



Gates Youth Soccer League, Inc. (GYSL)

2nd Annual Cupid Cup
February 13, 2021 (Boys)
February 20, 2021 (Girls)

Tournament Director: Misty Bobzin
Tournament Email: tournament@gatessoccer.org

Headquarters

Athletic Campus 3195 Brighton Henrietta TL Road

Check In Requirements

- All teams must submit their “team credentials”- roster, signed rules and team medical waiver by 2.5.2021. These can be emailed to misty@gatessoccer.org
- A player may participate with one team only, for the duration of the event
- Only players recorded in a team’s credentials may compete in this event

Game Format, Duration

Game times and game lengths may change by the sole discretion of the tournament committee due to weather or other unforeseen circumstances. All game formats include a goalkeeper.

Age Group	Format	Max Roster	Game Duration	Halftime	Ball Size
11U-12U	9v9	18	35 min	0	4
13U-17U	9v9	18	35 min	0	5

* Only 18 players may be “dressed” and on the bench for each match.

Each age group is played as round-robin

- Each team is to play three matches with no finals, a winner being chosen based upon total points

Rules of the Game

- Judgement calls of referees are **final** (fouls, offside, misconducts, etc.), and **shall not** be protested
- Sliding there is **NO SLIDING** with the exception that players may slide to play the ball provided that there are no opponents within playing distance, this may be used in an offensive or defensive situation. If a defensive player slides in his penalty area within playing distance of their opponent a penalty kick will be awarded. At the referee’s discretion a yellow card may be given.
- The ball is out of play when it completely crosses the touch line or end line (any part of the ceiling, net and rigging are **not** out of bounds)
- Goalkeepers may **not** punt the ball. Drop kicks are allowed. A drop kick is defined as kicking the ball on the first bounce after the keeper releases the ball from his/her hands. On a drop kick the goalkeeper has possession of the ball until the ball hits the ground a second time.

Playing Time

- **All matches are 9v9, team may play 8v8 if both coaches agree and referee is notified before the start of the game**
- Tournament matches consist of one 35 minutes game.
- The referees have been instructed to begin the games according to the posted schedule time. The Coach/Captain/Manager are responsible to watch the clock and have their team ready to start on time. Referees will announce a 30-second pre-start warning with a buzzer or whistle.
- There is no overtime in the event of a tie.
- The clock will start at the scheduled game time, even if teams are playing short (Minimum 7)

players). The referee will keep the official time.

- The referee will declare a forfeit five minutes after the scheduled start of play in the event a team fails to field a team of at least six field players and a keeper.

Conduct

Coaches are responsible for the conduct of their players, coaching staff, and team spectators, including the “1 spectator per player” restriction. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. A referee may eject coaches who are either unable or unwilling to control themselves or their sidelines. Spectators should remain at least 2 yards from the touchlines wherever possible.

- **Yellow Cards**
 - A player receiving two yellow cards in a match is shown a red card and subject to all rules concerning red cards
 - A player accumulating three yellow cards during the tournament will be suspended from their next tournament match and if they receive a red card after the accumulation, they are prohibited from further tournament play
- **Red Cards**
 - A player receiving a red card during play shall be removed for the remainder of the match and will be suspended from play during the next tournament match including any Championship Game
 - A player receiving a second red card during the tournament is prohibited from further tournament play
 - All red cards will result in the loss of one point from team standings
 - A red card for violent conduct may result in elimination from further participation in the tournament, as determined by the tournament director in consultation with the referee
- A coach receiving an ejection during play will be removed from the field and the location of the game for the remainder of the game and will be suspended from the next tournament game, they are not permitted within the location of the game during their suspension.
- Spectators may be banned from game sidelines should behavior, in the opinion of the referee or GYSL tournament committee; be deemed necessary for the overall safety of participants
- **If the referee should terminate a game for misconduct** by the coach, players and/or spectators, the referee will record the match score, minutes remaining, any explanation, and the names and/or jersey numbers of those people responsible. A representative for each team must report to the tournament headquarters immediately. The tournament director, and any necessary committee, will determine the match outcome for each team, be it win, loss, draw, or forfeit. The committee will also determine disciplinary action.
- Also refer to the section on **Results and Standings** regarding ejections and point deductions

