



## 5V5 NATIONAL USA AMATEUR CHAMPIONSHIP TOURNAMENT RULES

**Age groups boys and girls U-10 to16, Adult Men and Women**

**NATIONAL CHAMPIONSHIP WINNER IN THE MENS WORLD CUP ADULT DIVISION WILL REPRESENT THE USA IN THE BEIJING WORLD 5V5, 2017 CHAMPIONSHIP**

**NATIONAL CHAMPIONSHIP WINNER IN THE MENS WORLD CUP U-16 DIVISION WILL REPRESENT THE USA IN THE BEIJING U-16 WORLD 5V5, 2017 CHAMPIONSHIP**

**ADULT AND U-16 CHAMPIONSHIP TEAMS WILL RECEIVE UNIFORMS, AIRLINE AND GROUND TRANSPORTATION, MEALS AND LODGING FOR SEVEN DAYS FOR SEVEN PLAYERS TO THE BEIJING WORLD CUP TOURNAMENT.**

**ADULT CHAMPIONSHIP TEAMS WILL WIN CASH PRIZES AT EACH TOURNAMENT**

All players must have amateur standing Any team that fields a professional player (paid to play or under a contract during the time period of any World Cup qualifiers or Championship tournaments) will be disqualified.

Adult players must be at least sixteen years of age for the year of the national competition.

Junior players must be sixteen years of age or younger during the competition year

Roster size for regional and national tournaments is 10 players, Beijing tournament world cup limited to 7 players.

**TEAM CHECK-IN:** Teams must check-in at the mandatory check-in tent. Mandatory Registration is 1 ½ hours prior to the first game of your team. Failure to check-in will result in automatic disqualification from the Tournament without a refund of the fee. Games not played will be classified as "Forfeits and Byes."

**CREDENTIALS:** Check-in at the team check-in station, teams must provide the required credentials to establish proof of age.

**GAME CHECK-IN CONDUCT:** After team check-in the coach or designated assistant will pick up armbands and game cards at the registration areas. Players must wear wristbands to be eligible to play. Prior to the start of each scheduled game, each team must present to the referee the team's game card so the team may be checked in to play and the game started as scheduled. A team who fails to report within five (5) minutes of a scheduled kick off will forfeit the game. Prior to the start of each game the coach will designate on the game card those players who will not be eligible for that game in order to make each game's roster a maximum of ten (10) eligible players. **No wristbands, no game card, no play.**



## USA NATIONAL TOURNAMENT RULES OF PLAY

**F5WC (FOOTBALL 5 WORLD CUP)** official rules will apply except as modified by **COPA USA** as defined herein.

**ROSTERS:** Maximum number of registered players 10.

**DURATION OF GAMES & OVERTIMES,** Twelve (12) Minute halves and one (1) minute half time. Teams change sides for the second half.

\* Preliminary and Quarter Final Games. All Preliminary Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie. All single elimination rounds, Quarter Final, games ending in a tie will go directly to FIFA Kicks from the Mark to determine who advances.

\*\* All Semi-Final or Final games tied after regulation will have two five (5) minute periods of overtime added. If no goals are scored during two equal overtime periods, the match is decided by FIFA Kicks from the Mark, which will immediately follow the overtime.

**HALF TIME:** No half time period, teams will change sides midway of the match time.

**SUBSTITUTIONS:** Unlimited, no referee approval required. Players must leave the field at the team's technical area. Player must exit before substitute can enter. Referee must be informed before goalkeeper substitution.

### **GENERAL RULES:**

- All Free kicks will be indirect. However, if the goal is scored via a deflection (via team mate or opposition), it shall count.
- All restarts after the ball goes out of bounds will be kick-ins. Opponents must be 5 steps away from the ball.
- The opposition team must be 5 steps away from where the free kick is taken.
- The opposition player must remain 2 steps away for corners and kick ins.
- While taking a penalty, a player MUST have his standing foot in line with the ball. He may not take a step back to shoot. With the standing foot beside the ball, the player must kick the penalty.
- The goalkeeper cannot take a step forward while saving a penalty. He may however, take steps to either the left or the right.
- No slide tackles.

