



Academy Cup Tournament Rules

1. AGE AND ELIGIBILITY

- A. Participation in the Academy Cup is open to all 8U, 9U, 10U, 11U, and 12U teams and age appropriate players, properly registered and rostered with a US Youth Soccer State Association. Player passes and a valid approved Team roster are required at check-in and at the fields for the duration of the games.

2. TEAM ROSTER

- A. A team will be formed from the pool of Academy players registered within the Affiliate/Club. Teams playing 7v7, maximum roster size is 14. Teams playing 9v9, maximum roster size is 16.
- B. 12U 9v9 Fall Playoff Division teams, maximum roster size is 18.
- C. Every team will have a Team Roster. A team will name its Academy Cup team roster at tournament check-in. After the roster is named, rosters are frozen for the tournament.
- D. A player may play for only one team during the tournament.

3. LAWS OF THE GAME

- A. All games shall be played in accordance with Georgia Youth Soccer and FIFA Laws, except as specifically modified by these rules.

4. DURATION OF GAMES

- A. The duration of tournament games shall be in accordance with the following:

Year	Ball Size	Round-Robin	Finals
8U, 9U, 10U	4	50 minutes	50 minutes
11U	4	50 minutes	60 minutes
12U	4	50 minutes	60 minutes

5. FIELD AND GAME EQUIPMENT

- A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the teams' official game card.
- B. Players are required to wear shin guards in accordance with FIFA laws of the game.
- C. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- D. When requested by the referee, each team must provide a linesperson.
- E. The designated home team shall provide the game ball unless supplied by the tournament.
- F. Check-in time is 30 minutes prior to the scheduled kick-off.

6. PROTESTS

There will be no protests allowed.

7. SUBSTITUTIONS

- A. Unlimited substitutions may be made, with the referee's permission:
 - 1. After a goal has been scored.
 - 2. At the beginning of the second half of play or prior to the beginning of an overtime period.
 - 3. At a goal kick by either team.
 - 4. At a throw-in by the team in possession.

5. In case of stoppage of play for an injury.

8. CONDUCT

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit and the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area.
- B. Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- C. All players and coaches will take one side of the field, and supporters will take the other side. No one will be allowed behind either goal line.
- D. Alcoholic beverages are not permitted at game sites.
- E. Artificial noise-making devices are not permitted at game sites.

9. GROUP WINNERS AND WILD CARD TEAMS

- A. Each team will be awarded points as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- B. At the end of the preliminary rounds, the group winner shall be the team with the most points in their group. In the event of a tie within a division, the following criteria shall be used to determine the winner.
 1. Head to head competition. (In the event of a tie among more than 2 teams, this criterion will not be considered.)
 2. Most wins.
 3. Greater net goal difference, with a maximum of +4 and a minimum of -4 for any one game.
 4. Least number of goals allowed. There is no limit on the number of goals that will be counted to determine the tiebreaker.
 5. FIFA kicks from the penalty mark thirty minutes prior to the scheduled playoff round games.
- C. In the event of a tie among 3 or more teams, the elimination of a team begins with B #2 noted above. If 2 teams remain, the tie shall be broken by repeating the above elimination procedures beginning with Step B #2.
- D. In the event that a wild card team must be selected for the playoff rounds, the above procedure, starting at 9B, will be used across the entire division.
- E. The Tournament Committee, acting within the parameters of these rules, will determine the teams to advance into the final round.

11. PLAYOFF ROUNDS

- A. Winners of each group advance into the playoff rounds.
- B. Overtime will be played in case of a draw at the end of regulation time in the semi-finals and finals.
 1. The duration of overtime will be as follows:
One 10-minute overtime period with the teams exchanging ends after 5 minutes and a 2-minute interval.
 2. If no goals are scored during overtime play, FIFA kicks from the penalty mark will be taken to determine the winner.

12. FAILURE TO SHOW AND FORFEITS

- A. A team shall be allowed a 10-minute grace period after the scheduled kick-off time before the match is awarded to their opponent.
- B. In no case shall a team which forfeits a game be declared a division winner or wild card team.
- C. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.
- D. Should a team in round-robin competition forfeit any match, official game scores for all of that team's games shall be recorded as 4-0 losses. A team that forfeits a match will be considered to have withdrawn from the tournament.
- E. Forfeits of games in the playoff rounds shall be recorded as 1-0 games.

13. INCLEMENT WEATHER

- A. In case of inclement weather, the Tournament Committee will have the authority to change games as follows:
 1. Relocate or reschedule any game.
 2. Change the format or duration of any game.
 3. Cancel any preliminary game.
 4. Preliminary games terminated by game or Tournament officials after one half of play shall be considered official as of the time of termination.

14. GENERAL

- A. Under no circumstances whatsoever will the Tournament Committee or Georgia Soccer be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game is canceled in whole or part.
- B. Entry fees are non-refundable once entries close. A \$25.00 fee will be charged to teams that withdraw prior to entry deadline. Refunds will be made if the tournament is cancelled due to weather or Acts of God, but approximately one-half of the entry fee will be retained
- C. The Tournament Committee's interpretation of the rules shall be final.
- D. The Tournament Committee reserves the right to decide on all matters pertaining to this Tournament.