



RYSA 2011 CUP TOURNAMENT RULES

I. Round Robin Games (Games 9 & 10) – Early Rounds

- Coaches must inform Referee if Game is a Early Rounds, Round Robin, Semifinal or Final Game
- RYSA Cup will use the 10-points system in calculating Cup Standings (6 points for Win, 1 point for each goal scored up to 3 goals and 1 point for a shut-out)
- Teams will play 2 full equal halves – Regulation time
- In case of inclement weather RYSA may adjust the length of each game to accommodate for combining multiple games into a given day/time slots
- Games will start on time as scheduled
- All players must be properly dressed before the start of the game
- The Referee will start the clock at the scheduled Game time and if a team is not ready to start the game, a Forfeit shall be declared after 5 minutes from the starting time. If team(s) are ready to start the game within the 5 min, Game clock will continue to run and will not be Reset to Zero min
- Teams must have a valid Printed RYSA Roster (from GotSoccer) – No Handwritten
- RYSA Board Members may conduct a random Roster Check before, at halftime or after games
- **If teams are tied up at end of regulations, then game goes to Penalty Kicks**
- Coaches and Bench Players are not allowed on the field during the PK's
- A winner shall be declared based on the PK's result at that point
- After game ends, teams must clear the Fields and Benches immediately so to allow the next game to start on time
- Parents are **not** allowed on the field at halftime, during PK's and after game ends
- Parents, Players and Coaches are **not** allowed to discuss, dispute or argue the game results with the Referees
- Questions and conflicts should be resolved via a RYSA Board Member
- Winning Coach must call in the Score immediately after the game:
 - Phone: 904 – 758 – 0875
 - Event ID: 18197
 - Game #: Found on Game Card in GotSoccer
- All other RYSA game Rules and Regulations do apply

II. Semifinal and Final Games

- Coaches must inform Referee if Game is a Round Robin, Semifinal or Final Game
- RYSA Cup will use the 10-points system in calculating Cup Standings (6 points for Win, 1 point for each goal scored up to 3 goals and 1 point for a shut-out)
- Teams will play 2 full equal halves – Regulation time
- In case of inclement weather RYSA may adjust the length of each game to accommodate for combining multiple games into a given day/time slots
- Games will start on time as scheduled
- All players must be properly dressed before the start of the game
- The Referee will start the clock at the scheduled Game time and if a team is not ready to start the game, a Forfeit shall be declared after 5 minutes from the starting time. If team(s) are ready to start the game within the 5 min, Game clock will continue to run and will not be Reset to Zero min
- Teams must have a valid Printed RYSA Roster (from GotSoccer) – No Handwritten
- RYSA Board Members may conduct a random Roster Check before, at halftime or after games
- If teams are tied up at end of regulations, then will play **2 Full 5-Minutes OT periods. No Golden Goal during the OT periods**
- There is **NO BREAK** allowed between the 2 Full 5-Minutes overtime periods
- A winner shall be declared at the end of OT periods based on results at that point
- If teams are tied up at end of OT periods, then game goes to Penalty Kicks



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Semifinal and Final Games Cont.....

- If teams are tied up at end of OT periods, then game goes to Penalty Kicks
- Coaches and Bench Players are **not** allowed on the field during the PK's
- A winner shall be declared based on the PK's result at this point
- After game ends, teams must clear the Fields and Benches immediately so to allow the next game to start on time
- Parents are **not** allowed on the field at halftime, during OT, during PK's and after game ends
- Parents, Players and Coaches are not allowed to discuss, dispute or argue the game results with the Referees
- Questions and conflicts should be resolved via a RYSA Board Member
- Winning Coach must call in the Score immediately after the game:
 - Phone: 904 – 758 – 0875
 - Event ID: 18197
 - Game #: Found on Game Card in GotSoccer
- All other RYSA game Rules and Regulations do apply

III. Penalty Kicks Procedure

- Referee will inform Teams/Coaches that PK's are the next course of action because of a tied game
- Only players on the field at end of regulations or OT are allowed to participate in the PK's. Teams may change the Goal Keeper with a Player that is already on the field once PK's are declared
- NO PLAYERS are allowed to **ENTER** or **EXIST** the field if the game is going to PK's
- Coaches will select 5 players from own team to participate in the PK's
- Referee will take the 5 players numbers from each team in shooting order
- Coaches and Bench Players are not allowed on the field during the PK's
- Each team will take one PK shot and then alternating shots together
- At the end of 5 PK's shots, score is added up
- Team with higher score wins the match
- If still tied up at end of 5 PK's, then each team take one shot with a new/different player and alternating shots together
- Once one team scores and the other does not (providing same number of shot are taken by both teams) then team with higher score wins the match
- If all players are used for 11 shots for each team and we still have no winner, then we start over with all 11 players again, one player at a time until we have a winner
- Parents, Players and Coaches are **not** allowed to discuss or argue the game results with the Referees
- Method of Scoring: once a winner is declared as a result of PK's, the Referee will list the Score with only **1 Goal** difference for the winning team, regardless of how many goals are scored during the PK event. Ex. Game ends with 2-2 Ties for team A and B. During the PKs, Team A scores 4 goals and Team B scores 3, then the final score will be listed as 3-2 for Team A winning the game
- Questions and conflicts should be resolved via a RYSA Board Member
- All other RYSA game Rules and Regulations do apply