

QUAD CITY CUP 2001 RULES

A. LAWS OF THE GAME

All games will be played in accordance with the 2000 LAWS OF THE GAME as approved by FIFA
Unless noticed in these rules

B. DURATION OF GAME

All U9 and U10 games will consist of 2 - 25 minute halves. All U11 and older games will consist of 2 - 30 minute halves.

C. POINT SYSTEM

No points or rankings will be kept for U9 or U10 divisions. For all other divisions the points will be accumulated by:

Win = 3 points

Tie = 1 point

Loss = 0 points

D. QUALIFICATION FOR CHAMPIONSHIP ROUND

There will be no championship round for U9 or U10 divisions. In all other divisions, teams with the highest point totals will determine qualifiers for the championship rounds.

In case of teams with equal point totals, the following order of tiebreakers will determine the qualifying team(s).

1. Head-to-Head competition

2. Most games won

3. Fewest goals against

4. Coin Flip

E. CHAMPIONSHIP ROUND OVERTIMES

If a semi-final or final game ends regulation in a tie, the winner will be decided as follows:

2 - 5 minute overtime periods

Best of 5 penalty kicks

Sudden-victory penalty kicks

F. AWARDS

As per the Iowa Soccer Association, all U9 and U10 players will receive participation awards with no designation for standing in the tournament. In all other divisions, individual awards will be given for 1st and 2nd place for players that participate in Quad City Cup and up to 2 coaches per team.

G. FORFEITS

Seven roster players must be present at the scheduled starting time or a forfeit will be declared. The score will be recorded as 1-0 and 3 points awarded to the winning team. Teams must be present at the scheduled field at least 20 minutes before listed game time for check-in.

H. CARDS

Any player or coach who is ejected from a match will be ineligible for the next match. A second ejection disqualifies the player or coach from the remainder of the tournament.

I. OFFICIALS

Game officials have complete authority when they are at the game site. Any player, coach or spectator that is deemed abusive (physically or verbally) to an official will be removed from the tournament site for the balance of the tournament.

J. JEWELRY, CASTS, etc.

NO jewelry or hard casts may be worn during any match. Earrings, watches, bracelets, necklaces, etc. must be REMOVED.

EXCEPTION: Medical Alert, jewelry may be worn if taped to the skin.

SCHEDULE

Teams must be present at the scheduled field at least 20 minutes before listed game time. **EACH TEAM IS REQUIRED TO VERIFY SCHEDULE FOR NEXT MATCH AT SCOREBOARD AREA AFTER EACH MATCH.**

K. WEATHER

Tournament officials will determine if weather conditions are suitable for play to continue. Safety of all attendees of the tournament is the primary consideration. If the tournament is terminated during pool play, teams will receive a refund based on the guarantee of 3 games. If the tournament is terminated during the championship round, trophies will be determined by the tournament committee based on pool play and championship play to that point. In an effort to complete the tournament, games may be shortened or games eliminated that do not reduce the minimum games guaranteed.

L. DOGS

No dogs are allowed in the park at any time. Owners will be asked to remove the animal from the park.

M. RULES INTERPRETATION

Interpretation of Tournament Rules by the Tournament Committee will be final.