### **GOALKEEPERS**

- Goalkeepers are allowed to go forward (outside the box) during open play.
- Goalkeepers are allowed to take penalties, free kicks, corners and kick ins.
- The Goalkeeper may use any part of his body to make a save inside the box including his hands.
- If a goalkeeper handles the ball outside the box, it shall result in a red card.
- Goalkeepers are not allowed to pick up or handle back passes. This shall result in a free kick & yellow card.
- There are no goal kicks. If a ball is kicked out for a goal kick, the goalkeeper must return the ball into play by throwing it out using either an under arm or side arm action.
- An over arm throw will result in a free kick at the edge of the box.



- While saving a penalty, the goalkeeper cannot take a step forward. However, he may take steps to either the left or the right.

### **PENALTY SHOOTOUTS**

- Penalty shootouts will consist of 3 kicks per team
- If tied after 3 penalties, the match shall go into sudden death
- During sudden death, if the team shooting first misses, the team shooting second must score to win.
- If the team shooting first scores, the team shooting second must score to stay alive, a miss will result in elimination
- While taking a penalty, a player **MUST** have his standing foot in line with the ball. He may not take a step back to shoot. With the standing foot beside the ball, the player must kick the penalty.
- The standing foot **MUST** not leave the ground at any point.
- The goalkeeper cannot take a step forward while saving a penalty. He may however, take steps to either

### **YELLOW CARDS**

- A yellow card will result in a 2-minute suspension. During this period, the player must exit the field and, his team shall continue play with 4 players.
- The suspension ends after 2 minutes or if the opposition scores a goal, whichever comes first
- Two yellow cards in the same game will result in a red card. *(Details can be found in red card section)*

### **RED CARDS**

- A red card will result in an immediate suspension for the player who must exit the field immediately.
- The team cannot replace the player and must finish the game with only 4 players.
- The player who receives the red card will serve a 1 match ban which will result in him not being eligible for the following game as well.
- If a team receives two red cards during a game, it will result in an immediate 3-0 forfeit or the prevailing match score, whichever is higher and, the game will stop. The two players will also serve a 1 match ban for the following game.

**PLAYERS' EQUIPMENT:** It will be at the game Referee's discretion to determine the safety and suitability of player equipment. Compulsory equipment to be worn, Jersey, Shorts, Stockings fully covering Shin-guards, Shin-guards, and Footwear.

**COACHING:** All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.



**EJECTIONS:** Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. Tournament Points will be deducted for all ejections.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.



## **TOURNAMENT COMPETITION**

**REFEREE DECISIONS:** The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

**DETERMINING WINNERS:** Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss

Ties in preliminary games will remain a tie. For single elimination, quarter-final, semi-final, and final matches, ties will be resolved by kicks from the penalty mark.

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition.
2. Fewest goals against.
3. Team with the highest (positive) goal differential.
4. If a tie still exists after steps 1 through 3, FIFA Penalty Kicks from the Mark will be taken prior to the scheduled start of the appropriate Elimination rounds, Quarter Final or Semi-Final game.
5. If a three-way tie exists within a bracket after steps 1 through 3, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team. The coin flip and time of the FIFA Penalty Kicks will be prior to the Elimination rounds, Quarter Final or Semi-Final games.

If ties exist in the determination of a wild card team, criteria 1-5 will be applied.

**HOME TEAM:** The Home Team will be the team who appears first on the game schedule. The game ball will be supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys or pennies to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys or Pennies, the Home Team will forfeit the game. The Home Team will have the selection of the bench they wish to play from.

**FORFEITS:** All teams who forfeit will have the game(s) scored a 0-3 loss. Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or pennies will forfeit. Teams failing to check in at the Mandatory Registration will forfeit. Teams whose action which cause a game to be terminated will forfeit.

**PROTESTS:** NO PROTESTS WILL BE ALLOWED.

**DISPUTES:** Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

**SPORTS COMPLEX RULES:** All participants and spectators must strictly adhere to Complex rules:

1. Stay off the slopes and fences.



2. No dogs are allowed at the Sports Complex.
3. Drive cars only in designated areas. Follow all signs and Parking Attendants.
4. No overnight parking. Cars left overnight are subjected to being towed at owner's expense
5. No artificial noisemakers are allowed during the tournament.
6. No participants or spectators are allowed on the fields prior to 7:00 am.
7. No alcoholic beverages are allowed on, in, or near the fields or parking lot.
8. Alcoholic beverages are only allowed in designated areas

All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.



