



STATE RECREATION CHAMPIONSHIP TOURNAMENT INFORMATION AND RULES

A. WHAT

1. The Georgia United Rec Cup is a competition for boys/coed and girls recreational teams, 10U through 19U. All teams must be registered in a Georgia Soccer affiliated youth soccer league in good standing for the seasonal year.

B. TEAM AND PLAYER QUALIFICATIONS AND PARTICIPATION

1. Recreational Teams are defined as teams that do not hold tryouts and have not cut players.
2. The maximum number of players on a team's roster is 14 for 10U, 18 for 12U, and 22 (18 on a game roster) for 14U through 19U.
3. A maximum of 4 Guest Players are allowed for all age groups. Guest Players may not be select players of any level. Only teams who participate in Georgia Soccer sanctioned schedule, competing against other recreational teams, are eligible to participate.
4. Only teams who participate in a Georgia Soccer sanctioned schedule, competing against other recreational teams, are eligible to participate.
8. Teams/players entering the Georgia Rec Cup may be placed in the same age group/division as they played during their regular season.

C. LAWS OF THE GAME

1. **GEORGIA SOCCER RULES AND REGULATIONS FOR YOUTH LEAGUE PLAY (1.01)** Modifications to the Laws of the Game for recreational team games are used during this tournament, except where they are in conflict with published tournament rules. Of particular note is the playing time participation rule:
 - players must play one half of each half, including overtime.
 - 10U and 12U goalkeepers are not required to play equal amounts in the goal and on the field

D. DURATION OF GAMES

<u>Year</u>	<u>Match Length</u>	<u>Championship Matches</u>
19U	70 minutes	80 minutes
16U	70 minutes	80 minutes
14U	70 minutes	70 minutes
12U	50 minutes	60 minutes
10U	50 minutes	50 minutes
8U	40 minutes	40 minutes

E. FORMAT

1. Each team will play 3 round-robin games, weather permitting, over the course of Saturday and Sunday.
2. Finals will be played Sunday afternoon.
3. 8U will play 4v4 with no goalkeeper. Maximum roster size is 12.
4. 10U will play 7v7. Maximum roster size is 14.
5. 12U will play 9v9. Maximum roster size is 18.
6. 14U and older will play 11v11. Maximum roster size is 22.

F. POINT SYSTEM

1. Each team will be awarded points as follows:
 - 3 points for a win
 - 1 points for a tie
 - 0 points for a loss

3 points maximum per game

2. At the end of the round robin games, the group winner shall be the team with the most points in their division. In the event of a tie within a division, the following criteria shall be used to determine the winner.
 - A. Head to head competition. In the event of a tie among more than 2 teams, this criterion will not be used.
 - B. Most wins.
 - C. Greater goal difference, with a maximum of +4 and a minimum of -4 for any one game.
 - D. Least number of goals allowed. There is no limit on the number of goals that will be counted to determine the tiebreaker.
 - E. Goals scored, maximum of 4 goals per game.
 - F. Kicks from the mark.
3. If more than two teams are tied, the sequence will be followed beginning at 2B, until a team is eliminated. If 2 teams remain, the tie shall be broken by repeating the above elimination procedures beginning with Step 2B.
4. If three teams are still tied after computing the listed tiebreakers and FIFA kicks have to be taken, there will be a draw by the tournament committee. The first team drawn will receive the bye, the next team drawn will be the home team against the remaining team in the first contest of FIFA kicks. The winner of the first contest will then compete against the bye team in FIFA kicks to determine the winner. The bye team will be the home team.
5. In the event that a wildcard team must be selected for the playoff rounds, the above procedure, starting at 2A, will be used across the entire division.
6. The Tournament Committee, acting within the parameters of these rules, will determine the teams to advance into the semi finals.

G. CHAMPIONSHIP ROUND

1. Winners of each group advance to the Championship Match.
2. Overtime will be played in case of a draw at the end of regulation time in the final matches. The overtime will be played in its entirety. No coin toss is required. The teams will face goals and kick off in the first and second overtimes as they did in the first and second halves.
 - A. The duration of overtime will be as follows for all age groups:
One 10-minute overtime period with teams exchanging ends after 5 minutes and a 2-minute interval.
 - B. If no goals are scored during overtime play, FIFA kicks from the mark will apply in order to determine a winner. Only players on the field at the end of the second overtime period are eligible to participate in the FIFA kicks from the mark.
 - C. Player participation rules apply to overtime periods.

H. FAILURE TO SHOW AND FORFEITS

1. A team shall be allowed a 10-minute grace period after the scheduled kick-off time. A minimum of 7 players constitutes a team and if 7 players are present, the game will not be delayed. (12U – 6 players minimum, 10U – 5 players minimum, 8U – 3 players minimum.)
2. In no case shall a team, which forfeits a game, be declared a division winner or wild card team.
3. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.
4. An intentional forfeit in the preliminary rounds shall be scored as 4-0. 3 points will be awarded for the win to the opposing team and any other team that the forfeiting team has or will play.
5. Intentional forfeits of games in the playoff rounds shall be recorded as 1-0 games.

I. WEATHER

1. In case of inclement weather, the Tournament Committee will have the authority to change games as follows:
 - A. Relocate or reschedule any game.
 - B. Change the format or duration of any game.
 - C. Cancel any preliminary game.
 - D. Scores of games terminated at or beyond half time shall stand as complete.
 - E. Games called because of dangerous weather prior to half time will be decided by FIFA Kicks from the mark.

F. Games that cannot be decided by kicks from the mark due to dangerous weather or darkness will be determined by coin toss.

When FIFA Kicks from the mark are used in lieu of games because of weather/field conditions, the following modifications to Kicks from the Mark will be used.

A. Round-robin play:

8U – 4 players, 10U - 5 players, 12U – 7 players, 14U and older – 10 players from each team will kick and the game score will be recorded exactly as the result of the kicks (i.e.: score recorded as 3-2 instead of 1-0 for the winning team). Tie scores will be allowed in round-robin games.

J. **AWARDS**

1. Individual awards will be awarded to team members of each first and second place team in the Championship match.

K. **TEAM OBLIGATIONS**

1. Each team will participate in each of its scheduled games. Should a team or coach fail to show for any of its scheduled games, a \$250 fine will be assessed against that team's Affiliate Association.
2. All teams will present a completed game card to the referee or field marshal before each game.
3. Player uniform shirts must clearly display a number that corresponds to the player as shown on the game card.
4. The home team will wear light colored jerseys and socks. The visiting team will wear dark colored jerseys and socks. If there is a conflict, the team in the incorrect color will have to change.
5. The home team, the first team listed on the schedule, will provide the game ball for all games.

L. **GAME CONDUCT**

1. Coaches are responsible for the conduct of their players and spectators. Physical violence, foul and abusive language, harassment of the players or referees will not be tolerated. The use of noise-making devices is prohibited.
2. The referee oversees the field and adjacent areas from the time the referee arrives at the game site until the referee departs.
3. Teams will stay on one side of the field while the spectators stay on the other.
3. All spectators, coaches and sideline players must stay clear of the touch line between the corner and the 18-yard extension for the penalty box.

M. **GENERAL**

1. No protests are allowed.
2. 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 in part.
3. 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.
4. The Tournament Committee's interpretation of the rules shall be final.
5. The Tournament Committee reserves the right to decide on all matters pertaining to this Tournament.