

PERFORMANCE CUP INFORMATION & RULES

Updated: 2/11/2018

FC Nova Tournament Director – Michael Camacho

Contents

A large, semi-transparent watermark of the FC Nova logo is centered on the page. The logo is circular with a yellow border. Inside, there's a grey circle containing a stylized 'N' and 'T' in yellow and red. The text 'FC' is at the top and 'NOVA' is at the bottom. The year '2010' is also visible in the center.

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GENERAL INFORMATION

1. This Class I tournament is open to affiliated competitive teams from US Club Soccer, other USSF affiliated members and foreign countries. Premier and Classic divisions of play are offered, for boys and girls age U9 – U19 (1998-2009).
2. The tournament will do its best to schedule three (3) games for each team. However, at the Tournament Director's discretion, the number of games may be reduced, and the tournament is not liable for any expenses and no refunds for the tournament application fees will be given.
3. Under no circumstances whatsoever will US Club Soccer, IYSA, USYSA, the FC NOVA Soccer Club, the Tournament Director, Tournament Committee or any of their official representatives be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation whereby the tournament or any game(s) is canceled in whole or part.
4. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this tournament.
5. No items, including raffle tickets, flyers, posting, and advertising, may be sold or distributed at tournament headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Tournament Committee.
6. **RV and Trailer parking will not be available/allowed at any site. No pets are allowed at any site. No alcohol or smoking is allowed at any site.**
7. Parking outside the designated tournament parking areas is prohibited. **Parking will not be allowed on Lake Hazel Road eastbound between Eagle Road and Medalist Street.** The tournament will allow parking for campers and motorhomes during the hours of 8:00 AM to 8:00 PM. Overnight camping is not allowed per our usage permits.
8. Please note that local teams may be asked to play a Friday night game. Out of town teams will not be scheduled Friday night games unless requested by the coach.
9. **This is a STAY and PLAY event. All travelling teams must meet the minimum requirement of 7 rooms booked through fcnovahousing@hotmail.com . Teams failing to meet that requirement will be charged a fee of \$500.00 to the card used to register/pay for the tournament.**

IMPORTANT DATES & DEADLINES

- Tournament Dates: **April 27th – 29th, 2018**
- Registration Deadline: **April 2nd, 2018**
- Request deadline to play Friday night Games: **April 2nd** - Out of town teams will not be scheduled Friday night games unless requested by the coach

LODGING

The FC NOVA Soccer Club is proud to partner with local hotels for the Fall Showcase each year. These hotels agree to provide reasonable prices for the teams who participate in the tournament.

Teams from outside of the Boise area must stay at these properties and provide a Hotel Confirmation letter to the Tournament Director by the specified deadline. This is a STAY and PLAY event. All travelling teams must meet the minimum requirement of **7 rooms** booked for the duration of the event. All rooms must be booked through fcnovahousing@hotmail.com.

Teams failing to meet that requirement will be charged a fee of \$500.00 to the card used to register/pay for the tournament.

TEAM CHECK-IN

1. All Teams will be able to check-in on Thursday April 26th, 2018 from 5:00 pm – 8:00 pm at the FC Nova Soccer Club house; located at 3924 E Lake Hazel Rd., Meridian, Idaho 83642
2. Travel Teams will be able to check-in on Friday, April 27st from 6:00 pm – 9:00 pm at the FC Nova Soccer Club house; located at 3924 E Lake Hazel Rd., Meridian, Idaho 83642. Each team, on checking in at registration, must provide a local phone number and name/location of hotel, if applicable, of the designated contact person who can be reached at any time, should the necessity arise.
3. Each team must submit a **five (5) completed copies of the Official Tournament Roster (or GotSoccer Roster)** showing the names of all players that will be participating in the tournament as well as their jersey numbers, birthdays and player ID numbers. Guest players must also be indicated (handwritten in is fine). (U10 teams that do not have player numbers on their uniforms must be listed by name on the Official Roster)
4. **All players must have valid player registration cards with photos for the current year**, as well as medical releases. Birth certificates are no longer required.

At tournament check-in, each team will need the following:

US Club Soccer Team Check-in:

- Provide **five (5)** completed copies of the **Official Tournament Roster Form**.
- This form is available for your convenience at http://www.fcnova.org/Tournaments/PCup/index_E.html
- Medical Release for each player
- Player Cards for US Club Soccer

USYSA/ State-registered Team Check-in:

- Provide **five (5)** completed copies of the **Official Tournament Roster Form (or GotSoccer Roster)**.
- This form is available for your convenience at http://www.fcnova.org/Tournaments/PCup/index_E.html
- Medical Release for each player
- Player Cards for USYSA

TOURNAMENT LOCATION

FC Nova Soccer Club Event Locations

From I-84: Exit onto Eagle Road South.

