

Coyote Cup 9U-12U Rules

These rules apply to the Utah Presidents Cup 9U-12U competition.

A) Eligible Age Group:

- 1) The Coyote Cup will accept teams in the following age groups: 9U, 10U, 10U, 11U, 12U, both boys and girls. The age group is determined by the age of the player on December 31st
- 2) This is not a regional qualifying age tournament

B) TEAM ELIGIBILITY

- 1) All players must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 104 and 201), and of the State Association.
- 2) Teams must be in good standing with UYSA and US Youth Soccer

C) PLAYER ELIGIBILITY

- 1) A player must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Playing Rules, 201 and 209).
- 2) No player can play on two teams during the tournament.

D) FAILURE TO COMPETE

- 1) Teams withdrawing from Coyote Cup competition after the registration closing date but before the bracket release will only be refunded half of their entry fee.
- 2) Teams withdrawing from Coyote Cup competition after the release of the brackets for that age group shall forfeit their entry fee and be subject to an additional \$500 fine.
- 3) Teams failing to appear for a scheduled game shall be subject to an additional \$500 fine.

E) 9U AGE GROUP FORMAT

- 1) Will be bracketed like a normal tournament
- 2) Score will be kept
- 3) There will be championship games

F) SEEDING

- 1) Coyote Cup will base divisions on the teams registered and where they finished in the fall season. Tournament Director will work with teams if necessary, to create a balanced division.
 - i) If 8 teams or more register in an age group, multiple divisions may be created.
 - (1) Requests are accepted but not guaranteed.

G) ROSTERS, PASSES & UNIFORMS

- a. ROSTER FREEZE DATES: Rosters need to be final by the day before the tournament at 11:59 PM and no amendments to the roster will be allowed after the deadline. A player's eligibility will be determined prior to each game. Any team playing an illegal or non-rostered player will forfeit that game and be

subjected to a fine.

b. ROSTER REQUIREMENTS:

- i. 9U & 10U: Max of 15 players; 12 active players
- ii. 11U & 12U: Max of 20 players; 15 active players
- iii. Coyote Cup uses digital player passes

c. GUEST PLAYERS

- i. Guest Player Limits for 9U-12U
 1. 9U & 10U – Max of 4 guest players
 2. 11U & 12U – Max of 5 guest players
- ii. A guest player is any one from outside your club. Club pass players do not count as guest players

d. UNIFORMS

- i. Each player shall have a number on the player's jersey.
- ii. Each player on a team must wear a number different from the number of every other player including goalkeepers (if numbered).
- iii. Duplicate numbers are NOT permitted. Tape is allowed to create a new number.
- iv. Players MUST bring an alternate colored jersey which is also numbered with the same number as on the primary jersey.
- v. No jewelry may be worn during a match (allowances for medical alert bracelets and necklaces as approved by the referee).
- vi. Numbered jerseys for goalkeepers are optional. It is suggested that teams traveling with multiple goalkeepers have numbered jerseys for them.
- vii. Home team listed first in the schedule will wear dark colored jerseys and socks. Visiting team listed second will wear light colored jersey and socks. The referee may use his/her discretionary judgement to resolve sock color conflicts. Teams must bring both sets uniforms to each match.
 1. The team at fault will be asked to change to the correct jerseys/socks.

H) SUBSTITUTIONS

- 1) Substitutions shall be unlimited and made with the consent of the referee during any stoppage of play
- 2) Players may not exchange jersey with a player coming off the field

I) INCLEMENT WEATHER

- 1) In the event of inclement weather or unforeseen events as determined by the Tournament Director, the teams shall assume that the game will be played unless official notification is given. The Tournament Director may alter games duration to accommodate weather related scheduling delays.

J) GAME BALLS

- 1) Home team is required to provide the game ball

K) STAY-TO-PLAY POLICY

This is not a Stay-to-Play event.

L) DURATION OF GAMES & BALL SIZE

Age Group	Game Length	Overtime	Ball Size
9U – 10U	Two 25 min halves	Two 5 min halves	#4
11U – 12U	Two 30 min halves	Two 5 min halves	#4

M) SCORING

Team Points for Game Results:

3 Points for a Win (*Includes forfeit)

1 Point for a Tie

0 Points for a Loss

*A team shall be awarded a forfeit win when its opponent does not play or is declared ineligible. The game will be recorded as a 1-0 score; however, for tiebreaking rules consideration, the goals scored and goals allowed for the forfeited game will be the average of the goals scored and goals allowed by the team in its other tournament games.

All forfeits will result in the loss of opportunity to advance to quarter, semi or final tournament games. Team Administrator and Coach must meet with Tournament Director before participation can continue in pool play

N) TIEBREAKERS

- 1) If two teams are tied at the conclusion of the preliminary round, the following criteria will be used in order until one team advances:
 1. Head to head results;
 2. Winner of the most games;
 3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
 4. Least goals allowed in all games played within the team's flight;
 5. Goals for: The team scoring the most number of goals. Max of six (6) goals per game.
 6. Most shut out wins. Not including forfeits.
 7. Kicks from the penalty mark at a time determined by the Coyote Cup Director.

