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**KOHL’S AMERICAN CUP 2016 RULES**

**Tournament Overview:** The Kohl’s American Cup is designed to provide players an opportunity to “celebrate” soccer and have an enjoyable experience at the soccer field. Each team will be scheduled to play games at various times with rest periods between games. An Interactive Game Area will be available for players to test their skills and have fun during rest periods.

**Roster / Fee / Team Sizes**

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| **Age** | **Roster** | **Fee** | **Field Play** | **Ball Size** | **Game Length** |
| U-4,5 and 6 | 6 | $150 | 3v 3 | 3 | 10 minute halves |
| U7 and U8 | 12 | $200 | 7 v 7 | 3 | 15 minute halves |
| U9 and U10 | 12 | $250 | 8 v 8 | 4 | 20 minute halves |
| U11 and U12 | 14 | $275 | 8 v 8 | 4 | 25 minute halves |
| U11 and 12 11v11  U13 and U14 | 18 | $300 | 11 v 11 | 5 | 25 minute halves |
| U15 and U16 | 18 | $350 | 11 v 11 | 5 | 30 minute halves |
| U17 and Up | 18 | $350 | 11 v 11 | 5 | 35 minute halves |

**Eligibility:** All players must be registered with STYSA, USYS, NMYSA, AYSO, SAY, US Club, or the Mexican Federation Member Association and have a current valid laminated player ID Card with a photo. All STYSA registered coaches, assistant coaches, and team administrators must have a current valid laminated Adult Participation (KidSafe) Pass as required by STYSA rules. All participating players must be listed on the roster, a copy of which must be provided to tournament headquarters at the time of check-in.

**Equipment:** All players on a team shall wear shirt, shorts and socks of a similar color. Numbers on the shirts are required. In the event of a color conflict, the home team (listed first on the schedule) is required to change. All players will wear shin guards that are commercially produced and specifically designed to provide protection to the shins. No player will be allowed to play with a hard cast (padded or otherwise).

**Flights:** Recreational flight(s) for U6-U19 and competitive flight(s) for U11-U19 will be offered if deemed appropriate by the organizing committee. Recreational teams may opt to play up in the competitive flight but competitive teams may not play in the recreational flight.

**Guest Players:** There is a limit of 3 guest players per team. All guest players must be properly registered and have a valid player ID card as outlined in Eligibility.

**Awards:** Participation medals will be awarded to all teams U10 and younger. Gold and Silver medals will be awarded for 1st and 2nd place for teams U9 and up. Team trophies for 1st and 2nd place for U9 and up.

**Play Time:**  STYSA rules require coaches to make every effort to play each player at least one half of each game.

**Coaches:** Soccer is wonderful and passionate game and your passion and support of the game and its participants is critical to its success. Always remember that your attitude is contagious and that players in a match will respond directly to your attitude. While winning is important, recognize that learning how to play the game well and fairly both takes time and is the essence of the game. Thank you for your support and acting in a respectful manner.

**Absolutely no fighting will be tolerated. Any team, including players, coaches, and/or parents, involved in any type of fighting or abusive behavior towards another competitor, referee, tournament official, coach, or spectator will be subject to immediate disqualification from the tournament and subject to additional disciplinary action as warranted.**

**Possible Head Injury:** A referee, Coach, Tournament Official or Medical Staff can pull a player from a game for an injury or if they suspect a possible head injury. If a player is removed from a game due to a possible head injury, the player's pass card will be retained and given to the team representative at the end of the tournament or after receiving the medical clearance form. That player must **immediately** be removed from all soccer activities and **CANNOT** return to play in the Tournament without written medical clearance from a Medical Doctor (MD) or Doctor of Osteopathy (DO). This restriction cannot be lifted without a written medical clearance, regardless of their insistence of being "allright, parent permission, and regardless of the length of time it takes to receive medical clearance. **NO EXCEPTIONS**.

Medical or Tournament Staff will attach a retained player pass to a completed Injury Report Form and bring it to the tournament Headquarters.

The referee shall make a notation on the Game Card and document the injury.

**Rules for 3v3:**

* Maximum number of players on field at one time is 3
* No goalkeepers
* No offside
* No Heading allowed
* When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.  If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue
* All kicks and restarts are indirect – no direct or penalty kicks.
* All fouls shall be penalized with indirect kicks
* Goal kicks may occur from anywhere on the goal line
* Corner kicks are indirect free kicks
* Opponents must be 3 yards from the point of taking an indirect kick or corner kick
* Unlimited substitution will be allowed at any stoppage of play and permission of referee.

**Rules for 7v7:**

* + - Maximum number of players on field at one time is 7
    - No obvious off-sides
    - No Heading allowed
    - When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.  If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue
    - All fouls shall be penalized with indirect kicks
    - Goal kicks may occur from anywhere on the goal line
    - Corner kicks are indirect free kicks
    - Goalkeepers will be permitted
    - Opponents must be 6 yards from the point of taking an indirect kick or corner kick
    - Unlimited substitutions will be allowed at any stoppage of play and permission of the referee.

**Rules for 8v8 and 11v11:**

* Maximum number of players on field at one time is 8 for U9 through U12 and 11 for U13 thru U19.
* Goalkeepers will be permitted
* No Heading allowed in the U 9 thru U 11
* Limited heading allowed in the U 12.

When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.  If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue

* Unlimited substitution will be allowed at any stoppage of play and permission of referee.
* Brackets will be set depending on the number of entries in each age group.
* Bracket Standings will be determined by the following point system:

3 points for a win, 1 point for a tie, 0 point for a loss

In the event of a tie, bracket winner will be determined as follows:

1. Head to Head during bracket play.
2. Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
3. Goals against (whoever has the least amount of goals scored against).
4. Winner will be determined by FIFA penalty kicks

**General Rules of Play: Please refer to the STYSA General Rules of Play located on the STYSA website at** [**www.stxsoccer.org/Publications/AdministrativeHandbook/GeneralRulesofPlay**](http://www.stxsoccer.org/Publications/AdministrativeHandbook/GeneralRulesofPlay)

**Protests:** Not Permitted. The Tournament Director or Site Coordinator will resolve any problems that may arise.

The intent of this event is for everyone to have fun – who could possibly protest having fun!

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