

# THOMAS C. MURRAY MEMORIAL CUP

## 2009 RULES AND REGULATIONS

1. FIFA rules will be in effect with the following exceptions:
  - a. Unlimited substitution.
  - b. Substitutions may be made:
    - Before a throw-in in your favor;
    - Before a goal kick;
    - After a score by either team;
    - At halftime;
    - In case of injury, unlimited both teams. The opposing team may also substitute an equal number of players at this time.
2. In accordance with FIFA policy:
  - a. There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent.
  - b. Any player ejected from a game, whether by red card or two yellow cards, will be ineligible to participate in the next tournament game.
  - c. In the event of an ejection, the offending team may not replace the ejected player.
3. Team rosters shall be limited to 18 players for 11v11 U12 – U16 and 22 players for U17 – U19 (only 18 players may dress for each game). Guest players are unlimited (not to exceed the roster limits). Guest players must present an official player pass from their state sanctioning organization. Players are not allowed to play on more than one team during the tournament, unless granted a waiver from the tournament director.
4. Games:
 

<u>Age Divisions</u>	<u>Length of Games</u>	<u>Ball Size</u>
U17 – U19	2 x 40 min. halves	5
U15 – U16	2 x 40 min. halves	5
U13 – U14	2 x 35 min. halves	5
U11 – U12	2 x 30 min. halves	4
U9 – U10	2 x 25 min. halves	4

The game clock will not stop for injury unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. There will be 5 minute between halves.
5. There will be no tie-breaking overtimes in any games. If a semifinal or final game is tied at the end of regulation, the winner will be determined by penalty kicks. Only players on the field at the end of the game are eligible for penalty kicks.
6. If for any reason the “Finals” can not be played, co-champions will be declared and distribution of 1<sup>st</sup> and 2<sup>nd</sup> place trophies will be decided by a coin toss.
7. Advancement as a group winner or as a wild card will be decided as follows:
  - 6 pts for a win
  - 2 pts for a tie
7.
  - 1 pt for each goal scored up to a maximum of 3
  - 1 pt for a shutout
  - Total Maximum Points to be gained per game 10

If a team forfeits, all their games played or not will be treated as 3-0 forfeits.
8. If two or more teams in a group or division have equal points, the following procedure will be followed in this order. Each time a team is eliminated, the procedure will start again at “a” until one team remains:
  - a. Head-to-head play (does not apply in the event of a three-way tie);
  - b. Goal differential (goals scored less goals allowed – maximum three per game);
  - c. Fewest goals allowed;
  - d. Most goals scored (maximum four per game);
  - e. Penalty kicks. Any rostered player may be selected for penalty kicks. If teams are tied after the first round of five penalties, successive rounds of one shooter each will be taken until one team prevails.
9. Decisions of the tournament director(s) shall be final on all questions regarding advancement. There shall be no appeals of advancement decisions.
10. Refund Policy: There will be no refunds of entry fees after a team’s application is accepted except if the tournament is cancelled due to weather or other circumstances not under our control. We will refund the application fee minus our expenses if less than 2 halves of soccer are completed. There will be no refunds after the completion of two halves.

### Modifications for U9, U10, U11 and U12(8v8) Games

- A. FIELD – Small-sized field will be used.
- B. PLAYERS – Maximum number of players on the field is eight (U11 & U12) six (U9 & U10), one of whom may be a goalkeeper. Maximum number of players per team is 14 (U11 & U12), 12 (U9 & U10), including guests. Players are not allowed to play on more than one team during the tournament.
- C. GAME FORMAT – Two 25-minute halves will be played for U9 & U10, two 30- minute halves will be played U11 & U12. Size 4 ball will be used.
- D. OVERTIME – No overtime in any games. If a semi final or final game is still tied at the end of regulation, the winner will be determined by penalty kicks. Only those players on the field at the end of the game are eligible for penalty kicks. If two or more teams are tied after bracket play, see above 7.
- E. OFFSIDE – Offside will be called U11 & U12. No offside for U9 & U10.
- F. AWARDS – Participation awards for each U9 & U10 player.