If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria in the foregoing section will be used in the order shown, beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning with #2, to either advance or eliminate one team. This process will continue until there are no teams remaining.

- i) The tiebreaker rules under this section will be used first to determine final standings within each group for advancement based on group standings. The tiebreaker rules will thereafter be used separately to break any ties for wildcard

purposes by applying the rules to the teams that are tied to determine wildcard advancement and placement.

O) RESPONSIBILITY OF COACHES & TEAMS

- 1) The team listed first in each pairing is the home team.
- 2) Parents and Spectators must occupy the sideline opposite the team bench area. Spectators will be directly across from their team. There shall be a buffer zone extending ten (10) yards on each side of midfield that may not be occupied by parents or spectators. All spectators must remain at least three feet back from the touch line.
- 3) Coaches, players and spectators are not allowed behind the end line for any reason. Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control conduct will result in the forfeiture of the game.
- 4) Coaching is permitted from the touchline by ONE coach at time. All valid coaches must be on the team's roster
- 5) Coaching is understood as giving directions to one's team on points of strategy and position. No mechanical or electronic devices permitted. The tone of voice must be informative; no coach is to make derogatory remarks or gestures to the referee, players or spectators.
- 6) Match officials shall be empowered to enforce these provisions and may suspend or terminate games in the event that any team, coach, parent or spectator declines to abide by requests from match officials to comply with these standards. Referees will have the authority to have unruly spectators removed from the field. Any referee assault or abuse will be referred to the state organization for disciplinary and/or legal action.

P) PLAYER/COACH/PARENT MISCONDUCT

- 1) The Coyote Cup Director shall act on all disciplinary matters and shall have discretionary powers in determining disciplinary action applied to team personnel and players. Game suspensions listed below are to be regarded as minimums for the charged offenses. Depending on the findings of the Coyote Cup Director, penalties may be increased according to the gravity of the infringements.
- 2) Players/Coaches/Spectators that have displayed activities detrimental to the "spirit of the game" as defined within the UYSA Code of Conduct and/or who have displayed violation of local ordinances (including, but not limited to, theft, or willful destruction of property) can be subject to denial from participation for the duration of the event.
- 3) Any coach rostered to more than one team in the competition who is ejected shall sit out a minimum of the next scheduled match of the team with which the ejection was awarded.
- 4) An Ejected Coach/Administrator cannot have contact with his/her team during the ejected game or games until the team and referees have left the field. No communication with players or team management is permitted during the suspended game. Violations of this will result in additional discipline action being taken by the Coyote Cup Director, including but not limited to additional games suspended or recommendations to the home state association.
- 5) Players who are serving a disciplinary suspension may occupy the bench in the technical area while dressed in street clothes. If additional disciplinary situations occur in which a

suspended player is involved, the Coyote Cup Director will require additional suspensions to be served either during the State Event, or during the following Season of play

- 6) Spectators asked to leave by a referee or other event official must immediately depart the field area and are required to remain out of sight and sound of the game until the team has departed the field of play and is no longer the responsibility of the referee.
- 7) When sent off the field of play and shown the red card for infringement of the Laws of the Game, players and substitutes shall be disciplined by additional game suspensions as follows:
 - i) Serious Foul Play - Suspend for a minimum of one (1) game
 - ii) Foul and Abusive Language - Suspend for a minimum of one (1) game
 - iii) Second Caution able Offense - Suspend for a minimum of one (1) game
 - iv) Violent Conduct - Suspend for a minimum of two (2) games
 - v) Any player, substitute, or team official who refuses the referee's request for his/her name or gives a false name while the referee is gathering data to report on an infringement of the Laws of the Game involving him/her, shall have one game added to the suspension that would normally be levied by the Presidents Cup Director.
 - vi) Ejected players are to remain on the team sideline during the match. The player must be quiet and if they continue to be a distraction or disturbance in the opinion of the referee then this player will be removed from the venue and may be subject to further discipline.
 - vii) Ejected Coaches: Any coach ejected is an automatic (1) game. During the game suspension(s), there can be NO contact of any kind or by any means between the team and the coach must be 100 yards away from the field of play from 30 minutes before the game until the conclusion of the game. The Presidents Cup Director has the authority to ban an ejected coach from more than the (1) game suspension.
 - viii) All decisions by the referee are final and not subject to protest

Q) AWARDS

- 1) Award presentations will be made at the conclusion of the Championship games at Tournament Headquarters unless otherwise directed.

R) PROTESTS

- 1) All games will be considered final and no protests will be allowed