

Directors Cup 2024 Rules and Regulations

INTRODUCTION

Welcome to the DIRECTORS CUP. This tournament is designed to be fun event for all the players, coaches and parents as well as the referees. We feel very strongly that soccer should be a game that is fun to play and officiate and we ask that sportsmanship should be always shown by those in attendance. We want to encourage a relaxed atmosphere and ask that you show your opponent the respect they deserve.

CREDENTIALS / ROSTER PROCEDURES

A team will consist of a maximum of 22 players, including guest players. Each player can only play on one team for the duration of the tournament. Each team must have its team roster, medical releases and travel papers for teams from outside of Idaho. We will not be checking player passes during the game. Information for check in will be sent via IYSA prior to the event.

AWARDS

Both 1st and 2nd place teams will receive a trophy and medals for each player upon conclusion of their championship match. In the event there is no championship match 1st and 2nd in points will receive 1st and 2nd place hardware accordingly.

FIELDS

Games will be played at the Simplot Sports Complex in Boise

HEADING

There will be no heading at the U10, U11 or U12 age

PUNTING

There will be no punting at the U10 age group

JERSEY COLOR CONFLICT

If there is a conflict in jersey colors, it is the responsibility of the home team (team listed first in the schedule) to change to an alternate color. Home team should wear Light colored Jersey and Away team should wear Dark colored jersey to avoid conflict where possible. In event of an issue the referee shall have discretion to resolve it.

FIELD EQUIPMENT

Game balls are to be supplied by the teams. Size 4 balls will be used for the Under 10,11 and 12 divisions. All other divisions will use a Size 5 ball. Nets and corner flags will be provided by the tournament organization

PROTESTS

All protests must be accompanied by the fee of \$200.00 cash and shall be submitted in writing to the Tournament Headquarters within one-hour (1) of the conclusion of the game being protested. **Any protest relating to “judgment calls” by the referee is not sufficient grounds for protest.** For a protest to be valid and eligible for consideration, each protest:

1. Must be verbally lodged with the referee and with the opposing coach at the game site before entering the field or before leaving the game site.
2. Must be filed with the tournament committee, including: a. Fee in the amount prescribed

MEDICAL HELP

Contact a Field Marshal or Tournament Administrator for assistance. Medical personnel will be available at the Tournament venues.

CONCUSSION POLICY

IYSA will have concussion certified independent evaluators that will be called to any game where a suspected concussion has occurred. The player will not be evaluated by the coach but rather by the IYSA appointed medical evaluator. The player CAN NOT return to play until evaluated by the IYSA appointed evaluator. If the player is deemed to have had a concussion, then the player will not return to play until they receive a formal medical release.

SUBSTITUTION

Unlimited and at any stoppage of play at the referee’s discretion

BRACKET AND CONSOLATION GAMES

There will be no overtime in bracket and consolation games. There will be five minutes between halves for all games. Games ending in a TIE will stand

SEMI-FINAL / FINAL GAMES

If a tie exists at the end of a semi-final or final match, FIFA “Kicks from the Penalty Mark” will be used to determine the winner. THERE WILL BE NO OVERTIME

FIELD MARSHALS

Listed HOME team will be responsible for providing a field marshal for EACH home game

GAME TIMES

Teams must be ready to begin at the scheduled time. All games must begin on time. A forfeit will be declared if a team cannot field a minimum of 7 players (for U13 and up) or 5 players (U10-U12) at the start time.

GAME LENGTHS FOR ALL ROUNDS INCLUDING THE FINAL

U10-U12	Two 25 minute halves with five minutes between halves
U13-U14	Two 30 minute halves with five minutes between halves
U15-U16	Two 30 minute halves with five minutes between halves
U17-U19	Two 35 minute halves with five minutes between halves

There will be a running clock. No added time will be allowed unless serious injury occurs in which case it will be at the discretion of the referee.

POINT SYSTEM

WIN	6 (six) points
TIE	3 (three) points
LOSS	0 (zero) points
SHUTOUT	1 (one) point. NOTE: A 0-0 (zero-zero) tie is also considered a shutout
GOALS	1 (one) point will be awarded for each goal scored to a maximum of 3 (three) goals per game, regardless of whether the scoring team wins, loses or ties.
FORFEIT	7 (seven) or the average of points earned in games played, whichever is greater.

In the event of point ties, each flight will be decided by applying the following rules in sequence until the tie is broken:

1. Winner of head to head competition if played
2. Goal difference (Goals scored minus goals conceded with a maximum of 4 goal difference per game)
3. Most goals scored (Up to 4 per game)
4. Fewest goals against (unlimited)
5. FIFA "Kicks from the Penalty Mark" – If "Kicks from the Penalty Mark" is required, coaches are responsible to check at tournament main tent to receive the schedule and instructions

RULES OF CONDUCT

Coaches and clubs have responsibility for the conduct of players, bench and spectators at all times. If in the opinion of the officials, a game must be terminated for the misconduct of players, bench or spectators, the offending team can be suspended from further play, forfeit that game, and all remaining games. All previously earned points will remain as played.

Any player receiving a red card is automatically suspended for the remainder of that game and shall not be permitted to play the next game. Any coach receiving an ejection will be suspended from coaching their next game and will be potentially subject to further sanctions by IYSA

LIGHTNING POLICY

The 30-30 Rule will be in effect

- If the tournament officials detect or see lightning the games will be automatically stopped for a minimum period of 30 minutes. Should there be lightning during the 30 minute stoppage then the 30 minute count will start again.
- If the stoppage goes beyond 45minutes then the game is considered over and will not be restarted, and the result will be determined as follows
 - If the game had at least reached half time, then the score stands as is.
 - If the game had not reached half but one team was 3 or more goals ahead then the score stands as is
 - If the game had not reached half and there was less than a 3 goal difference then a Penalty Shootout will determine the winner and a 1-0 score will be recorded. Should either time, light or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round, then dual winners will be awarded.
 - If severe weather results in some games not being able to even start due to time constraints, then the tournament committee will have full discretion over determining a result
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Seeking proper shelter

- No place outside is safe near thunderstorms
- The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
- If there is no proper shelter, **avoid** the most dangerous locations: Higher elevations; wide open areas, including fields; tall isolated objects, such as trees, poles, or light posts; unprotected open buildings; rain shelters; bus stops; metal fences and metal bleachers

**REMEMBER THAT YOUR SAFETY AND THAT OF YOUR CHILD
IS MORE IMPORTANT THAN A GAME OF SOCCER**