Player Equipment

- Player equipment includes a jersey (numbers are optional, but preferred), shorts, shin guards, socks that cover the shin guard, and appropriate indoor shoes (cleats, sneakers and indoor turf shoes are all excepted)
- Players can play with casts provided they are wrapped or of soft material, with permission from the referee
- NO screw-in cleats are permitted
- The referee has final say regarding all equipment, including gear, and any items which might interfere with safety and/or regular game play. This may include, but is not limited to, protective eyewear, jewelry, medical items such as casts, or knee braces, and any other items

Schedules and Matches

- All teams are offered to compete in three matches
- Home team shall be designated on the schedule
- Home team is required to furnish the game ball
- Home team starts with the ball in first half
- Visiting team chooses which end to defend in first half
- If there is a conflict in the uniform colors the home team will be required to change jerseys
- Each player must have a unique jersey number which shall match the team credentials (exceptions will be made if the referee and opposing team are notified before the match is started)
- Where possible, a team **AND** its spectators shall occupy the same side of the field, opposite the opponent. A home team has choice of side. When not possible, a team **AND** its spectators shall occupy ½ the field. Coaches and spectators are to remain on their own team half. When space is limited, as in the case of two parallel fields with only a small space between them, teams may be required to locate their players' "bench" on the same side of the field and opposite from the spectators. Please seek the referee's approval in advance for any desired exceptions. No coaching activity during the game should take place from any area outside of the immediate vicinity of the team's "bench" area.
- Review the **Conduct** section regarding infractions, yellow and red cards

Substitution

- Substitutions will be on the fly and unlimited, however only one player may be substituted at a time

Forfeit

If a match is forfeited, a score of 1-0 (win) is awarded to the winning team and the forfeit is noted on the game report. A team recording a loss by forfeit becomes ineligible for 1st or 2nd place status and awards. A forfeit may be declared in the following scenarios

- A team does not show up for a match. A grace period of 5 minutes beyond scheduled kick-off time or the completion of the preceding game, whichever is later, shall be allowed before a forfeit is declared
- A team is playing with illegal players
- A team abandons the game
- A team's conduct creates an early termination of the game
- A team has less than the minimum number of players after the 10-minute start time grace period

Age Group	Minimum Number of Players
11U-12U	5
13U-14U	6
15U-17U	7

Match and Score Reporting

- Scoring administration will update the web site and scoreboards located at the headquarters

Results and Standings

Standings will be posted at tournament headquarters as soon as possible after the conclusion of games, and posted to the web site as soon as possible.

Ties will stand and there will be no tie-breakers or overtime periods in the preliminary rounds. For games that determine advancement refer to sections for **Tie Breaking**.

For preliminary rounds the standings within a group shall be determined on the basis of the following

Win: 3 points
Tie: 1 point
Loss: 0 point
Shutout: 1 point to winning team (not applicable to 0-0 scoreless match, or forfeit)

Note: There will be a **1 point deduction, per occurrence** for ejection of **anyone** associated with your team

Tie Breaking methods are as follows

1. Results of head to head games
2. Most wins
3. Goals scored vs goals against (3 goal maximum/game)*
4. Least goals against (3 goal maximum/game)*
5. Shut Outs
6. Penalty kicks from the mark taken alternately, according to FIFA Laws of the Game
 - In some cases, tie breaker kicks from the mark for determining semi-finals and finals may not occur directly after a round robin match, as other matches may need to finish before determining if the tie breaker needs to be taken. In this case there may exist an exception to the Laws of the Game (i.e., only players left on the field at the end of the game are eligible to participate)

* The 3 goal maximum is applied to the goal differential computed from the final match score. For example, a 6-2 match score yields a 4 goal differential, which is capped at 3.

Note: When more than two teams are tied, the tie-breaker system will be used starting with #2 until the tie is broken

Tie breaking methods for Semi-finals and Finals

1. No overtime periods for tie-breaking

Awards

Awards must be picked up at the tournament headquarters at **Athletic Campus**. Champion Awards shall be distributed immediately following the last match in the team's division.

The tournament Director's interpretation of the foregoing rules and regulations shall be final. The tournament director reserves the right to decide on all matters pertaining to the tournament, including modification of rules.

YOUR SIGNATURE IS REQUIRED AT REGISTRATION CHECK-IN

The Tournament Staff reserves the right to ask participating coaches and/or team staff for assistance to enforce any rules and policies outlined in this document or policies of the venues where this event takes place.

As the coach of a team participating in the Cupid Cup, I have read and agree to abide by the rules and regulations put forth. I will also ensure my team players, parents and spectators are aware of the rules of conduct and Zero Tolerance Policy.

Team Name & Age Division (please print)

Coach Name (please print)

Signature (Team Staff Representative)

Date