



Copper Cup Tournament Rules



The tournament will be played under FIFA Laws, with the following changes:

1. Rosters and Check-in

Each player must check in individually. Upon check-in, after presenting appropriate documentation, the player will receive a wristband of specific color and/or pattern that identifies their team. All players on the team must be wearing the same color/pattern wrist band. Players without the specified wrist band will not be allowed to play. A lost or broken wristband costs \$10 to replace.

All players must be listed on the final roster prior to the team's first game. They may check-in any time prior to playing if their name appears on the roster prior to the first game. When checking in, **players must have a sanctioning document (i.e. valid player pass, league issued team roster, or tournament pass).**

2. Uniforms and Pre-Game

Team players must have identical jerseys, with clearly marked numbers. The team listed first is the HOME team and changes jerseys if there is a color conflict. **Shin guards are required. Jewelry is not allowed.**

The home team chooses the side they would like to defend. The away team has kickoff. The home team is responsible for supplying a game ball. The away team should have a ball available as a backup.

3. Game Times

Due to a tight schedule, **games must begin on time**. Teams must be ready to check in 30 minutes prior to the start of their game. Failure to do so could result in the loss of team points. Any team that cannot field at least 7 players by game time will forfeit the match. The only exception will be for a team coming from another match, on another field. Additional time will not be added for injury, or other "out of play" time. If a game is running late, referees will terminate a game 5 minutes prior to the next game time.

Half time is 5 minutes long in preliminary games or other games with shortened halves. In Championship games, at referees discretion, it may be extended a few minutes longer. There are no hydrations breaks scheduled unless the referee determines there is a safety issue that requires one.

4. Slide tackling

There is **NO slide tackling allowed in Women or Coed recreational** divisions. Slide tackling is allowed in competitive coed and all men's divisions.

5. Head injury

In the case that a referee or coach suspects a head injury may have occurred, the injured player must leave the field to be evaluated. The player may not re-enter the field until he/she has been cleared by the trainer.

6. Protests

All games will be considered **FINAL** and **NO PROTESTS** allowed.

7. Sportsmanship

Good sportsmanship will prevail at all times. Coaches/team reps are responsible for the conduct of their players and spectators. If, in the opinion of the referee or tournament committee, the team is not under control, the game may be terminated.



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8. Alcoholic Beverages

Players, coaches and spectators found consuming alcoholic beverages, during the match may cause their team to forfeit the game.

9. Game Cards

Referees will control the game cards.

10. Length of games

- A. Preliminary games consist of two 30-minute halves. Ties shall stand.
- B. Semi Final and Runners-up games will be played until there is a winner, with format:
 1. Two 30 minute halves, or if still tied...
 2. Two 5 minute overtime periods, golden goal wins, or if still tied...
 3. Five penalty kicks, alternating, or if still tied...
 4. One penalty kick alternating.
- C. Championship games will be played until there is a winner, with a format as follows:
 1. **Two 45 minute** halves, or if still tied...
 2. Two 10 minute overtime periods, golden goal wins, or if still tied...
 3. Five penalty kicks, alternating, or if still tied...
 4. One penalty kick alternating.

11. Preliminary Game Points

- A. Points will be awarded for each preliminary game according to the following schedule:
 - 6 points for a win
 - 3 points for a tie, to each team
 - 0 points for a loss
 - 1 bonus point for each goal scored (max 3 per game)
 - 1 point for a shut-out
 - **LOSS** of 1 point for each three yellow cards issued to a team in one game (they do not have to be issued to the same player).
 - **LOSS** of 1 point for each red card issued to a team
- B. A team may accrue a maximum of 10 points per game.
- C. 7 points will be awarded for a forfeited game (score of 1-0).
- D. A 0-0 tie will be awarded 4 points per team
- E. No points will be awarded if neither team can field at least seven players.

12. Tie Breakers

If a tie in points exists after all of the preliminary games have been played, it will be broken using the following criteria (in order):

- A. How the teams did against each other if they played.
- B. Team with the highest number of wins.
- C. Team with the highest number of ties.
- D. Team with the highest number of goals scored.
- E. Team with the lowest number of goals scored against them.
- F. Five penalty kicks, alternating... then one penalty kick, alternating

Note: In a 3-way tie, item "A" is skipped, and the tie breaker begins with "B".



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13. Championship Games

Championship bracketing will be determined by accumulated points from the preliminary games. If a team fails to field at least seven players for a championship game, the game shall be declared a forfeit; and the team that does field at least seven players shall be declared the winner.

14. Substitution Rules

Free unlimited substitution is allowed with referee approval at any stoppage.

15. Ejections

If a player is ejected from a game, they will automatically be suspended for the remainder of the game and the following game. Their conduct will be subject to review, by the tournament committee for further suspension. Ejections for VIOLENT CONDUCT will be brought to the attention of the Tournament Committee and will result in suspension for the remainder of the tournament.

16. Awards

Awards shall be given to the first and second place teams in each division, following the championship game for that division.

17. Inclement Weather

In the unlikely event of inclement weather, The Tournament Committee will do everything possible to ensure the games are played. However, the Tournament Committee reserves the right to modify the tournament structure, including cancellation if necessary.

18. COED ONLY RULES

- A. No slide tackling in recreational.
- B. The goalkeeper may be either male or female. The number of male field players may not exceed five (not including goalkeeper).
- C. In the case of a female goalkeeper, penalty kicks awarded during regulation play, must be taken by a female player.
- D. In the event of penalty kicks to decide a match, the goalkeeper may be male or female. Out of the first 5 shooters, at least 2 must be women. If still tied, shooters must alternate male and female, until all players on the field have taken a turn or the game has ended.
- E. Players must be 25 years or older in the recreational division.

19. Other Situations

Any situation not covered by these rules will be resolved by the tournament director.