



Henderson Cup 2016

TOURNAMENT RULES

Southern Nevada Soccer Association (SNSA) is presents the Henderson Cup 2016 soccer tournament, to be played November 18-20 at Heritage Park in Henderson, NV. The following rules will govern tournament play:

REGISTRATION:

Registration for the Henderson Cup 2016 will be hosted by Gotsoccer; all teams must register online at the following link: <https://www.gotsport.com/forms/app/?EventID=56441>. The entry fee is \$175 for U7-U8 teams, \$200 for U9-U10 teams, \$250 for U11-U12 teams and \$275 for U13-U14 teams. Each team will receive a minimum of **three scheduled games**. Teams that do not have at least three scheduled games will receive a partial refund. The entry deadline is November 5, 2016; **no refunds after November 9, 2016**.

RULES:

SNSA Non-Tournament rules for the Fall 2016 season apply, except as stated herein:

- The Tournament Committee may modify tournament rules as required. If necessary, no less than two (2) members of the Tournament Committee (with no direct interest in the matter), shall convene to resolve any dispute.
- **All matches shall use opposite-sideline seating, with the home team seated along the north or east touchline.** Players and coaches with coach ID cards shall sit or stand within the designated technical area, and spectators shall sit outside the technical area, a minimum of two yards from the touchline.
- **No minimum playing time rules will apply.** We strongly encourage coaches to allow all of the players on their teams to participate in tournament matches; however, but playing time will not be tracked by referees or league officials.
- **Verbal abuse or intimidation of referees or the opposing team's players by coaches, parents or players will not be tolerated**, and may result in expulsion of the offending team from the tournament at the discretion of the Tournament Committee. *Inappropriate behavior may also result in the team's exclusion from future SNSA tournament events.*
- **Coaches are responsible for the behavior of their spectators.** If a spectator verbally abuses or attempts to intimidate referees, coaches, parents or players, the referee or a tournament official will ask the spectator to leave the field, and will issue a technical yellow card to the head coach. If the spectator refuses to leave, the head coach will be issued a technical red card, and his/her team shall forfeit the match.
- **A red card (or two yellow cards in one match) issued to a player or coach shall result in a one point deduction from his or her team's pool match point total.**
- **NO PROTEST WILL BE CONSIDERED.**

TEAMS:

All players must be registered with Henderson United Youth Soccer or Southern Highlands® United Youth Soccer for the Fall 2016 Season. **No guest players or transfers are allowed.** Tournament officials may conduct a roster check against the league's official roster records at any time to identify unauthorized players. If a coach initiates a request for a roster check of an opponent, the coach must also subject his/her team to a roster check. Teams shall play in the age group assigned during the season; a team may be allowed to play up one division or in a parallel age division with approval of the Tournament Committee. Teams are generally not allowed to play down an age division, even if players are eligible to play in a lower age group.

USE OF INELIGIBLE PLAYER:

If a team attempts to use an ineligible player for a match and the ineligible player is identified prior to the start of the match, the player shall be expelled and the coach will be issued a red card, ejected from the match, and suspended for the remainder of the tournament. The match can still be played, with the assistant coach or team manager of the offending team acting as head coach. If the use of an ineligible player is discovered after the start of play or after the match has been played, the offending team shall forfeit the match, and the coach shall be issued a red card and suspended for the remainder of the tournament. If the match was completed and the opponent of the offending team earned more than 8 points from the game, the result of the game will stand.

FORFEITS:

A team that is not ready to play at the start time will forfeit the match. Start time will be no later than 10 minutes after scheduled match time. If matches run late, then start time will be 10 minutes after the last match played on the assigned field. In the case of a forfeit, the winning team will be awarded with a 2-0 victory (9 points).

RED CARDS:

Any player or coach receiving a red card will be ejected from the match, and may be subject to suspension for the team's next tournament match. There will be a 1 point deduction from the team's match points for each red card issued. A red-carded player may be replaced in the U7-U10 divisions; a red-carded player may not be replaced in the U11-U14 divisions. A coach that receives a red card or is sent off, and/or any unruly spectators will be required to leave the soccer fields before the match can be resumed. If an ejected coach or spectator refuses to leave the fields, his/her team shall forfeit the match. ***NOTE: the sending-off of a coach by a referee or league official is equivalent to a red card, whether or not a red card is shown to the coach, and will result in a 1 point deduction from the team's match points.***

PLAY FORMAT:

The SNSA Henderson Cup 2016 tournament will use the following play formats:

- U7-U8 = 4v4 (no goalkeeper, 20-minute halves)
- U9-U10 = 6v6 (goalkeeper, 25-minute halves)
- U11-U12 = 8v8 (goalkeeper, 30-minute halves)
- U13-U14 = 11v11 (goalkeeper, 30-minute halves)

Pool and round-robin matches may end in a draw. Quarterfinal, semi-final and championship matches tied at the end of regulation play will proceed to the match tie-breaker rules outlined below.

BRACKET SETUP:

3-Team Bracket

A round-robin format will be used; the team accumulating the most match points will be declared champion. If a round-robin match ends in a tie at the end of regulation play, teams will each receive 3 points for the tie, up to 3 points for goals scored, and 1 point for a shutout, and a penalty kick shootout tiebreaker will be employed to earn a tiebreaker point. The penalty kick shootout will be conducted as described above in the "Tiebreakers for Matches" section. The team that wins the PK shootout will be awarded 1 tiebreaker point added to their match points.

4-Team Bracket

A round-robin format will be used for pool matches, and the two teams accumulating the highest match points in pool play advance two teams to the championship match.

5-Team Bracket

A round-robin format for pool matches will be used, and the winner will be determined by the total match points accrued.

