

## **Presidio Cup Rules 2011**

**FIFA RULES AS MODIFIED BY USYSA, CYS-A-S WILL APPLY, AND AS MODIFIED HEREIN.**

**PROTESTS: NO PROTESTS WILL BE ALLOWED. ALL DISPUTES SHALL BE SETTLED BY THE TOURNAMENT DIRECTOR.**

**CREDENTIALS: LAMINATED USYSA PLAYER CARDS. CURRENT 2010-11 USYSA CARDS ARE REQUIRED.**

**MEDICAL RELEASE: ALL PLAYERS MUST HAVE SIGNED MEDICAL RELEASE FORMS AT CHECK IN.**

**NO LOANED OR BORROWED PLAYERS WILL BE ALLOWED TO PARTICIPATE. ONLY CURRENTLY REGISTERED PLAYERS.**

**SHIN GUARDS: ALL PLAYERS ARE REQUIRED TO USE SHIN GUARDS. NO SHIN GUARDS, NO PLAY.**

**CHECK IN: TEAMS SHALL CHECK IN AT THE MANDATORY REGISTRATION PURSUANT TO APPLICATION AND NOTIFICATIONS. FAILURE TO CHECK IN WILL RESULT IN AUTOMATIC FORFEITURE OF ALL GAMES.**

**GAMES: ALL COACHES HAVE TOTAL RESPONSIBILITY FOR THE CONDUCT OF THEIR PLAYERS, BENCH, FRIENDS AND SPECTATORS AT ALL TIMES.**

**HOME TEAM: HOME TEAM IS LISTED FIRST IN THE PROGRAM. THE HOME TEAM IS RESPONSIBLE FOR PROVIDING A SUITABLE GAME BALL. THE HOME TEAM HAS A CHOICE OF SIDELINE FOR THE TEAM AND SPECTATORS. IN THE EVENT OF A UNIFORM COLOR CONFLICT, THE HOME TEAM MUST CHANGE TO AN ALTERNATE JERSEY.**

**VISITOR TEAM: VISITOR TEAM IS LISTED SECOND IN THE PROGRAM. THE TEAM AND SPECTATORS MUST OCCUPY THE SIDELINE OPPOSITE THE HOME TEAM.**

**TOURNAMENT POINTS: 6 POINTS FOR EACH WIN**

**3 POINTS FOR EACH TIE**

**0 POINTS FOR EACH LOSS**

**1 POINT FOR EACH GOAL SCORED (MAX. OF 3 PTS.)**

**1 POINT FOR EACH SHUTOUT MINUS - 1 POINT FOR EACH PLAYER OR COACH EJECTED**

**NOTE: A 0-0 TIE WILL BE SCORED AS 4 PTS.**

**A FORFEITED GAME WILL BE CONSIDERED A 1-0 LOSS FOR THE FORFEITING TEAM. ALL GAMES SCHEDULED FOR THAT TEAM WILL BE DECLARED A FORFEIT, WHETHER THEY HAVE PLAYED OR NOT. EACH OPPOSING TEAM WILL BE AWARDED 8 POINTS. TIE BREAKERS: IN THE EVENT OF A TIE IN POINTS AT THE END OF CIRCUIT OR DIVISION PLAY, THE WINNER FOR ADVANCEMENT WILL BE DETERMINED AS FOLLOWS:**

- 1. HEAD TO HEAD**
- 2. FEWEST GOALS ALLOWED**
- 3. MOST GOALS SCORED**
- 4. MOST TOTAL WINS**
- 5. MOST SHUTOUTS**
- 6. IF STILL TIED, KICKS FROM THE PENALTY MARK.**

**SUBSTITUTIONS: CYSA-S SUBSTITUTION RULES SHALL APPLY.**

**CAUTIONS AND EJECTIONS: PRESIDIO RULES SHALL APPLY. ALL EJECTIONS SHALL BE REVIEWED BY TOURNAMENT DIRECTOR.**

**PLAYING TIMES: ALL 8V8 BRACKET GAMES AND SEMI-FINAL GAMES WILL BE 2X20 (40). ALL 11V11 BRACKET GAMES AND SEMI-FINAL GAMES WILL BE 2X25 (50). ALL FINALS SHALL BE REGULATION TIMES. OVERTIME IN SEMI-FINALS AND FINALS WILL BE 2X5 MINUTE PERIODS NON-SUDDEN DEATH, THEN PENALTY KICKS PER FIFA.**

**IN CASE OF RAIN: CHECK THE SCHEDULE ON THE PRESIDIO SITE.**

**To determine a Wild Card in a Circuit where some Brackets play 1 more game the teams playing the lesser amount of games shall have their total points earned divided by the number of games played and that total shall be added to their point totals.**