

BOULDER CUP - OVERVIEW



MAY 10-12, 2024

U8-U12 BOYS & GIRLS

RECREATIONAL & COMPETITIVE TEAMS

**PLEASANT VIEW SOCCER COMPLEX
BOULDER, COLORADO**

All games will be played under The IFAB Laws of the Game, as modified by the Colorado Soccer Association unless otherwise stated in these competition rules. Tournament rules may be modified should extraordinary circumstances require it or deemed necessary by the tournament. No protests will be accepted or considered.

Rules Source: Colorado Soccer Association Front Range League

Age Group: U8-U12 Boys & Girls

Format: 7v7 & 9v9 9v9 optional for U10 teams)

Max Roster: 7v7: 14 players & 9v9: 16 Players

Game Duration: 7v7: 2x25 minute halves & 9v9: 2x30 minute halves

Halftime Break: 5 minutes

TEAM ELIGIBILITY

The tournament shall be open to all teams composed of properly registered youth players (as defined by the rules of the affiliated organization Colorado Soccer Association) in all age groups indicated on the tournament application form, provided the team is in good standing with its youth association. This tournament is open to the level of teams appropriate, as indicated by the competition details. It shall be the responsibility of each National and State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the roster, permission to travel, birth certificates, and proof of insurance. Other Affiliates of U.S. Soccer must provide the above, plus copies of birth certificates at initial registration.

PLAYER ELIGIBILITY

U.S. Youth Soccer Players must be legally registered to U.S. Youth Soccer and/or US Club Soccer through their respective Association in accordance with U.S. Youth Soccer and US Club Soccer registration requirements. All teams must have U.S. Youth Soccer or US Club-approved organization player passes, or the appropriate National Association pass to participate. For non-Colorado teams, passes must be verified and photo attached. *Players may play for more than one team in the tournament as long as the teams she/he are playing on are in different brackets so as to avoid playing each other in the event.*

BOULDER CUP

CHECK-IN PROCESS



RECREATIONAL CHECK-IN

- You will submit A club-verified PDF roster ONLINE in your registration.
- You will NOT need to build your roster in GotSport's Roster Builder.
- Bring 1 (ONE) printed copy of your roster to every game.
- You WILL NEED to upload the following into GotSport:
- Medical Forms & a Guest Player form if needed.

COMPETITIVE CHECK-IN

1. Upload PDF Documents into your GotSport Registration.
 - This includes: Medical Forms & Guest Player forms if needed.
2. Build your roster for your team in GotSport's Roster Builder.
 - All teams must build their roster within the GotSport Roster Builder located in your team's Event Roster tab in your GotSport Account.
 - You can add and subtract players, coaches, etc., through this system.
3. Wait For Your Roster to Be Approved & Emailed to you!
 - Once you have uploaded the roster, Tournament Staff will approve rosters.
 - Once verified, it will be given an "Official Stamp of Approval" and emailed to your team's coach, manager, and other staff listed.
4. Print FOUR (4) Copies of the Official Approved Roster for Check-In onsite.
 - Before your first match, you must check in at the "Check-In Tent" at your facility, where you will play your first game.
 - Staff will collect ONE of your PRINTED approved rosters
 - Staff will return THREE of the approved rotors that you will give to the referees before each match.
 - You will need to show proof of access to all forms via electronic access (PDFS in Google Drive, Via email, etc.)
 - ID Cards (If roster does not have pictures), Med Forms, & Guest Forms
 - Save PDF files to your phone! (Google Drive, Apple Files Drive, Etc.)

ROSTER APPROVAL TIMELINE

Roster Uploading/Building will be due NO LATER than April 30th, 2023.

ROSTER CHECKS BEFORE GAMES

- Referees will collect and check your approved and verified PRINTED roster.
- The referee WILL do a roster check before the kick-off of each match.
- If there are any disputes in regard to player eligibility or roster eligibility, the referee will use the provided roster to compare with the Tournament's approved roster.

CHECK-IN REQUIREMENTS

At Check-In, you will need to bring:

- Tournament-Approved Roster With Approval Stamp - FOUR PRINTED COPIES
- Player ID Cards (PDF) (*Only if your rosters do NOT have pictures on it*)
- Medical Forms (PDF)
- Guest player forms (PDF)

***ALL COACHES & STAFF MUST BE PUT INTO THE GOTSPORT ROSTER SYSTEM FOR CONFLICT SCHEDULING.* If you have any questions or need assistance, please contact us directly via email (bouldercup@bcunited.com).**

CHECK-IN PROCESS CONT



CHECK-IN PROCESS

- All teams **MUST** check in 1 hour prior to their first game's start time.
- One team representative (Coach or Manager) must verbally agree and listen to the roster agreement when you check in that confirms your roster is age-eligible, and should there be any discrepancies in the roster at any point throughout the event, your team is subject to immediate removal from the event without refund.
- At check in, you **MUST** show proof of:
 - Guest player forms (Digital form preferred)
 - Medical forms (Digital form preferred)
 - Digital Form = PDF, etc.