## **TOURNAMENT PLAY THREE DAY TOURNAMENT**

**TWO HUNDRED FIFTY-SIX (256) TEAM DIVISIONS.** Each Division will consist of sixty-four (64) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket advancing to the **ROUND OF SIXTY-FOUR (64)**

**ONE HUNDRED TWENTY-EIGHT (128) TEAM DIVISIONS.** Each Division will consist of thirty-two (32) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the two top teams in each Bracket advancing to the **ROUND OF SIXTY-FOUR (64)**

**ROUND OF SIXTY-FOUR (64).** Single elimination matrix winners will proceed to Round of; 32, and 16. Winners go on to the Quarter Finals, Semi Finals, winners will meet for the Championship for First, Second place.

## **TOURNAMENT PLAY TWO DAY TOURNAMENT**

**SIXTY-FOUR (64) TEAM DIVISIONS.** Each Division will consist of sixteen (16) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket advancing to the round of sixteen single eliminations. Winners go on to Quarter Finals. Semi-Final winners will meet for the Championship.

**THIRTY-TWO TEAM DIVISIONS.** Each Division will consist of eight (8) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket advancing to the Quarter Finals, Semi-Final winners will meet for the Championship.

**TWENTY-FOUR TEAM DIVISIONS.** Each Division will consist of six (6) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket along with two (2) Wildcard Teams advancing to the Quarter Finals. The Wildcard Teams will be the next two (2) highest points (after bracket winners) in all six (6) brackets. Game 1: Winner A will play Wildcard #2, Game Two: Winner C will play Winner B; Game 3: Winner E will play Wildcard #1, and Game 4: Winner F will play Winner D. If Wildcard is from same bracket, then Copa USA will adjust Quarter Final games so bracket Winner does not play Wildcard from same bracket. The Semi-Final games will be played as the winner of Game 1 (1A/WC2) against the winner of Game 2 (1C/1B); and the winner of Game 3 (1E/WC1) against the winner of Game 4 (1F/1D). Semi-Final winners will meet for the Championship.

**TWENTY TEAM DIVISIONS.** Each Division will consist of five (5) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket along with three (3) Wildcard Teams advancing to the Quarter Finals. The Wildcard Teams will be the next three (3) highest points (after bracket winners) in all five (5) brackets. Game 1: Winner A will play Wildcard #3, Game Two: Winner B will play Winner D; Game 3: Winner C will play Wildcard #2, and Game Four: Winner E will play Wildcard #1. If Wildcard is from same bracket, then Copa USA will adjust Quarter Final games so bracket Winner does not play Wildcard from same bracket. The Semi-Final games will be played as the winner of Game 1 (1A/WC3) against the winner of Game 2 (1B/1D); and the winner of Game 3 (1C/WC2) against the winner of Game 4 (1E/WC1). Semi-Final winners will meet for the Championship.

**SIXTEEN TEAM DIVISIONS.** (The typical division.) Each Division will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three



(3) preliminary games with the top two teams in each Bracket advancing to the Quarter Finals (using the system described in Determining Winners). Winner A will play Second D, Winner B will play Second C, Winner C will play Second B, and the Winner D will play Second A. Semi-Final games will be played as the winner of Game 1 (1A/2D) against the winner of Game 2 (1B/2C), and the winner of Game 3 (1C/2B) against the winner of Game 4 (1D/2A). The Semi-Final winners will meet for the Championship.

**TWELVE TEAM DIVISION** will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in semi-final Game 1, and the winners of Brackets B and C will play in Semi-Final Game 2. The Wildcard Team will be the second place team with the highest points in all brackets. If the Wildcard Team comes from Bracket A, then the Winner A will play Winner B, and the Winner C will play the Wildcard. The Semi-Final winners will meet for the Championship.

**EIGHT TEAM DIVISION** will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the second place team of Bracket B in the Semi-Final Game 1, and the winner of Bracket B will play the second team of Bracket A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