Location #1 FC NOVA Club House & Complex: After you exit travel Eagle road, travel south about ~3.1 miles. Turn left onto Lake Hazel Road. Travel ~0.5 miles to the FC Nova Soccer Complex, located at the bottom of the hill on the left (3924 East Lake Hazel Road).

Location #2 Turf Fields After you exit, travel south on Eagle Road ~ 3 miles to the Eagle Road and Lake Hazel intersection. Turn right to travel about a half block and the fields are to your left. Address is 2385 E. Lake Hazel Rd. Meridian, 83642.

PARKING at FC Nova Complex

There will be a parking lot available at the FC Nova Complex which will allow ample parking for participants and spectators.

Please, do not park in non-designated areas or your car will be towed. All parking lot attendees are volunteers, please be respectful. They are there to help ensure the safety of all participants.

Handicapped parking spots are located at the front of the parking areas. Handicapped decals will be required to park in these designated spaces. Please notify tournament officials at the entrance to the parking lot if you need assistance getting to the fields from the parking lots.

Speed limit in the parking lots is 5mph. Please watch out for children and others when driving through the parking lots.

No overnight parking will be permitted.

RV Parking cannot be accommodated at this site

PARKING at Turf Fields

There will be a dirt lot parking site available at the fields. Parking will be limited. Please carpool when possible.

Please, do not park in non-designated areas or your car will be towed. No overnight parking will be permitted.

Handicapped parking spots are located at the front of the parking areas. Handicapped decals will be required to park in these designated spaces.

Speed limit in the parking lots is 5mph. Please watch out for children and others when driving through the parking lots.

RV and trailer Parking cannot be accommodated at this site.

TOURNAMENT RULES

1. AGE AND ELIGIBILITY

- This tournament is sanctioned by USYSA and US Club Soccer under the Open Cup format. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event.
- Participation in the tournament is open to accepted boys and girl's teams for U-9 through U-19 meeting the age limit of the specified division. Players must have been born during or subsequent to, the divisional year, as defined by US Soccer guidelines.

Age groups:	Format:	Max Roster Size:	Guest Players	
Age groups:	Format:	Max Roster Size:	Guest Players	
Under 19 (1998/1999)		11 v 11	22	6
Under 18 (1999/2000)		11 v 11	22	6
Under 17 (2001)		11 v 11	22	6
Under 16 (2002)		11 v 11	18	6
Under 15 (2003)		11 v 11	18	6
Under 14 (2004)		11 v 11	18	6
Under 13 (2005)		11 v 11	18	6
Under 12 (2006)		9 v 9	16	5
Under 11 (2007)		9 v 9	16	5
Under 10 (2008)		7 v 7	14	3
Under 9 (2009)		7 v 7	14	3

* Combining of age groups will be done at the Tournament Committee's discretion, if needed.

- Each team accepted must be registered with either US Club Soccer or with a national state association affiliated with USSF, and must present either a valid US Club Soccer roster or a valid state competitive roster at check-in.
- Out of state teams that are NOT affiliated with US Club Soccer must have Permission to Travel Form signed by their association. This is NOT required for US Club Soccer teams.
- Guest players must be identified at team check-in to be eligible for tournament play. Adding guest players after the check-in deadline or on the day of the event will not be allowed. Guest players must have a current and valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards.
- No player may compete in the tournament in two age groups or on two separate teams/game rosters in the same weekend.

2. LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

- A. All U9 – U12 age groups will follow the USSF guidelines. **No Heading** will be allowed.

Should a header occur the following rule will be applied:

When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

U9 – U10 Age groups:

- A. All U9 – U10 age groups will be using the build out lines.
- B. During a **Goal Kick** or when the **goalkeeper has the ball in his or her hands** during play, the opposing team must retreat behind the build out line until the ball is put into play.
- C. The goalkeeper can pass, throw or roll the ball into play (**punts and drop kicks are not allowed**).
- D. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The ball is in play when it is touched outside of the penalty area.
- E. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- F. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

3. DIVISIONS

The tournament will make efforts to provide multiple divisions at most age groups

- Gold Division (usually Age pure teams)
- Silver Division (usually mixed age teams or developmental teams)

Although teams may request to be placed in a specific division, final placement is at the discretion of the Tournament Committee. Divisions may be deleted, combined or added at the Tournament Committee's discretion.

4. DURATIONS OF GAMES

The duration of all tournament games shall be in accordance with the following:

- U-9: two 25-minute halves, 5-minute half time, no overtime period
- U-10: two 25-minute halves, 5-minute half time, no overtime period
- U-11: two 25-minute halves, 5-minute half time, no overtime period
- U-12: two 25-minute halves, 5-minute half time, no overtime period
- U-13: two 30-minute halves, 5-minute half time, no overtime period
- U-14: two 30-minute halves, 5-minute half time, no overtime period
- U-15: two 35-minute halves, 5-minute half time, no overtime period
- U-16: two 35-minute halves, 5-minute half time, no overtime period
- U-17: two 40-minute halves, 5-minute half time, no overtime period
- U-18/19: two 40-minute halves, 5-minute half time, no overtime period

Preliminary games:

All preliminary games will be the length listed above with a 5-minute half time. Preliminary games may end in a tie.

