. The home team is listed first on the schedule.
- v. A player arriving after the pre-game procedure, may not enter the game until after being properly checked by the referee or an assistant referee for player pass and equipment, provided this player has been checked on the approved tournament approved roster.
- vi. No player shall be allowed to participate if not on the approved tournament roster.
- vii. A team that fails to report or, have the minimum number of players on the field (4 for 6v6, 6 for 8v8, and 7 for 11v11) within 10 minutes of the scheduled game start time, shall forfeit the game.

TOURNAMENT GAME LAWS

All games shall be played in accordance with the FIFA "Laws of the Game", with the following modifications:

LAW II: BALL SIZE- Size 5 ball U-13 and older, size 4 ball U-12 and younger.

LAW III: NUMBER OF PLAYERS- Substitutions shall be unlimited in all age groups. Substitutions may be made only upon proper notification of the referees through the assistant referee and with the referee's permission at the following times:

- A. Prior to a goal kick by either team
- B. After a goal by either team
- C. At the beginning of the second half or overtime periods
- D. At the referee's discretion in the event of injury
- E. After a caution, by either team
- F. Prior to a throw-in. If both teams have players at the half line ready to substitute, both may sub regardless of which team has possession, with the exception of the last ten (10) minutes of the game. During the last ten (10) minutes of the game, only the team in possession may sub on a throw-in.





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LAW IV: PLAYERS EQUIPMENT- All equipment must conform to Georgia Soccer rules due to insurance regulations, and shall be checked by the officiating crew.

- A. **Cast and Braces:** A player wearing an orthopedic cast shall not be eligible to participate. An orthopedic brace may be allowed if the player has a written statement from a physician stating that, in his/her opinion, the brace is necessary, and that no further injury is likely to occur to the joint which is supported by the brace. The referee will be the sole judge as to whether a brace is considered safe for that match.
- B. **Protective Equipment:** All players in every age group will be required to wear FIFA approved protective shin guards at all times while participating in a game.

LAW IV: REFEREES- All tournament referees must be USSF certified, and assigned by a certified Referee Assignor/Coordinator. The referee shall complete and submit the completed game report to the Referee Coordinator, or his assistant, or the Venue Director immediately following the game.

In the event that the assigned referee fails to appear, the Referee Coordinator for that venue will either referee the match or make appropriate changes to the officiating crew to ensure that the match has officials. Should the Referee Coordinator be unavailable, the senior assistant referee assigned shall become the referee. In the event that the referee, Referee Coordinator, and senior assistant referee are unavailable, the Venue Director together with the managers must find acceptable alternates. The game will be played as scheduled and will be deemed official. When any of the assigned officials fail to appear, the Referee Coordinator and/or Venue Director shall notify the Tournament Director.

LAW VI: ASSISTANT REFEREES- All tournament assistant referees must be USSF certified. Two assistant referees shall be used in all 8v8 and 11v11 matches. In the event an assigned assistant referee fails to appear, the referee, together with the Referee Coordinator and/or Venue Director, must find a suitable alternate. The game will be played as scheduled and will be deemed official.

LAW VII: DURATION OF THE GAME- The duration of the games will be as follows:

Age Group	All Games	Halftime	Overtime (Final Only)
U12-U14	2 x 30' = 60 minutes	10 minutes	2 - 5 minute periods
U10-U11	2 x 30' = 60 minutes	10 minutes	2 - 5 minute periods
U8-U9	2 x 25' = 25 minutes	10 minutes	2 - 5 minute periods

LAW XII: FOULS & MISCONDUCT: Any player ejected from a match will not be able to participate in his/her team's next match. Ejection for fighting may result in the player being disqualified for the remainder of the tournament. Any coach ejected from a match shall not be allowed to coach that team's following match. Depending upon the severity of the unacceptable conduct, the Tournament Director may suspend the offending manager, coach or player for the duration of the tournament, and/or recommend further disciplinary action by the appropriate State or National Association. If an individual is coaching more than one team in the Tournament, any suspensions shall be applicable to the age group in which the infraction occurred.





