



## Belmont Cup Tournament Rules

### I. GENERAL RULES

1. Tournament play in each division will consist of preliminary matches ("Round-Robin"), followed by elimination matches and a final match. All Round-Robin match-ups are based on current Fall season final standings as approved by the Board. The initial elimination round match-ups will be based on final points standings following the completion of Round-Robin play. All final match-ups will be based on the winners of the semifinal matches.

3. Each match-up will be assigned a Game Number used for identifying the game and its results. This game number should be recorded on the line-up card.

4. Round-Robin games are awarded standings points based on the 10-point standard:

**Win - 6 points**

**Tie - 3 points**

**Loss - 0 points**

**Shutout - 1 point**

**Goal For - 1 point (up to a max of 3 points)**

**0-0 Tie - 4 points (3-tie, 1-shutout) for each team**

5. All games will be played under the current FIFA laws and AYSO modifications.

6. There shall be no protests. All decisions by referees are final. Disparaging remarks made by players, coaches, or spectators are not allowed under AYSO guidelines and may result in a caution or ejection from the tournament.

7. Only players who are registered for the current Fall season are eligible to participate. Coaches must have the player's registration forms at all games. Any player without the proper registration form will not be allowed to play.

8. Any team found to contain ineligible player(s) shall be disqualified.
9. Each player in attendance shall play a minimum of one half of each game (2 quarters).
10. The same player may be their team's goalkeeper for the duration of the match. **Any player not playing the entire game must play at least 1 quarter in the field, not in goal.**
11. All players, coaches, and spectators of the HOME team shall position themselves on the NORTH or WEST touchline. All players, coaches, of the VISITOR team shall position themselves on the SOUTH or EAST touchline. All spectators and substitute players shall remain at least 1 yard away from the touchline and no closer than 18 yards of the goal line. No one is allowed behind the goal line.
12. Each team is allowed two coaches to convey technical instructions to players. Such participation shall be limited to POSITIVE, INSTRUCTIONAL, and ENCOURAGING. Coaches must remain on the same sideline as their team and must remain within a coaches' area which extends 10 yards on either side of the halfway line.
13. A team's referee points earned **during the season** will be added to the final point standings used to determine which teams advance out of Round Robin play and into the elimination matches.
  - a. Example: Team A....

14. Round-Robin final points standings tie-breakers are to be done in the following order:

- Wins
- Head-to-head
- Goals against
- Fewest ejections ("send of" or red cards)
- Fewest warnings ("cautions" or yellow cards)
- Coin flip; the higher seeded team is "heads", and the lower seeded team is "tails."
- Coin flip must be done in the presence of both coaches, and two representatives from the region (e.g. Division Coordinator and Board Member)

## **II. LENGTH OF GAME**

1. Except final matches, all games may be shortened as follows:

Pool Play  
GU10/BU10 - 25 min.  
GU12/BU12 - 25 min.  
GU14/BU14 - 35 min.

Quarterfinals / Semifinals / Finals

GU10/BU10 - 25 min.

GU12/BU12 - 30 min.

GU14/BU14 - 35 min.

Deviations to these shortened times may be necessary due to field availability. Any exceptions will be indicated on our website on our “schedules” page.

Referees are to run the clock during quarter breaks. Quarter breaks should be used only for substitutions and not for tactical instruction. There will be no added time for injuries unless the injuries are serious enough to require the dispatch of Emergency Medical Personnel to the game. If a game with a serious injury is unable to be finished before the next scheduled game start time, the game will be replayed either in whole or in part, based upon a majority decision to be made by the Board of Directors Region 177.

2. Round-Robin games may finish in a tie. All semifinal elimination matches and all final matches, if tied at the end of regulation, will have Extra Time, and if the match remains tied after Extra Time, then the match will proceed to Kicks From the Penalty Mark. U10 Quarterfinal matches proceed directly to Kicks From The Penalty Mark if tied at the end of regulation.

Again due to field availability, it may be necessary to proceed directly to Kicks From The Penalty Mark for other divisions. Any exceptions will be indicated in the “Belmont Cup Special rules” on our website on our schedules page.

3. Teams must be ready to start their match at the scheduled time. Therefore, they should do tournament-style warming up on the sidelines or near the field of their scheduled match, and should be checked-in by the referee team. Due to time constraints, warming up or shooting practice on the field is discouraged.

3. A five-minute grace time will be allowed for kick-off times. If a team cannot field seven players within that time, it will forfeit the game. (The game will be recorded as a 1-0 game).

4. Half-time will last for five minutes.

5. If a game is still underway 5 minutes before the next scheduled game, the referee will terminate the game and the score at that time will be the final score.

### **III. EXTRA TIME (ELIMINATION AND FINAL MATCHES ONLY)**

1. If a match goes to Extra Time, then there will be one extra time period as follows:

Division 5/U10 - Two five-minute periods;  
Division 4/U12 - Two six-minute periods;  
Division 3/U14 - Two seven-minute periods.

2. There shall be a 5-minute break before the start of extra time. During this break, the referee shall hold a coin toss. The winner of the toss chooses the goal to attack, the other team kicks off.

3. The referee will stop the game at the end of the first extra-time period for one minute to allow teams to change directions and substitute players.

4. If a team ends regulation time short-handed, it will continue to play short-handed during the extra time.

### **IV. KICKS FROM THE PENALTY MARK (ELIMINATION AND FINAL GAMES ONLY)**

1. If the match remains tied after Extra Time, then the winner shall be determined by Kicks From The Penalty Mark.

2. The referee shall choose the goal at which the shots shall be taken.

3. Only players remaining on the field of play at the conclusion of the extra time periods are eligible to participate.

4. When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.

5. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks. All eligible players shall remain in the center circle except for the player taking the kick and the goalkeepers. The goalkeeper NOT defending against the kick must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

6. The referee shall toss a coin, and the team whose captain wins the toss chooses to kick either first or second.

7. Each team will take five kicks. Each team member will take the kicks alternatively.

8. Each kick shall be taken by a different player, and not until all eligible players of any team, including the goalkeeper, have taken a kick, may a player from the same team take a second kick.

9. If the score is still tied after the first five kicks, the taking of kicks shall continue, in the same order, until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has scored one goal more than the other team.

10. The winner is the team that scores the greater number of goals.

11. Any eligible player may change place with the goalkeeper at any time.

## **V. MISCONDUCT**

Any caution or send-off/ejection of players, coaches or spectators must be reported along with the score and may be used for tie breaking.

### ***A. PLAYERS***

1. Any caution (yellow card) given to a player will be carried forward for the duration of the tournament. Any player who accumulates two cautions will be suspended for the next game and results in a 1 point deduction from standings.

2. Any player who is sent off/ejected (red card), will automatically be suspended from the next game (with the exception as listed in item 3) and 3 points will be deducted from the team standings.

3. Any player who receives a send-off/ejection (red card) for violent conduct or fighting will be suspended from the tournament, and 3 points will be deducted from the team standings.

### ***B. COACHES***

1. Any caution given to a coach will be carried forward for the duration of the tournament. Any coach who accumulates two cautions will be suspended from the next game. Any coach who is sent off/ejected will be suspended from the next game and 3 points will be deducted from the team standings.

2. Any coach who verbally or physically abuses another person, including but not limited to players, coaches, officials, and spectators at the field will be suspended from the tournament.

### ***C. SPECTATORS***

1. Coaches are responsible for the behavior of the spectators of their team. If necessary, referees can caution or eject any spectator.
2. Any spectator who verbally or physically abuses another person, including but not limited to players, coaches, officials, and spectators at the field will be suspended from the tournament.