Semi-final games:

All semi-final games will be the length listed above with a 5-minute half time. Semi-final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner.

Championship games:

All championship games will be the length listed above with a 5-minute half time. Final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner.

- There will be NO STOPPAGE OF TIME in preliminary, Semi-final and consolation games.
- The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.
- Games will start/end at the listed times on the released schedule.

5. FIELD AND GAME EQUIPMENT

- THE OFFICIAL TOURNAMENT ROSTER, APPROVED BY THE TOURNAMENT STAFF, MUST BE PRESENT AT THE FIELD AT CHECK-IN 30 MINUTES PRIOR TO A GAME AND FOR THE DURATION OF THE GAME.
- Check-in time is 30 minutes prior to the scheduled kick-off.
- Players' numbers MUST be listed on the Official Tournament Roster approved by the tournament staff. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Official Tournament Roster. (U10 teams that do not have player numbers on their uniforms must be listed by name on the Official Roster)
- Players shall wear shin guards in accordance with FIFA laws.
- No jewelry will be allowed.
- Where opposing team's uniform colors are similar, the designated **home team will change colors**. The designated home team is listed first on the schedule.
- U10 Teams will have referee assistants whenever possible. In the event they are not assigned, if requested by the referee, each team must provide a referee assistant.
- The designated **home team must provide the game ball**. A size 4 ball is used for U-10 through U-12 play, and a size 5 ball is used for U-13 through U-19 play.
- Players and coaches of both teams will take the same side of the field. All other supporters will take the opposite side. Only three team officials are permitted on the sidelines with their players.

- The use of US Soccer and FIFA approved soft headbands. These will have the US Soccer and/or FIFA logos on them.
- Casts and brace must be padded and approved by the referee prior to each match; braces must be worn as intended by the manufacturer. Using the cast or brace in any intentional manner is grounds for removal from the tournament.
- Field Size U9/U10 = 7 v 7: 65' x 45' (will have build out lines/3rd lines)
- Field Size U11 - U12 = 9 v 9: 80' x 50'
- Field Size U13-U19 = 11 v 11: 70' x 110'

6. PROTESTS

THERE WILL BE NO PROTESTS ALLOWED.

7. SUBSTITUTIONS

In all age divisions, unlimited substitutions may be made with the referee's permission:

- After a goal has been made.
- At the beginning of the second half of play or prior to the beginning of an overtime period.
- At a goal kick by either team.
- At a throw-in by either team.

Limited substitutions may be made, with the referee's permission:

- In case of stoppage of play for an injury; or
- To replace a cautioned player.
- Before a restart of play.

Under no circumstances may substitutions be made:

- On corner kicks.
- After the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

8. GAME AND SCORE REPORTING

- The referee will ensure that the game report forms are properly completed, signatures obtained, and the scores recorded at the end of each game.
- It is the responsibility of the referee to deliver the completed and signed score card to the appropriate tournament official promptly at the conclusion of each game. In case of a discrepancy, the game report form, signed by the referee, prevails.

9. CONDUCT

- Players, coaches, and spectators are expected to conduct themselves within the spirit of the Laws of The Game as well as the letter of the Laws of The Game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
- Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- Coaches and team officials ejected from a game by the referee shall leave the facility and not return until they are eligible. Coaching remotely (via cell phones, etc.) is not permitted.
- It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting in the coach's behalf, from the game.
- In accordance with the US Club Soccer and USYSA Tournament Hosting Agreements, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Club Soccer and USYSA national offices.
- Artificial noise making devices are prohibited.
- Smoking and alcoholic beverages are not permitted at any of the field sites.
- Pets are not permitted at any of the field sites.

10. POINTS AND WILD CARD TEAMS

WIN 6 (six) points

TIE 3 (three) points

LOSS 0 (zero) points

WIN BY SHUTOUT 1 (one) point.

NOTE: A 0-0 (zero-zero) tie is NOT a win by shutout and no additional shutout point will be awarded. You must have a shutout VICTORY to obtain this additional shutout point.

GOALS 1 (one) point will be awarded for each goal scored to a maximum of 3 (three) goals per game, regardless of whether the scoring team wins, loses or ties.

FORFEIT 7 (seven) or the average of points earned in games played, whichever is greater.

TIE BREAKING CRITERIA:

Tie Breaker A: Head to Head Competition.

Tie Breaker B: Goal Differential (max of 4 per game).

Tie Breaker C: Goals For (max of 4 per game).