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Each coach is responsible for the conduct of the team's parents and spectators.

In 6v6 games, opposing players may not play or touch the ball until it has left the penalty area. For an infringement of either of these requirements, an indirect free kick to the defending team shall be awarded at the spot of the infringement, subject only to the overriding conditions of Law XIII.

DESIGNATED TEAM / SPECTATOR AREAS AND CONDUCT

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves within the letter, and spirit of "THE LAWS OF THE GAME". The Referee Coordinators and Venue Directors have the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct, in addition to any specific disciplinary action brought about by other authority. In addition to good manners, the following rules will apply in this tournament:

- A. Each team will have a designated area for their players and coaches on the same side as the other team. Parents and spectators must remain on the opposite side of the field until the conclusion of the match. The designated team area shall extend from midfield and 25 yards beyond. All coaches should make every effort to remain within this area during the match. Players and spectators must clear the field at the conclusion of their match to allow the next teams have adequate time to prepare for their match. While the game is in progress, the Manager/Coach and the reserve players must remain on their respective benches and not roam the sidelines.
- B. Team officials (Managers/Coaches) will be responsible for the behavior of their fans.
- C. Any serious complaints involving the misconduct of a team, its players, coaches or fans will be recorded by the Tournament Committee. This information will be reported to the home state association and the home club/league of the team, player, coach or fan involved, except that all matters regarding referee assault will, in accordance with USSF Rule 1108, be referred to the home state association, and to the D&P Committee of Georgia Soccer. The home state association and the home club/league of the team, player, coach or fan involved will, except in the case of referee assault, have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from this tournament.

POSTGAME PROCEDURE

In the spirit of good sportsmanship, both teams must congratulate each other at the end of the game.

- i. Referee with the assistance of the officiating crew shall complete the game report signed by the coaches, and deliver it to the Referee Coordinator or Venue Director. The game report must be completed with the score of each match and names of cautioned and ejected players must be reported to the Field Marshal by the referee immediately after the match. At this time, the referee will complete both game cards for the match and submit it to the Field Marshal. The coach or manager of each team will present the team's game card approved by the tournament, and player passes (when requested) to the officiating crew or tournament official.
- ii. The officiating crew will insure the return of player passes to the respective manager/coach.
- iii. Referee will deliver a disciplinary report to the Referee Coordinator or Venue Director as soon as possible; however, no later than 30 minutes after the game is played.





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- iv. Managers/coaches of both teams will insure that their sideline area is clean and that all trash is in containers.

DIVISION STANDINGS IN GROUP PLAY

The Division standings during group play will be determined based on the following point system, and tie-breakers (when applicable) in the following order:

1. Game points: Three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss
2. Head to head competition (only if no more than two teams are tied in points, or go to next)
3. Goal Difference (maximum 4 goals per game)
4. Most Goals scored (no limit)
5. Least Goals allowed (no limit)
6. Most shutouts
7. Kicks from the mark to take place prior to the finals or at an earlier time if coordinated with the Tournament Director through the Venue Director and Referee Coordinator.
8. Kicks from the mark round robin shootout to determine a group winner, teams can assign line-up to pick shooters if more than 2 teams are still tied.

Any forfeit shall be recorded as 4-0, with 3 points awarded to the winner. The forfeited team also forfeits the right to advance.

Divisions or groups with 5 teams will not have finals. Instead, they play each other on a 4-game round robin format. The Champions and Finalists will be determined by points based on the above point system.

SEMI FINALS / CONSOLATION

Should a semifinal game end in a tie, teams will be given a 5 minute rest, and then go straight to kicks from the mark. If the score is tied after five (5) attempts, sudden-death kicks from the mark will take place per FIFA rules. Only players on the field at the end of regular time will be eligible for the shoot-out.

Should a consolation game end in a tie, the score will be final and no penalty kicks will be taken.

