

## 2023 Beekman Cup Rules

FIFA rules apply unless amended below

### 7v7, 9v9 and 11v11 Rules

- Coaches must complete the online check-in by Wednesday October 4, 2023. In order to complete the process, they must submit rosters and player passes (if no picture on roster), including for any guest players. Coaches should also have rosters, passes, and medical release forms with them at all times in case there is a dispute about a player.
- Game start times are firm--no grace periods. Teams not ready to start on time will forfeit games. The Field Marshall may amend kickoff times due to extenuating circumstances.
- Division rankings will be computed with 3 points for a win and 1 point for a draw. A maximum 4 goal differential per game will be used for goal differential tie breaker.
- Tie breaking will be as follows:
  - Head-to-head win (excluded for more than 2 teams tied)
  - Goal Differential (goals scored – goals against for each game, independently). A Maximum of a 4 goal differential per game, per Rule #3.
  - Fewest goals against (sum of actual goals given up; not limited by Rule #3)
  - Most goals scored (sum of actual goals scored. If the 4 goal differential is reached, then the max goals for that game is the goal that reaches the differential limit. For example:
    - If a team wins 7 – 6, the goals scored for the winning team is 7 and the losing team is 6.
    - If a team wins, 7 – 2, the goals scored for the winning team is 6. It is calculated by adding the 4 goal max differential to the losing teams goals of 2. The goals scored for the losing team in this example is still 2.
  - Best of 5 Shoot-Out
  - 1 v 1 Shoot-Out
- Examples of Goal Differential calculation

	<u>Team 1</u>	<u>Team 2</u>	<u>Differential</u>	<u>Comment</u>
a. Game 1	3	1	2	
b. Game 2	7	2	4	Limited to 4 per Rule #3
c. Game 3	2	3	(1)	
		<b>Total</b>	<b>5</b>	

	<u>Team 1</u>	<u>Team 2</u>	<u>Differential</u>	<u>Comment</u>
d. Game 1	3	1	2	
e. Game 2	7	2	4	Limited to 4 per Rule #3
f. Game 3	2	7	(4)	Limited to 4 per Rule #3
		<b>Total</b>	<b>2</b>	

- All games will be 50 minutes with a 2 minute halftime where the teams meet with their coach and switch sides.
- The start of the games will be signaled by the referee. The end of the games will be signaled by the referee. THERE WILL BE NO STOPPAGE TIME ADDED FOR ANY REASON (except due to extenuating circumstances as determined by Field Marshall).
- A player or coach that is red carded from a game or ejected from the tournament grounds may not participate further in the tournament and no refund will be offered. The State Association will be notified.
- A player or coach receiving a third yellow card will also be banned from participating further in the tournament.
- Substitutions may be made only with the permission of the referee at any stoppage in the game.
- Forfeits will be scored as a 4-0 win. Any team intentionally walking off the field or intentionally not fulfilling its schedule commitments will be disqualified for the remainder of the tournament. No money will be refunded.

12. The home team for any match will change uniform colors when the referee determines uniforms are too similar.
13. Players, coaches, managers and supporters are expected to conduct themselves within the spirit of good sportsmanship at all times. Those failing to meet acceptable standards will be ejected from the grounds.
14. Pets, alcoholic beverages and the smoking of tobacco products are strictly prohibited on the grounds.
15. No open flames of any kind will be allowed--violators will be ejected from the grounds.
16. Roster sizes are 16 for U10 and below, 18 for U11 and U12, and 22 for U13 and up. There is a maximum of 3 guest players per team. All guest players must present the proper documentation at check-in.
  - a) U10 and below divisions will play seven a side including a goalkeeper.
  - b) U11 and U12 division will play nine a side including goalkeeper.
  - c) U13 and above divisions will play eleven a side including a goalkeeper.
17. Schedules will be posted on GotSoccer web site in advance (also accessible from Beekman Soccer Club web-site) but are subject to change. Coaches are encouraged to monitor on-line schedules to ensure latest schedule.
18. U12 and below will use a size 4 ball. U13 and above will use a size 5 ball.
19. Shoot-out format – if a bracket that has a Championship game where regulation times ends in a tie, a shoot-out will take place.
  - a) Players on the field at the end of regulation must be used before any player that was on the sideline at the time play expired.
  - b) Best of five wins
  - c) If tied after five shots, go to 1 vs. 1 until someone has advantage and wins
  - d) Each team must go through their entire roster (everyone must shoot once) before it goes back to the beginning of the roster. Teams cannot change up order if it goes to back top of the order.
20. For cases where a flight has a Championship game, the following applies. Points for the first 3 games are used to determine the seeding. The 1v2 game is for 1<sup>st</sup> and 2<sup>nd</sup> place and 3<sup>rd</sup> and 4<sup>th</sup> place is determined by points. Points from those Championship games are not added to previous point totals to determine the final standings for the flight.
21. The designated Tournament Director on site has final say in all disputes.