

2022 Pepsi Cup

GENERAL INFORMATION & RULES OF PLAY

1. **FIFA Laws** of the Game apply to all games (With youth modifications).
Deliberate heading is not allowed in U11.
2. **Rosters:**
 - U15-U19: Maximum of 22 players per roster with a limit of 4 Club Pass and 2 Guest players, suiting 18 per game
 - U13 and U14: Maximum of 22 players per roster with a limit of 4 Club Pass and 2 Guest players, suiting 18 per game
 - U11 and U12: Total of 16 players with a limit of 4 Club Pass players and 2 Guest players. U11/12 will play 9v9.
 - Players can play with one tournament team only.
 - Teams are limited to 4 Club Pass players and 2 Guest players (total of 6 which count towards the roster maximum). Guest Players must be rostered utilizing the online Guest Player Form. Club Pass players must provide a copy of their original team roster.
 - No roster changes for any age are allowed after the team roster has been approved at registration.
3. **Team Eligibility:** All USYSA teams outside of the state of Wisconsin must file Permission to Travel forms as required by their club. All participating tournament players and coaches must have appropriate identification/passes following their State Association, Club or Governing Body rules.
4. **Pre-game:** A coin toss will be used to determine the kick-off. The team listed first will be considered the home team. Both teams shall occupy the same side of the field opposite that of the spectators.
5. **Uniforms:** If a color conflict arises, the home team (listed first in the schedule) shall change jerseys. All field players in a team must be dressed alike, meaning, same shirts, shorts, and socks. Each player must wear shin guards and jerseys must have a number on the back.
6. **Game balls:** Each team shall be prepared to supply a suitable game ball. The referee shall determine which ball shall be used.
7. **Duration of games:** All ages will play 2 X 30-minute halves. The half time interval shall not exceed 5 minutes. Games must begin at the scheduled time. Game time is continuously running and is kept by the referee. Time will not be added to for any reason except for extended injury stoppage.
 - The "Tournament Authority" shall have the discretion, for any reason to:
 - a. Relocate any game.
 - b. Reduce in duration, any game up to half of the game.
 - c. Cancel a preliminary game that has no bearing in deciding the group winner
8. **Player passes:** Player passes as mentioned in #3 above will be verified at registration and checked by the referee before each game at the field. It is the responsibility of the coach or manager to pick up the player passes at the conclusion of the game.
9. **Forfeits:** A game will be forfeited if a team is more than 10 minutes late to a scheduled match. A minimum of 7 players is required to start a game. The winner of the forfeited game will be awarded a 4-0 win.
10. **Failure to show:** Any team quitting the field of play before the conclusion of the game will automatically be disqualified from the tournament. Any team, having been accepted to the tournament, failing to appear as scheduled may cause all teams from its club to be banned from the tournament for a minimum of 3 years. In addition, the applicable state association will be informed of either of the above described team misconducts, with a recommendation for further action.
11. **Point system:** Games in the preliminary rounds will be scored as follows:
 - A. Win – 3 points
 - B. Tie – 1 point
 - C. Loss - 0 points
12. **Tie breaker:** To decide group winners, the following criteria will be used to break the tie:
 - A. Head-to-Head competition
 - B. Goal Differential (maximum of 4 per game)
 - C. Fewest goals allowed
 - D. Most goals scored
 - E. Kicks from the Mark (as defined for semi-final and Championship games).
13. **Kicks from the mark:** In the event of a tie, in a semi-final or championship game, the game must be decided by "Kicks from the Mark" (NO OVERTIME). The tournament will follow FIFA guidelines in the event that a game needs to be decided by "Kicks from the Mark". Each team will alternate kicks (five each) to decide a winner. If still tied after the first round of five, teams will then alternate 1 for 1 until a winner is decided.
14. **Inclement Weather/Cancellations/Refund policy:** No refunds will be issued after a team has been accepted. The tournament authority has the right to shorten and/or cancel matches, to include the entire tournament, due to climatic conditions or other acts of nature, which are beyond our control. In the event that games are discontinued or cancelled due to inclement weather or adverse field conditions, a refund may be issued after incurred tournament expenses have been paid.
15. **No protests are allowed...referee decisions are final!**
16. Casts may be allowed. This will be decided on an individual basis Final determination will be made at Tournament Headquarters by a designated tournament staff person or the Referee Administrator before the player's first game.
17. **Red Cards:** Players receiving a red card for serious foul play, language, or a second cautionable offense will automatically receive a 1 game suspension. Red cards for violent conduct, including fighting and spitting will result in an automatic 2 game suspension. The Tournament Authority at his/her discretion may increase the length of any red card suspension and/or ban a player or coach from any further games for the remainder of the tournament.
18. **Awards:** Individual awards will be awarded to 1st and 2nd place teams in each age group.