FINALS

Should a final game end in a tie, teams will be given a 5 minute rest before playing one five (5') minute overtime period. Substitution reentry will not be allowed in overtime. The winner will be Champion. If the game is still tied at the end of the 1st overtime period, there will be an extra - and final - five (5') minute overtime period. Before each overtime period begins, each coach will select one player from his/her team to come off the field. So if for example each team has 11 players on the field assuming no ejections, the first overtime period will be played 10v10. If the game is still tied after the 1st overtime, there will be a 2nd overtime period, teams switch halves immediately, each coach will pull one more player out, and the game will be played 9v9. If there have been ejections during the match, FIFA rules and minimum player requirements on the field continue to apply. If there still is no winner at the end of the 2nd overtime, the game will go to kicks from the mark. If the score is still tied after five (5) attempts, sudden-death kicks from the mark will take place. Only players on the field at the end of overtime will be eligible for the shoot-out (per FIFA rules).



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In a finals game, if the match's progress is terminated after the second half has begun, the match will be considered official and the score at the time will stand. If the teams are tied and weather and field conditions permit, the teams will go straight to kicks from the mark to determine the winner. If a finals game match is suspended before the end of the first half, a winner will be determined in the following manner:

- Match play resumed if the field is deemed safe and playable by the tournament officials.
- Kicks from the mark if the field is deemed unplayable with any score existing at the time of suspension carried over to a final score.
- If both teams are still scoreless or tied after match play or five penalty shots, sudden death kicks from the mark will continue until a winner can be determined. Sudden-death kicks from the mark will take place with the first shooter in order repeating the sequence.

If neither field play nor penalty kicks is feasible because of unsafe or unplayable conditions, a finals game winner will be determined by the following criteria:

1. Most tournament points
2. Head-to-head Competition
3. Best goal difference overall in the tournament (maximum 4 goals per game)
4. Most goals scored for overall in the tournament
5. Least amount of goals allowed overall in the tournament
6. Teams will be declared Co-Champions.

AWARDS

Awards will be given to Champions and Finalists in each division.

FORFEITS

A team absent or, not prepared to play with the minimum number of players (4 for 6v6, 6 for 8v8, and 7 for 11v11) within 10 minutes of its scheduled game time shall forfeit, and their opponent will be awarded 3 points and the score will be recorded as 4-0. A team that forfeits any match will also lose the right to advance.

PROTESTS

There will be no protests allowed.

MATCH SUSPENSION OR TERMINATION DUE TO WEATHER/FIELD CONDITIONS

In the event adverse conditions, not limited to weather, necessitate rescheduling, curtailment or cancellation of games, the Tournament Director shall have absolute authority to make the changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners within a certain time period.

Regardless of weather conditions, coaches and their teams should appear on the field of play and be ready to play as scheduled. Failure to appear at the match site will result in forfeit of the match. Only referees, Site Coordinators, and the Tournament Director can postpone a match. The Tournament





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Director and Committee have the power to cancel a match. If the progress of a bracket or semifinal match is suspended due to weather conditions after one-half has been completed, the match will be considered official, and the score at the time will stand. There will be no wait period.

If a bracket or semifinal game has begun but has not reached half-time and must be suspended due to inclement weather, then the following procedure will be followed:

- If the field is deemed safe and playable by the referee and Field Coordinator, play may resume on the field and be concluded in a timely manner.
- If the field is deemed unsafe or unplayable by the tournament staff due to inclement weather, unsafe playing conditions, darkness or other conditions as deemed by the tournament officials, the score at the time of stoppage during the 1st half will stand. If the game is a semifinal and is tied, the game winner will be determined by the following criteria sequence:
 1. Most tournament points in group play
 2. Head-to-head Competition (if applicable)
 3. Best goal difference overall in the tournament (maximum 4 goals per game)
 4. Most goals scored for overall in the tournament (no limit)
 5. Least amount of goals allowed overall in the tournament (no limit)
 6. Kicks from the mark (FIFA rules and coach assigning 11 players to be eligible). If both teams are still tied after five penalty shots, sudden death kicks from the mark will continue until a winner can be determined. Sudden-death kicks from the mark will take place with the first shooter in order repeating the sequence.
 7. Draw (if penalty kicks cannot be taken due to unsafe conditions).

