

US Adult Soccer Region I U23 Cup - 2017 Tournament Rules

The following Rules of the Competition are specific to tournament play for the U23 Cup.

1. **Rosters** – Teams will be allowed to bring a maximum of 22 players to the tournament. A copy of the team's Official Player Pool Form, certified by the proper state association or national/regional league must be submitted at check-in. Each player must have a pass with his name, picture and date of birth.
2. **Group Play** - The teams will play their group matches on Saturday.
 - **Match Length** – Group matches will be 60 minutes in length in groups of 4 teams. Group matches will be 80 minutes in length in groups of 3 teams. If a match ends in a tie, extra time will not be played.
 - **Groups** – The groups are based on the entries that have committed to play in the tournament. In case teams do not appear, the cup committee has authority to make the proper adjustments to the schedule and groups.
 - **Point System** - In group matches, 3 points will be awarded for a victory and 1 point for a tie. The team with the most points wins the group. If necessary, the tiebreaker procedure listed below will determine the group winner.
 - **Tie Breaker** – The tiebreaker will be determined in the following order:
 - Head-to-head competition – If more than two teams are tied, then matches played among those tied teams will determine head-to-head play before moving onto the next tiebreaker.
 - Goal differential
 - Goals scored
 - Shutouts - For use to determine a tie breaker only, a point will be added for each shutout to total points earned in group play.
 - Penalty Kicks - Kicks from the penalty mark as prescribed by FIFA will be used to determine the Group Winner. Penalty kicks will be taken in accordance with FIFA regulations. The team with the most goals after 5 kicks will be declared the winner. If still tied after 5 kicks, extra rounds will continue until one of the teams has an advantage. In the case of 3 teams involved in a tie, a draw will be made to determine which 2 teams shoot first. The other team will then shoot against the winning PK team.
3. **Semifinals** – Matches will be 80 minutes in length. If there is no winner at the end of regulation time, the winner will be determined by kicks from the penalty mark as prescribed by FIFA and described above. There will be no extra time played.
4. **Final** – The match will be 90 minutes in length. If there is no winner at the end of regulation time, the winner will be determined by kicks from the penalty mark as prescribed by FIFA and described above. There will be no extra time played.

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5. **Starting 11 & Substitutions** – The starting 11 players will submit their player passes to the referee or assistant referee before the kickoff. The referee or assistant referee will check off the starting players on the match roster form. A substitute will submit his pass prior to entering the game. A maximum of 7 substitutions shall be allowed for each match. Substitutions will be made as prescribed by FIFA. A player who has been replaced by a substitute may not re-enter the match. Teams may use any player on their roster of up to 22 among their 7 substitutes.
6. **Conflicting Colors** – In cases of conflicting colors, the team listed as home must change its jerseys. Teams are required to bring a minimum of two sets of jersey colors for the tournament.
7. **Discipline** – Players shall be suspended in the following ways:
 - For a sendoff (red card) – 1 match
 - The Cup Committee may suspend a player for more than one match depending upon the severity of the action that caused the ejection. Players ejected for fighting shall be suspended for the remainder of the tournament.
 - Suspensions will be carried out during the tournament. Suspensions that need to be carried out beyond the tournament will do so in accordance with the National Cup Policies.
8. **Technical Area** - Teams will be permitted to have no more than four team officials (coaches, assistant coaches and trainers) along with the players listed on the players' pool in the team's technical area. Players warming up must stay behind the technical area and wear a penny or jersey color that is not the same as the two teams on the pitch.
9. **Spectators** – Spectators must be seated on the opposite touchline from the team benches or designated seating areas in the stands. Spectators are not permitted on the field or technical area. Teams are responsible for the conduct of their supporters. If it is determined that a match is disrupted or terminated due to the conduct of a team's supporters, sanctions may include forfeiture of match, disqualification from future cup matches and a fine not to exceed one thousand dollars (\$1,000).
10. **Governance** – The playing of this competition will be governed by the rules of FIFA, USSF & USASA except for those noted above.

The Cup Committee has authority to waive or amend policies for this tournament.