



2022 NEW YORK STATE (NYS) EMPIRE CUP

TOURNAMENT RULES

The rules of this tournament shall be in accordance with USYSA, FIFA, and USSF except as modified below.

TEAM ELIGIBILITY:

The NYS EMPIRE CUP is open to U08 through U19 boys and girls from Division 1 League, State and Regional ODP teams, League Select and Premier Club teams, including US Club Soccer and USL Super Y teams.

Roster Sizes are limited to 14 players for U08

Roster Sizes are limited to 14 players for U10

Roster Sizes are limited to 18 players for U11-U19

All teams/players must be:

Comprised of properly registered youth players, as defined by the rules of the USSF and youth affiliates in the age groups offered on the tournament approval form.

In good standing with their youth association.

PLAYER AGE & ELIGIBILITY:

Age groupings are determined by player ages according to birth ranges set by USYSA (United States Youth Soccer Association) as noted below. All USSF Affiliated teams will be required to present player passes issued by their governing body at registration and prior matches as requested by tournament officials.

Age Group	Birth Year
U08	2014
U09	2013
U10	2012
U11	2011

U12	2010
U13	2009
U14	2008
U15	2007
U16	2006
U17	2005
U18	2004
U19	2003

Passes must be verified: photo attached and laminated. Passes and credentials can and will be checked randomly during the tournament.

Players may not play for more than one team in the tournament.

Guest Players:

U08 and U10 teams will be allowed three (3) guest players. All other age groups will be allowed a maximum of five (5) guest players with the purpose of maintaining a team's competitiveness. Players from the same club, but not registered to the participating team, will be considered a guest. Each guest player must be properly registered through their National and State Association, Federation or any other USSF affiliated organization. Crossover between USSF affiliates will be allowed.

PRE-GAME PROCEDURE:

Credentials:

Only adults listed on the roster can be on the same side of the field as the players during games. Referees will be instructed to move any adults from the player's side of the field who is not in possession of their pass.

All teams must provide the following when registering and have available at game check in:

- o An official copy of the team roster or travel roster. Rosters must be approved and stamped.
- o Current Player/Coaching passes verified and laminated with photo attached
- o Permission to travel (if necessary)
- o Medical Release Forms

International Teams:

Must have written permission and verification from the USSF and their National Federation, indicating that they are authorized to participate in the NYS EMPIRE CUP.

All international team's players are required to have laminated player passes with pictures and birthdate.

Coaches:

No team will be allowed to participate without a registered coach or assistant.

If a manager or coach is ejected, an assistant or another eligible rostered adult may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited.

No more than 3 bench personnel shall be allowed.

Player Challenges:

Player challenges are only allowed at the pre-game procedure and must be made by an opposing manager/coach displaying their credentials.

Challenged player(s) will be noted by the referee on the game report and will be allowed to participate in the game only if said player has been certified eligible by the NYS EMPIRE CUP Tournament Committee.

ANY TEAM FOUND USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES PLAYED and be eliminated from the tournament. A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility, please inquire with the Tournament Director.

POST GAME PROCEDURES:

Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

A completed game report will be submitted to the tournament director including a supplemental report for any cards issued, send offs, injuries or special circumstances that need explanation.

LAWS OF THE GAME:

- All games shall be in accordance with the FIFA "Laws of the Game", except as modified below. ●
- Competition sanctioned by this association shall abide by the "Laws of the Game".

THE BALL:

- Each game will be furnished with a ball by the tournament and brought to each field by the referee.
 - U13 and older: Size #5
 - U12 and younger: Size #4

THE DURATION OF THE MATCH:

Age Groups	Max. Roster Size	Game Times
U13 – U19 (11v11)	18	2 X 25
U11 – U12 (9v9)	18	2 X 25
U10 (7v7)	14	2 X 25
U08 (4v4)	14	2 X 20

**Note: The Tournament Committee reserves the right to adjust times as necessary.*

SUBSTITUTIONS:

- Substitutions shall be unlimited: FIFA rules for substitution will apply and will be implemented at the discretion of the referee.
- Substitutions may be made only upon proper notification of the referee through the assistant referee, with the referee’s permission.
- The substitute only enters the field of play at the halfway line and during a stoppage of play in the match.

PLAYER’S EQUIPMENT:

Player equipment must conform to FIFA rules.

Shin-Guards: All players must wear shin-guards (under their socks)

Cleats: No metal cleats will be allowed

Orthopedic casts:

- o Soft braces or hard casts can be worn.
- o All casts must be inspected by the Referee Coordinator at the first check in for each day. o All casts must be padded and not deemed dangerous to other players. Judgment as to safety is at the discretion of the Referee Coordinator.
- o If the condition of the cast deteriorates throughout the day or it is subsequently used in a dangerous situation, the field referee has the authority to remove player from the game.

Uniforms:

- o Teams will wear uniforms of matching design and color
- o Numbers must be at least six (6) inches high and affixed to the back of the uniform shirt. o No two players may have identical uniform numbers.
- o In case of similar team colors, the home team –*designated as the team listed first on the tournament schedule* – will be required to change to a color accepted by the referee.
 - In cases where the schedule does not designate a home team, the first team listed on the game report will be considered the home team.
 - In playoff matches, a coin toss will decide which team is required to change to a color accepted by the referee.
 - The first team listed on the game report will call the toss.
- o The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

Jewelry:

- o Players may not wear jewelry of any kind

DETERMINATION OF WINNERS:

All U08 and U10 players will receive participation medals.

