



F.C. Portland Academy 2009 Portland Cup Tournament Rules

FIFA Laws of the Game, including any 2009 changes, apply as supplemented by the following rules of the competition:

Tournaments Headquarters

The main tournament headquarters will be located at Hillsboro High School. Contact the tournament director with questions.

Contact info:

Mike Stebbins; mike@premierinternationaltours.com; Cell #: 720-987-5711
Hillsboro High School Address - 3285 SE Road Bridge Rd
Hillsboro, OR 97123

Credentials

Please note that we will be using the 2009-2010 seasonal year to determine age groups.

Teams must check in the night before the tournament begins. If there is a situation that cannot be avoided each team will be allowed to check in at least 1 1/2 hour before the team's first game of the competition/tournament. The team representative must present the credentials of the team to the tournament director/cup coordinator for approval. The tournament director/cup coordinator may require each player and coach to present himself/herself at the credentials check.

The credentials of the team consist of (a) the state or provincial organization's permission to travel, (b) a USYS State Association, US Club Soccer approved roster listing the full name, birthday, and uniform number(s) of each player and the full name of each coach and the manager. The roster must be signed by an authority from the previously mentioned organization, and (c) the credentials of the individual participants of the team. The credentials of the team are subject to inspection and copying at any time immediately upon the demand of the tournament director/cup coordinator.

The credentials of the individual participants (players, coaches, and manager) consist of a current, laminated USYSA, or US Club Soccer player pass, including photo and registrar signature.

Rosters

Roster changes cannot be made following the credential check. Four guest players may be used to complete a roster of 18 players. Each guest player must have a valid USYS player pass or US Club Soccer player pass and be of proper age. U10 rosters will consist of no more than 14 players.

Uniforms

Each team must have two sets of jerseys. The team listed first on the tournament schedule is designated as the home team and must change in the event of color conflict. No player may play while bleeding or while having excessive amounts of blood on the uniform.

Minimum Number of Players

The minimum number of players is seven. Any team that is not ready to start with the minimum number of players within 10 minutes following game time will forfeit the game with a score of 3-0 to the opposition.

Duration and Game Balls

In all rounds, U10 and U11 will be 40 minutes (two 20 minute halves) U12 through U13 will be 50 minutes (two 25 minute halves) and U14 through U16 games will be 60 minutes (two 30 min halves) U17, U18 and U19 will be 70 minutes (two 35 min halves) subject to reduction by the referee to keep the tournament schedule.

U10 thru U12 will use size 4 game balls. U13 and above will use size 5 game balls. Game balls will be provided by the tournament.

The half-time interval is 5 minutes, subject to reduction by the referee to keep the tournament schedule.

Only in the quarter-final, semi-final and final games the winner of a game which ends in a draw will be decided by the tie-breaker procedure of **penalty kicks prescribed by FIFA** (kicks from the penalty mark). In order keep **the tournament on schedule, the tournament director/cup coordinator may designate a different time and place for the penalty kicks.**

Tournament Progression

The tournament will run on an International Competition points system. A team is awarded **three** points for a win, **one** point for a tie, and **zero** points for a loss in the group stages.

In the event two teams are tied in total points at the end of the preliminary round/group stages, the team which advances will be determined by (a) goal differential, (b) most goals scored, (c) result of the head to head match, and (d) if still tied, FIFA kicks from the penalty mark. If more than two teams are tied the toss of a coin will determine the tie breaker.

A team not arriving within 10 minutes after the start of a game will forfeit the game. A team must begin a game with a minimum of seven players; if seven players are not present the game will be forfeited. A game resulting in forfeiture will result in a 3-0 win for the opposition regardless of score prior to the games abandonment.

Technical Area

Only coaches, managers, players, substitutes, game officials and tournament staff are allowed in a team's technical or "bench" area. **All spectators must position themselves on the opposite side of the field**, at least two yards behind the touchline, and at least 18 yards from the goal lines. The tournament director/cup coordinator may require spectators to relocate to avoid interference with play or with game officials.

