



2006 Governor's Cup Tournament Rules



A. Laws of the Game

All games shall be played in accordance with USSF laws with modifications as noted below.

B. Eligibility

1. Players must be born on August 1 and later of the following year;

U9/1997	U10/1996	U11/1995	U12/1994	U13/1993	U14/1992
U15/1991	U16/1990	U17/1989	U18/1988	U19/1987	

2. Team rosters shall not exceed 18 players except for U9-U11 which shall not exceed 14. Five (5) guest players will be allowed. Players may register with only one team and may not switch teams.

3. All teams shall be properly registered by the USYSA through their State Association.

C. Substitutions

Either team may make substitutions on any goal kick, after a goal is scored or at half time. The team in possession may substitute on a throw-in. If play is stopped for an injury, the injured player **MUST** leave the field and both teams may substitute one player (does not apply to the Goal Keeper).

D. Duration of games

All Games

U9 - U11, 25 minute halves;
 U12 - U14, 30 minute halves;
 U15 - U19, 35 minute halves.

In the event of ***extreme inclement weather***, the Tournament Chairman shall have the authority to: 1) Relocate or reschedule any game. 2) Reduce by up to one half the duration of any game. 3) Cancel any preliminary game that has no bearing in deciding an age group winner.



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E. Scoring

Games in preliminary rounds will be score as follow:

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

Tie breakers shall be:

- 1) Head to Head competition,
- 2) goal differential, max. 3 per game,
- 3) fewest goals allowed and 4) penalty kicks.

F. Overtime

In the event of a tie in semi-final and championship games;

1. Teams will play two 5 minute overtime periods.
2. If still tied, each team will designate 5 players to take alternate penalty kicks with the best of 5 the winner.
3. If still tied, alternating penalty kicks will be taken by the remaining players until a winner is decided by 1 goal.
4. Only those players on the field at the end of the 2nd overtime will be allowed to take penalty kicks.

G. Forfeits

1. A forfeit will be declared if a team fails to report within 10 minutes after a scheduled game time with 7 rostered players for U12 and above and 5 rostered players for U11 and below.
2. Any team leaving the field of play before the conclusion of any game is automatically disqualified from the tournament.
3. Any team having once accepted entry in the Tournament and failing to appear as scheduled may cause that team and may cause all teams from that club to be banned from future SASA tournaments for a minimum of 3 years. In addition, the IYSA will be informed of that team's conduct with a recommendation for further action.
4. In the event of a forfeit, the game will be scored as 3-0.



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H. Equipment, Uniforms, Sidelines, Start of the Game

1. Each player must have a unique number on their jersey back.
2. In preliminary games, the home team will be listed first on the schedule and will change jerseys to avoid color conflicts. The home team will provide the game ball. The game ball will be subject to referee approval.
3. In championship games, the *loser of the coin toss* shall change jersey's to avoid color conflicts.
4. All players' equipment is subject to referee approval. **All glasses must be sport goggle type, no street glasses will be allowed to be worn on the field.**
5. All games must be played with an official ball. U9 through U12 will use size 4 ball and U13 and older will use size 5.
6. Both teams will position themselves on the same side of the field with the player benches, opposite spectators.

I. Protests

Protests must be made in writing by the team coach and submitted to a Tournament Official at the registration table within 1 hour of the completion of the game. A \$100 fee must accompany the request. The Tournament Committee interpretation of the rules is final.

J. Ejections

Any player or coach given a red card is disqualified from their next game. This includes players who receive 2 yellow cards during a game. Any player ejected for violent conduct will not be allowed to play the remainder of the tournament.

K. Illegal Players

Player's Pass Cards will be verified at check-in and prior to each game. Teams using illegal players will forfeit any games in which an illegal player participated.

L. Semi-Final Games

In age groups with a semi-final round, a Wild Card team will not play a team from the same bracket. If this situation occurs, the Wild Card team will play the bracket winner with the highest point total.

M. Alcohol, Smoking and Pet Policy

No smoking, possession or consumption of alcoholic beverages **or pets** is permitted on the premises. Any infraction of drinking alcohol on the SASA premises may result ***in forfeit or expulsion*** from the tournament.