CHECK-IN EXPECTATIONS

In no event will a player be allowed to participate who has not been certified by the Tournament Staff. Once play has started in the first scheduled game, no players may be added to the roster for the remainder of the tournament.

Tournament officials approve all team rosters and eligible players. Proof of team check-in with the tournament will be visible on the team's tournament roster. Referees will not review individual player credentials prior to each game, referees will perform a safety/equipment check-in. Should there be any questions regarding player eligibility, referees will inquire with tournament staff.

SCHEDULE INFORMATION & FIELD LOCATIONS

All U9-U10 teams are guaranteed at least three games, weather permitting. The bracket size for each age group will determine the finals formats and consolation where applicable. Single age brackets will be used where possible. Registration numbers will determine when and if, age groups may be combined. The Tournament Staff will determine brackets with consultations among coaches.

GOTSPORT LINKS TO HELP WITH ROSTER SETUP

1. Add A Player To An Event Roster.
2. How to Register Teams to an Event & Add Players to a Roster.
3. How to add a player to an approved Event roster as an Admin.
4. How to Register a Team as a Coach or Manager to a League.
5. Create a New Player.
6. Add A Coach To An Event Roster.
7. Creating an Event Roster as an Admin.
8. Printing Roster/Player Cards For An Event Roster (Team).
9. Printing Roster/Player Cards For An Event Roster (Club).

Game Info; Team Conduct



Team listed first is Home

- Wears dark color jersey.
- Must change jerseys in the event of color conflict.
- Must provide the referee with a suitable size 4 game ball if not provided by the tournament.

Teams listed second is the Visitor

- Wears light color jersey.
- If no light color jersey is available, they must wear an alternate dark color that does not conflict with the home team jersey color.
- Must be prepared to provide the referee a suitable size 4 game ball if requested.

Additional

- Either team's goalkeepers must change jersey color as the referee directs regardless of the home/visitor status.
- Home and Visitor team benches/technical areas will be on the SAME touchline.
- All spectators will be on the same touchline opposite of the technical sidelines.
- Must be prepared to provide the referee a suitable size 4 game ball if requested.

Touchline Etiquette

- Home and Visitor team benches/technical areas will be on the SAME touchline.
- Teams MUST stay in their bench area during the entirety of the match.
- Only exception is for substitutions, to use the lavatory, or for medical reasons.
- Coaches are expected to speak to referees with respect and kindness.
- All recordings or live-streaming MUST take place from the technical touchline of the field.
- A maximum of three (3) coaches/staff members are allowed in the technical area on the team bench side. All coaches/staff members and players must be registered with their home association and have a valid pass.

****Coaches are responsible for holding themselves, their team, and their supporters to a high standard of positive and appropriate behavior****

Team Expectations

- Teams are expected to bring and provide any of their own equipment that they desire to have, which includes:
 - Team balls
 - Benches
 - Recording Equipment
 - Coolers
- Teams are expected to enter and exit the facility in a timely manner to be courteous to the next set of games, as all players must clear the field before the next game can begin.

Team Conduct Cont.



Point Deduction Structure

Referees will adhere to the standard cautioning policy for Players and Coaches.

- Yellow Card (Misconduct): There are NO point deductions for a standard yellow card.
- Red Card (Sendoff): A ONE-POINT (-1) deduction for a RED card to a PLAYER/COACH.

Point Deduction Structure for Spectators and Fans

Referees can caution any spectators for unsportsmanlike or inappropriate behavior. Points will be deducted from the team's overall group standing point tally. Point deductions will be structured as follows:

- ONE-POINT (-1) deduction for a Spectator Warning issued to SPECTATORS.
- TWO-POINT (-2) deduction for a Spectator Dismissal issued to SPECTATORS.

Behaviors Considered As "Unsportsmanlike or Inappropriate Behavior"

Cautions and dismissals of players, coaches, and spectators are subject to any action that, in the opinion of any member of the referee team. The following list provides guidance but is not exclusive to any additional actions that may occur that are deemed inappropriate.