All winners will be determined by points.

- No overtime periods will be played.
- Game Points will be determined as follows:
 - 6 points for a Win
 - 3 points for a Tie
 - 0 points for a Loss
 - 1 point for each goal up to 3
 - 1 point for a shutout (* 0-0 shutout are excluded)

**In the event a bracket contains four or eight teams, all teams will play three round robin games. The fourth game will be considered a FINAL GAME and a CONSOLATION GAME. The teams in first and second place after three rounds of round robin play, will play in a FINAL GAME. The teams in third and fourth place after three rounds of robin play, will play in a CONSOLATION GAME. All points will be discarded after the three rounds of round robin play and the winner of FINAL GAME will be declared the division winner. The team losing the final game will be considered the finalist.*

Tiebreakers will be determined in the following order:

1. Head to head result; if no clear winner.
2. Least goals allowed, maximum of three (3) goals per game if no clear winner.
3. Net goal differential, maximum of three (3) goals per game if no clear winner.
4. Most shutouts
5. Minus 1 Game Point for each Red Card/Send-off, if no clear winner.
6. Coin Toss, if both teams are to advance to the playoff round a coin toss will decide to the higher seed in lieu of penalty kicks.

If more than two teams are involved in a tie:

1. Tie breaker number 2 (above) will be used first to rank the teams.
2. If the teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken.
3. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1.
4. If teams are still tied after tie breaker number 5, a coin toss will be held to determine the winner.

FORFEITS:

A minimum of five (5) players for U09 & U10, a minimum of six (6) players for U11 & U12 and a minimum of seven (7) players for U13 and higher constitutes a game. Games should start at the given start time. In case a team does not have seven (7) players present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

In no case shall a team which forfeits a game be declared a division winner or wild card team. The team with the next best record will advance.

EXTERNAL CONDITIONS AND WEATHER:

Regardless of weather conditions, players and coaches must be at the game site at the scheduled time, ready to play.

Games will not be played in inclement weather if there is a possibility of injury to players or damage to the playing surface. Thus, in the event of inclement weather, the Tournament Committee has the authority to:

1. Relocate or reschedule any game.
2. Change the duration of any game. Preliminary games terminated for weather after half of play shall be considered official.
3. Cancel the entire tournament for the safety of the players and the good of the playing fields. Because of contractual agreements with facilities and service resources, no guarantee for full or partial refund will be acknowledged.

Field Marshals or Site Coordinators can suspend all matches due to weather conditions once play has begun. Any one single suspension of a match may last no longer than 60 minutes.

In case of extreme weather (heat/humidity), the referee shall allow a brief stoppage of the game to allow players on the field for a water break. No time will be added for stoppage.

TERMINATED GAMES:

Games terminated for any reason other than inclement weather, i.e. violent or uncontrollable situations, will not be replayed. The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken. If it is determined that one team is the sole cause for termination of the game, the team will be considered to have forfeited the game:

- In the event a referee terminates a match (different from temporary suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a reschedule time and location.
- In the event a referee terminates a match (different from suspending) after half time, the score will be recorded, as it was when the game was stopped and declared official.

GENERAL:

NYS EMPIRE CUP Tournament Committee, Eastern New York Youth Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament. The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserve the right to decide on all tournament matters.

The tournament committee has the responsibility to uphold any previous suspension imposed by Eastern New York State Youth Soccer Association, US Youth Soccer and/or affiliates of USSF.

The NYS EMPIRE CUP is not responsible for the behavior of players, coaches and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

Under no circumstances will the Tournament Committee or the Capital District Youth Soccer League be responsible for any expenses, including tournament fees, incurred by any team due to, but not limited to, part or whole cancellation of the tournament.

- Players may not wear jewelry of any kind.

DISCIPLINE:

A Discipline Committee composed of no less than three (3) members will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc.

Any player, manager or coach ejected from a game will automatically be suspended by the minimum of one (1) game regardless of the cause of the ejection.

Any player or coach who receives a red card will remove themselves from the player's sideline and report to the Field Marshall in their location.

Any red carded player, coach or manager must remove themselves from the player's side of the field and may not return until the game in which the card was awarded is completed and the one game suspension is served.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate National and State Association, Federation or any other USSF affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game" and the "CDYSL Code of Conduct/Zero Tolerance Policy". The Site Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct. In addition to any specific disciplinary action brought about by any other authority.

In addition to good manners, the following rules will apply to the NYS EMPIRE CUP Tournament:

The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches, trainers from each team, with one team occupying one side of the mid field and one team the other. While the game is in progress, the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines.

Players not on the field are strongly encouraged to wear pinnies while on the bench. The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

Artificial noise making devices are prohibited.

The manager/coach will be responsible for the behavior of their fans.

The referee will have the authority to warn and ultimately send off any manager/coach whose fans behave in an abusive or disruptive manner.