If a bracket or semifinal game has not begun, and cannot be played due to inclement weather or unsafe playing conditions, darkness or other conditions as deemed by the tournament officials, the bracket game will be considered a 0-0 tie and each team will receive one point in standings. In the event of semifinal game, the winner will be determined by the following criteria sequence:

1. Most tournament points in group play
2. Head-to-head Competition (if applicable)
3. Best goal difference overall in the tournament (maximum 4 goals per game)
4. Most goals scored for overall in the tournament (no limit)
5. Least amount of goals allowed overall in the tournament (no limit)
6. Kicks from the mark (FIFA rules and coach assigning 11 players to be eligible). If both teams are still tied after five penalty shots, sudden death kicks from the mark will continue until a winner can be determined. Sudden-death kicks from the mark will take place with the first shooter in order repeating the sequence.
7. Draw (if penalty kicks cannot be taken due to unsafe conditions).

MATCH SUSPENSION OR TERMINATION NOT DUE TO WEATHER/FIELD CONDITIONS

A match is considered official if one half has been completed. However, should a match be terminated for any reason other than inclement weather or poor field conditions, the Tournament Director and Committee will review the referee's report, and any other information available in order to render a decision.



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REFUND POLICY

Once accepted into the tournament, there will be no refunds. If your check is returned NSF, you will be charged an additional \$35 fee.

- A. A team that has been applied but not accepted in the event is entitled to a full refund.
- B. No refunds will be issued for teams who withdraw after team has been accepted, except for the reasons below.
- C. If the event is canceled more than two (2) weeks prior to the scheduled start date of the event, all teams will receive a full refund.
- D. If the event is canceled prior to its start due to Weather/Act of God further causing unsafe or unplayable field conditions, the teams will receive up to a 75% refund. The remaining amount (25% of the published fee) will go to cover non-refundable expenses.
- E. If the event is terminated after the first of three days is complete, the teams that have not played at all will receive up to a 75% refund. This includes reasons of inclement weather, poor field conditions or any Act of God that may cause the termination of the event. The remaining amount (25% of the published fee) will go to cover non-refundable and incurred expenses.
- F. If the event is terminated after the first of three days is complete, those teams that played will receive up to a 50% refund. This includes reasons of inclement weather, poor field conditions or any Act of God that may cause the termination of the event. The remaining amount (50% of the published fee) will go to cover non-refundable and incurred expenses.
- G. If the Event is terminated during or after the second of three days, there will be no refunds issued. This includes reasons of inclement weather, poor field conditions or any Act of God that may cause the termination of the event.

PROBLEMS OR QUESTIONS

If questions or problems arise, first check with the Field Marshal. The Venue Director should then be contacted for further assistance. The Tournament Director can be contacted at headquarters. Each coach or team manager must leave a name, cell phone, place of lodging with room number, or a local number at the registration table during check-in. This will facilitate contacting coaches in emergency circumstances.

DISCLAIMER

Neither the Tournament Director, Committee, AFC Lightning, Group Housing, the Tournament Sponsors or their agents and representative are responsible for any expenses incurred by any teams in the event the tournament is cancelled in whole or part, or in the event games are discontinued or cancelled due to inclement weather and adverse or unsafe field conditions. In the event that the tournament is completely cancelled due to weather or other natural cause, teams will receive a partial refund of their entry fee as noted. The Tournament Director and Committee reserve the right to decide all matters pertaining to the tournament. The judgment of the Tournament Director and Committee are final. All referee decisions are final and binding.

Note: Your online application constitutes complete agreement with all rules and paragraphs above.

