

2017 Utah Surf Invitational Rules

Check-in:

Mandatory check-in will be on Tuesday, June 27 at the America First Pavilion on the East Side of Rio Tinto Stadium from 6pm-9pm (9256 S State Street, Sandy, UT). All teams must have a representative at check-in. Out of state teams my check in at the field 2 hours prior to their first game.

- a. All UYSA Teams must submit (6) copies of their 2017/2018 photo travel roster – including guest players.
- b. All UYSA Teams must submit and official roster – this doesn't need to be signed.
- c. All teams must provide a medical release/player participation form at check-in.
- d. Due to the change in the rules by USSF, each team will be able to have an unlimited number of guest players. Guest player forms are required for each guest player.
- e. For out-of-state teams, current USYSA or US Club Soccer player passes for 2017/2018 are required.
- f. For teams traveling from outside of Region IV, valid travel papers must be presented.

Rules:

- a. The Tournament Director has the final decision regarding the interpretation of the rules herein. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.
- b. FIFA Laws of the Game will apply as modified by USYSA or UYSA as described herein.
- c. A player may participate with only one (1) team in the tournament. If a player is found to have participated with two (2) different teams in the tournament both teams will forfeit each game that said player participated in.
- d. Teams are required to sit on the same sideline as their spectators. There must be a 10 yard buffer zone between the team and its spectators. The coach is responsible for the conduct of his/her team's spectators. Abuse towards referees, opposing team, opposing teams players or opposing spectators will not be tolerated. Violations of this rule could result in a forfeit or possible expulsion from the tournament.
- e. Home teams are listed first on the schedule. They must provide a game ball and in the event of a uniform conflict the home team is required to change uniforms. Home teams are encouraged to wear their dark uniform and away teams are encouraged to wear their light uniform.
- f. A player receiving two (2) yellow cards in a single game is considered to have been given a red card and thus will be ejected from the game. If a player is ejected the player may not be replaced. A player or coach that has been ejected from a game may not continue in that game and will be suspended for the teams following game. The referee will report every card to the referee coordinator.

- g. Games may be temporarily suspended, shortened, rescheduled or cancelled due to field conditions, inclement weather or other unforeseen events. Game stoppage will be the responsibility of the referee. In the event that the game is suspended is at the sole discretion of the Tournament Director to determine if the game will continue or whether the score will stand at time of suspension. Game cancellations will be determined by the Tournament Director. There will be no refunds given for cancelled games.
- h. Each team will play a minimum of three (3) games.
- i. Substitutions will be up to the discretion of the referee and are unlimited.
- j. Shin guards must be worn by each player.
- k. NO PROTESTS WILL BE ALLOWED.

Duration of Games & Overtimes, by halves, and ball size are as follows:

AGE GROUP	GROUP PLAY	SEMIFINALS & FINALS	OVERTIME*	BALL SIZE
U17-U19	40 minutes	45 minutes	5 minutes	5
U15-U16	35 minutes	40 minutes	5 minutes	5
U13-U14	30 minutes	35 minutes	5 minutes	5
U11-U12	25 minutes	30 minutes	5 minutes	4
U9-U10	20 minutes	25 minutes	5 minutes	4

*Overtime will only be played in semi-finals and finals

Scoring:

Group play games will be scored as follows:

1. Three (3) points for a win
2. One (1) point for a tie
3. Zero (0) points for a loss

In the event that a match is forfeited the score will be recorded as 1-0 and the winner will be awarded three (3) points for the win.

Tie Breakers:

To determine bracket winners in group play the following system will be used if a tie exists:

1. Head to head results
2. Goal differential (maximum of 4 goals per game)
3. Least goals allowed (maximum of 4 goals per game)
4. Most goals scored (maximum of 4 goals per game)
5. Most shut outs
6. Winner of the most games
7. Kick from the penalty mark, as per FIFA

The above tie breaking procedure will be used to determine first (1st) and second (2nd) place teams in each group if necessary. If more than two (2) teams are tied after group play, the above tie breaking criteria will be used beginning at criteria #2 to advance one (1) team. The remaining teams that are tied will begin at criteria #1 to determine the team that advances.

Advancement to finals and semifinals:

The following criteria will be used to advance teams to the finals or semifinals

1. First (1st) place in group play
2. Second (2nd) place in group play

In the event that there are wild cards, the remaining team with the most points in group play will advance as Wild Card (WC) #1. All subsequent wild cards will be determined by most points in group play until all wild card spots are filled. In the event that there is a tie the above tie breaking criteria will be used.

In an age bracket with three (3) groups the winner of each group will advance as group winner and one (1) wild card will advance. The wild card in said group will play the winner of group A. In the event that the wild card comes from group A the wild card will then play the winner of group C.

Awards:

First (1st) and Second (2nd) place teams will receive individual awards.