6 or 7 Team Bracket

Teams will be divided into two pools of three and/or four teams, depending upon the total number of teams participating. The two teams accumulating the highest match points in each pool advance to the semifinals; teams that win the semifinal games advance to the championship game. Teams that finish third in their pools play a consolation game.

8 Team Bracket

Teams will be divided into two pools of four teams. The top two teams in each pool advance to the semifinals; the semifinal winners advance to the championship game. If there are not enough fields available to play pool games on Friday night, no semifinal games will be played; the two teams that win their respective pools will advance directly to the championship game.

9 Team Bracket

Teams will be placed in a single pool; teams will play two pool matches. The top three finishers in pool play will advance to the semifinals. The fourth and fifth place teams in pool play will play a quarterfinal game, with the winner advancing to the semifinals. Teams finishing 6th-9th will play consolation games.

10-Team Bracket

Teams will be placed in two pools of three teams and one pool of four teams. The top teams in the three-team pools advance to a semifinal game; the winner of the four-team pool advances directly to the championship game to play the winner of the semifinal game.

11-Team Bracket Wildcard

Teams will be divided into three pools; one pool of three teams and two pools of four teams. The three pool winners will automatically advance to the semifinals. The fourth spot in the semifinals will be filled by the team finishing 2nd in pool A, B or C with the highest **average** match points (cumulative points/matches played). Consolation games will feature the two 2nd place teams that do not earn the wildcard, and 3rd place in pool A versus the team finishing 3rd in pool B or C with the highest match points.

12, 13, 14, 15 or 16 Team Brackets

Teams will be divided into four pools of three and/or four teams, depending upon the total number of teams participating. The teams accumulating the highest match points in each pool advance to the semifinals; teams that win the semifinal games advance to the championship game. Teams that finish in third place in 3-team pools and some 4-team pools will play a consolation game, depending on the total number of teams participating.

POINT SYSTEM (pool matches):

Pool standings will be determined by the following point system in all divisions:

WIN	6 POINTS
DRAW	3 POINTS
LOSS	0 POINTS
GOALS	1 POINT/GOAL (up to 3 maximum)
SHUT OUT	1 POINT
RED CARD	(-1) POINT from match point total
TOTAL MAX	10 POINTS (maximum)

TIE-BREAKERS for POINTS (pool matches, all divisions):

1.	Head-to-head competition
2.	Goal differential (max 7 per match)
3.	Goals against
4.	Penalty kick shootout

TIE-BREAKERS for MATCHES (quarterfinal/semifinal/championship matches):

If a quarterfinal, semifinal or championship match is tied at the end of regulation, the following will be used to determine which team will be declared the victor:

U7-U8		U9-U14
<p>Penalty kick SHOOTOUT will be played, with the PK taken from the point on the center circle closest to the goal. The goal shall be undefended.</p> <p>When the referee's whistle signifies the end of the match all players must remain on the field. The coaches will be asked by the referee to give a designated shooter line up. The coach must provide a roster to the referee designating shooters one through four (ONLY PLAYERS ON THE FIELD AT THE END OF THE MATCH ARE ELIGIBLE FOR THE SHOOTOUT). Players must take their shot in proper sequential order.</p> <p>Each team shall alternate shots. The referee tracks the goals scored. If the score is tied at the end of the third kicker for both teams, then it goes to the fourth kicker for each team; if still tied the sequence continues. After the third kicker all PKs are head to head. If after the shooting roster has been completed the score is still tied, then the sequence starts over again.</p> <p>All players not shooting shall remain on the sidelines.</p>	1.	<p>Penalty kick SHOOTOUT will be played using SNSA PK rules, (U9-U10 spot is 8yds from goal; U11-U12 spot is 10yds from goal; U11-U14 spot is 12yds from goal).</p> <p>When the referee's whistle signifies the end of the match all players must remain on the field. The coaches will be asked by the referee to give a designated shooter line up. The coach must provide a roster to the referee designating shooters one through how many players are on the field, including goalkeeper (ONLY PLAYERS ON THE FIELD AT THE END OF THE MATCH ARE ELIGIBLE FOR THE SHOOTOUT). Players must take their shot in proper sequential order.</p> <p>Each team shall alternate shots. The referee shall track the goals scored. If the score is tied at the end of the fifth kicker for both teams, then it goes to the sixth kicker for each team; if still tied the sequence continues. After the fifth kicker all PKs are head to head. If after the shooting roster has been completed the score is still tied, then the sequence starts over again.</p> <p>All players not shooting shall remain on the sidelines.</p>

KNOCKOUT ROUND ADJUSTMENTS:

If it is known at the conclusion of pool play that a team that advances from pool play to the knockout round will be unable to play the knockout round game for any reason (e.g. not enough players, disciplinary action), the next-highest finishing team shall take the place of the team that is unable to play. All other teams in the pool will move up one position for purposes of filling knockout game and consolation game slots.

FORCE MAJEURE:

If matches are unable to be played due to inclement weather or some other instance of force majeure, the Tournament Committee reserves the right to adjust the tournament schedule and match rules as required, including, but not limited to, a reduction in the number of preliminary matches, a reduction in the duration of matches, or using penalty kicks to determine the outcome of matches. ***No refunds will be issued should schedule and/or rules adjustments become necessary due to force majeure.***

AWARDS:

Awards shall be given to the players on the teams placing 1st and 2nd for each age division. The awards will be given at the conclusion of each final match. All players participating in the tournament will receive a Henderson Cup 2016 participation pin.

QUESTIONS:

Direct any inquiries to the Tournament Committee at info@snsasoccer.com.