Tie Breaker D: Goals Against (max of 4 per game).

Tie Breaker E: FIFA Penalty Kicks

- In flights with no semi-final or championship games (5 team round robin), the winner (champion) will be the team with the highest points and 2nd place will be the team with the second highest points. In the event of a tie for 1st or 2nd place, the tie breaking criteria A through D above will be applied sequentially to determine the winners.
- If three or more teams are tied, the tie breaking criteria A through D above will be applied sequentially until a winner can be determined. If two or more teams remain tied after a winner is determined, the tie breaking criteria A through D above will be reapplied sequentially until all ties are broken.

11. SEMI-FINAL AND CHAMPIONSHIP GAMES

- Winners of each flight advance into either the semi-final or championship game depending on the number of flights in a division.
- In divisions of 3 flights, the winners of Flights A and C will play each other for semi-final match #1. The winner of Flight B will play the "wild card" team with the most points, excluding the flight winners. If the wild card team is also from flight "B", then the wild card team will play the winner of Flight A; and Flight Winners B and C will play the second semi-final game.
- In flights with 7 teams in one bracket the #1 and #2 place teams after group play will play in the Championship match.
- In case of a tie at the end of regulation time only in championship games. The winner (champion) will be determined as follows:
 - FIFA penalty kicks. All players on the field must kick before any player may kick a second time.
- Medals are awarded only to the division winner (champion) and runner-up team (finalist). These are the two teams that play in the division's championship game.

12. FAILURE TO SHOW AND FORFEITS

- A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players constitutes a team and if (7) players are present; the game will not be delayed.
- In no case shall a team that forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team that has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game.
- If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.
- A forfeit in the preliminary rounds shall be awarded as three (3) points for the win and the score will stand at the time of the forfeit. If the score is 0-0 at the time of the forfeit, the score will be recorded as 1-0. Forfeits of a semi-final or championship game shall be recorded as 1-0.
- Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- Failure to produce either duly authorized player registration cards or an Official Tournament Roster to the appropriate field marshal or tournament official thirty (30) minutes prior to scheduled game time is grounds for a forfeit.
- Playing a "red-carded player" (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.

13. INCLEMENT WEATHER

- In the event of inclement weather or field conditions, the Tournament Director or official representative(s) will have the authority to:
 - A. Relocate or reschedule any game(s).
 - B. Change the duration of any game(s).
 - C. Cancel any preliminary game(s).
 - D. Consider any game terminated by game or tournament officials after one half of play as official as of the time of termination.
 - E. Determine the format for advancement.
- If the Tournament Director rules that during a preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:
 - A. Each team will take a maximum of five (5) penalty kicks.
 - B. At the end of five (5) penalty kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
 - C. In the overall standings, three (3) points will be given for the win, one (1) point for a tie, and zero (0) points for a loss.
 - D. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games' score will revert to a 1-0 win or 0-0 tie.
- There will be no refunds or reimbursements of tournament application fees, hotels, rentals or any other expenses for cancellation or forfeiture of games.

14. CONCUSSION POLICY:

- FC Nova will have concussion certified independent evaluators that will be called to any game where a suspected concussion has occurred. The player will not be evaluated by the coach but rather by the FC Nova appointed medical evaluator. If the player is deemed to have had a concussion then the player will not return to play until they receive a formal medical release.

15. MEDICAL HELP:

- Contact a Field Marshal or Tournament Administrator for assistance. Medical personnel will be available at the Tournament Headquarters area. Cellular phone access will be available for emergencies and you may call the Headquarters area at (208) 631-5447.

16. LIGHTNING POLICY

The 30-30 Rule will be in effect

- If the tournament officials detect or see lightning the games will be automatically stopped for a minimum period of 30 minutes. Should there be lightning during the 30 minute stoppage then the 30 minute count will start again. (This portion is USSF Policy)
- If the stoppage goes beyond 45 minutes then the game is considered over and will not be restarted and the result will be determined as follows
 - If the game had at least reached half time then the score stands as is.
 - If the game had not reached half but one team was 3 or more goals ahead then the score stands as is
 - If the game had not reached half and there was less than a 3 goal difference then a Penalty Shootout will determine the winner and a 1-0 score will be recorded. Should either time, light or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round then dual winners will be awarded.
- If severe weather results in some games not being able to even start due to time constraints then the tournament committee will have full discretion over determining a result

Seeking proper shelter

- No place outside is safe near thunderstorms
- The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
- If there is no proper shelter, avoid the most dangerous locations: Higher elevations; wide open areas, including fields; tall isolated objects, such as trees, poles, or light posts; unprotected open buildings; rain shelters; bus stops; metal fences and metal bleachers

REMEMBER THAT YOU'RE SAFETY AND THAT OF YOUR CHILD IS MORE IMPORTANT THAN A GAME OF SOCCER