

LAUFA CUP 2022 TOURNAMENT RULES

Players may be manually added to and deleted from a team's rosters at check-in provided their paperwork is in order; however, to speed up the process we ask that managers update their rosters in Got Soccer at least three days prior to the start of the tournament.

All players need to be registered with their associations.

Check-in

Check-in will be at the field (Check-In Tent) one hour prior to the scheduled start of a team's first game of the tournament. The team manager or coach will have to sign an affirmation stating they have everything that they need for the event. Player identification cards for the Current Season/New Season will be accepted for team check-in. Player identification cards must be available for spot inspection in case of challenge.

Where to sit?

Both team benches will be on the same side of the field, on opposite sides of the midfield line.

As of now no canopies will be provided due to weather conditions but follow up emails will be sent prior to tournament if situation changes.

Benches will be provided.

Games

U7-U10 (7v7) teams must have a minimum of five players to start a game.

U11-U12 (9v9) teams must have a minimum of six players to start a game

U13-U19 (11v11) teams must have a minimum of seven players to start a game.

A team will forfeit if it does not have these numbers at game time (either the scheduled game time or ten minutes after the conclusion of the prior game on the field, whichever is later). The home team will provide three balls that are acceptable to the referee.

Game duration, by halves, and ball sizes are as follows:

U7 – 2015b (2016) 7v7 – 25 min halves – Size 4 Ball (Roster Size 14) 5 Min Half Times

U7-U10– 2013-2015 – 7v7 – 25 min halves – Size 4 Ball (Roster Size 14) 5 Min Half Times

U11- 2012 – 9v9* – 30 min halves – Size 4 Ball (Max roster size 16 players) 5 Min Half Times

U12- 2011 – 9v9 – 30 min halves – Size 4 Ball (Max roster size 16 players) 5 Min Half Times

U13– 2010 – 11v11* – 30 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U14– 2009 – 11v11 – 35 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U15– 2008 – 11v11 – 35 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U16 – 2007 – 11v11 – 35 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U17– 2006 – 11v11 – 40 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U18– 2005-2004 – 11v11 – 40 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

U19– 2004-2003 – 11v11 – 40 min halves – Size 5 Ball (Max roster size 18 players) 5 Min Half Times

Note: No refunds will be provided after team has been accepted.

Note: 2012 will be playing 9v9 and 2010 will be playing 11v11

Substitutions: each team is allowed unlimited substitutions at any stoppage in play, with the approval of the referee. Teams should not seek an advantage by making excessive substitutions late in games, and it is within the referee's discretion to keep substitutions in check.

All teams will be scheduled for a minimum of 3 games.

Teams shall be awarded points based on a 10-point system:

- 10 point maximum per match
- 6 points for a win
- 2 points for a tie
- 1 point for a shut out
- 0 points for a loss
- 1 point for each goal, up to a maximum of three per game
- Forfeits will be recorded as a 1-0 win (see "Forfeits" below)
- Scores on the website will only be recorded to a max of 10 goals scored.

Tie Breakers:

In the event of a tie, the winner will be determined as follows:

1. The winner of head-to-head competition
2. Fewest goals against
3. Most goals for (Maximum of 3 goals per game)
4. Most total wins
5. Most Shut outs
6. If a tie still exists after steps 1 through 5, FIFA Kicks from the Mark will be taken 15 minutes prior to the scheduled start of the Semi-Final game. If a 3-way tie exists within a bracket after steps 1-5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Kicks from the Mark with the third team. The coin flip and time of the FIFA Kicks from the Mark will be determined at the fields.

Wild Cards: For brackets with wild cards, wild cards will be selected from the second-place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed above.

Tournament staff may rearrange playoff games so a wildcard team does not play a rematch against its group winner. A preliminary game can end in a tie.

Quarterfinals & Semi-Final Games ending in a tie will go directly to FIFA Kicks from the Mark to determine a winner.

CHAMPIONSHIP GAME, ending in a tie will go directly to FIFA Kicks from the Mark to determine a winner.

Three Way Tie Scenario:

If more than two teams are tied at the end of preliminary rounds, the tie breaker criteria list shall be used in order shown to advance or eliminate teams. Once one team advances or is eliminated and if the remaining two teams are still tied, those two teams will then be compared beginning with criterion 1 (Head-to-Head) to determine ultimate placement. (See different examples below).

Example 1: Three-way tie:

Head-to-Head cancels out since all 3 teams either beat or tied each other. Team A Goal Differential +3
Team B Goal Differential +2 Team C Goal Differential +1

In this above example Team, A is first place, Team B is second place and Team C is third placed.

Example 2: Three-way tie:

Head-to-Head cancels out since all 3 teams either beat or tied each other. Team A Goal Differential +3

Team B Goal Differential +3 Team C Goal Differential +1

In this above example Team C is Eliminated. Since Team A and Team B are tied, those two teams will then be compared beginning with criterion 1 (Head-to-Head) to determine ultimate placement. In this case, Team B beat Team A 1-0 in pool play. Therefore, Team B is first place, Team A is second place and Team C is third place.

Forfeits

A team which “wins by forfeit” shall be deemed to have won by a score of 1-0 and will receive 8 points (6 for the win, +1 for a goal scored, +1 for a shutout).

A team that receives an unfair advantage from a forfeit may have their final group stage bracket standing adjusted by the Tournament Director or their designee at their sole discretion. There is no financial consideration for either team involved in a forfeited game.

Shortening Games

In case of inclement weather, changing field conditions, or lack of daylight, the Tournament Director or Venue Manager may direct those games:

- be shortened, and / or
- go to FIFA penalty kicks, or
- be canceled.

The following modified rules will apply to any shortened group stage game that is going to penalty kicks:

- Each team will take five penalty kicks, unless the referee stops the penalty kicks earlier because of worsening conditions. In that case, the referees must give each team the same number of penalty kicks.
- At the end of five kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0- 0 tie if both teams are tied in penalty kicks at the end of five kicks.
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions; the regular game’s score will revert back to a 1-0 win or a 0-0 tie.

In any shortened elimination game (play-in, quarter, semi, or final) that goes to penalty kicks, standard FIFA rules (minimum of five rounds) will apply unless the referee, Tournament Director, or Venue Manager decide that it is unsafe to proceed. Every attempt should be made to provide teams an equal number of penalty kicks.

There will be no refunds or reimbursements of tournament application fee for shortened, cancelled, or forfeited games.