Substitutions

An unlimited number of substitutions and re-entries are allowed at any stoppage with the consent of the referee

Responsibility of Coaches

Coaching is permitted from the technical area by one of the persons who have been identified on the roster as a coach. Coaching means giving directions to his/her players on points of strategy and position in an informative tone of voice. No mechanical or electronic devices may be used.

Dissent (by word or action), offensive, insulting or abusive language, or other threatening or insulting words or gestures by a coach, player, or spectator directed toward another player, opponent, game official, or spectator will not be tolerated under any circumstances.

The coach is responsible for the misconduct of the team's coaches, managers, players, and spectators whether or not the coach has participated in or encouraged the misconduct.

Misconduct

Fair Play Please!

In general, two yellow cards accumulated by a player in one game will equal a suspension from that game and the next scheduled game. 3 yellow cards accumulated by a player throughout the tournament equals a suspension from the next scheduled game. One red card in any game will result in the player being suspended from the remainder of that game **plus** the next scheduled game of the tournament, and possibly more depending on the severity of the infraction.

Warning. The minimum punishment for a player who is sent off and for a coach who is cautioned or ejected is suspension for one game after the game in which the misconduct occurs. A player who is sent off because of serious foul play may be disqualified from all further play during the tournament/competition. Any player, coach, or manager who is sent off or ejected because of violent conduct will be disqualified from all further play in the tournament/competition. A player, coach, or spectator who assaults or threatens a game official is subject to more severe penalties.

A coach who is ejected from a game must leave the premises immediately and without dissent. Failure to do so may result in additional punishment for the coach and/or team. A coach who is ejected from a game will be suspended from other tournament matches. Another coach, the manager, or another responsible adult may then coach the team for the remainder of the game, but if no such person is available the game will be terminated and the team will forfeit the game with a score of 3-0 to the opposition.

The team of a player, coach, or manager who is sent off for serious foul play, violent conduct, or offensive, abusive, threatening or insulting words or actions may be further punished by the loss of points in the preliminary round or by forfeiture of a semi final or final game.

Protests and Appeals

The Laws state that the decision of the referee on points of fact is final as far as the outcome of the game is concerned.

Non-referee decisions will be handled by the tournament committee.

Awards

First place finishers will receive a team trophy. Players representing the first place team and runner-up will receive individual medals.

Miscellaneous

All decisions of the tournament committee are final and may not be appealed.

There will be a Sports Injury Trainer/Booth on site during the tournament for both preventative services such as taping ankles and in response to injuries.

Once a team has been accepted, there will be no refunds.

The tournament committee reserves the right to suspend and reschedule games and to alter the duration of games because of the failure of pre-supposed conditions such as weather, fields, etc.

Supplemental Information on Fouls and Misconduct

The referee is required to refrain from punishing breaches of the Laws that are doubtful, trifling, or when punishment would result in an advantage to the offending team.

Most casual spectators do not know that "hand ball" is defined by Law XII as deliberately carrying, striking, or propelling the ball with the hand or arm.

A player is supposed to be whistled for being in an offside position only if he/she is actively involved in play at the time the ball is played or passed by a teammate.

Direct free-kick fouls (fouls which are awarded with a direct free-kick) include (a) spitting, holding, when tackling making contact with the opponent before making contact with the ball, and deliberately handling the ball, and (b) kicking, tripping, jumping, charging, or pushing carelessly, recklessly, or with disproportionate force.

Indirect free-kick fouls include impeding, dangerous play, charging the goal keeper, and certain actions by the goal keeper such as handling the ball after it has been deliberately passed from the foot of a teammate or thrown in by a teammate, and time wasting tactics.

A player will be cautioned for unsporting behavior, dissent, entering or leaving the field without the permission of the referee, and persistent infringement of the laws. A player will be sent off for serious foul play, violent conduct, offensive, insulting or abusive language, or committing a second cautionable offense.

Note: These rules are subject to change prior to the start of the tournament.

ALCOHOLIC BEVERAGES AND TABACCO PRODUCTS ARE PROHIBITED. NO DOGS, EVEN ON A LEASH, WILL BE PERMITTED ON SCHOOL GROUNDS.