- Approaching the referee at any time before, during, or after a match.
- Verbal abuse directed at the referee, players, or coaches involved in the match.
- Any use of foul language directed at the referee, players, or coaches involved in the match.
- Unruly or disrespectful behavior between opposing fan sections.
- Any physical altercations of any kind. (Immediate Red Card Dismissal)
- Any use of controlled substances or alcohol near the field of play.

Repeated behaviors from the list above that result in Two Yellows would then result in a Red Card. In the event of this circumstance, a team would be deducted only the (-2) points from the Red Card

Equipment Expectations

- Player equipment must conform to the IFAB Laws of the Game (Law 4).
- All players must wear shin guards covered by socks.
- NO JEWELRY - One Warning Policy!
 - Earrings must be removed, with no exceptions, as well as any other wristwear or jewelry.
 - Taping of earrings is prohibited.
 - More than one request to remove jewelry may result in a caution (Yellow Card)
- Splints, casts, and braces that are not dangerous and/or have been sufficiently padded/protected with suitable soft material may be worn as approved by the referee.

Referees will request a player to fix or remove any dangerous equipment. Any player asked to remove or correct dangerous equipment will not be allowed to participate in the game until corrected to the satisfaction of the referee. If the player is asked multiple times, they may be issued a caution (yellow).

Team Conduct Cont.



CSA Youth Substitutions (7v7 & 9v9 Games) for Players and Coaches

- Substitutions at any stoppage of play are allowed.
- Subs can be made in an unlimited number, and re-entry is allowed.

“Knock-Out” Rounds of Competition (Semi-finals, 3rd Place and Championship games)

- There are no overtime periods.
- In case of a tie after regulation time, kicks from the penalty mark per the IFAB Laws of the Game (Law 10 - Determining the Outcome of a Match) will be conducted.
- Kicks from the Penalty Mark shall determine the winner.
- Consolation games do not require a winner; these games may end in a tie.

Referee-Specific Rules Info

General Rules and Guidelines

- All 9v9 and 7v7 small-sided games will be officiated by 1 Center Referee.
- Referees will request the tournament-approved roster from each team at check-in.
- Referees will complete each team's safety/equipment check-in before all games.
- Referees will NOT return rosters to teams following the completion of games.
- Should there be any questions regarding player eligibility, referees will confer with the Tournament Staff and Referee Site Coordinator.
- Referees will complete a tournament game card after the completion of each game to include the final score and misconduct. This game card is submitted to the referee/tournament on-site staff.

Referee Disrespect Disclaimer

- A referee can stop a game for inappropriate sideline behavior from coaches, spectators, or athletes at any time and provide a verbal warning.
- After the first infraction, ANY ensuing infraction is a means for game termination and a 3-0 loss given to the team who has committed the infraction.
- Referees must submit a complete incident report for the Tournament Staff containing any information about game incidents involving players, coaches, spectator misconduct, injuries, etc.

All teams are guaranteed a minimum of three (3) games, weather permitting. The bracket size for each age group will determine group formats. Single-age brackets will be standard, while combined age brackets may occur based on registration numbers. The tournament organizer will determine brackets.

Schedule & Bracket Breakdown



- 4-team bracket - 3-game round robin with two highest point teams playing in a championship.
- 5-team bracket - 4-game round robin with the highest point team as champion.
- 6-team bracket - Two 3-team groups with cross-bracket group play. Each team will play 3 games, one against each team in the opposite group. The top 2 teams overall will play in a final.
- 8-team bracket - 3 game round robin with two group winners playing in a championship.

Teams have the ability to request specific brackets for the desired level of play in their tournament application. For questions about where you should apply, please reach out to the Tournament Director at bouldercup@bcunited.com

Scoring and Point System

Points Allotted per Result

- WIN: Six (6) points for a win.
- DRAW: Three (3) points for a tie.
- LOSS: No (zero) points for a loss.

Additional Point Opportunities

- One (1) point per goal scored (Up to 3 points maximum regardless of score).
- One (1) point for a shutout except for 0-0.
- Minus ONE (-1) points for any RED card issued to PLAYERS or COACHES.
- Minus ONE (-1) point for any WARNING issued to a SPECTATOR.
- Minus TWO (-2) points for forfeiture or abandonment of a game.
- Minus TWO (-2) points for any DISMISSAL issued to a SPECTATOR.
 - *Coaches MUST identify the spectator and claim team responsibility in the event of a violation. Failure to do so will result in a forfeit of the match.*

Determination of Group Winners

In group play, there will be no overtime games. Standings in a group will be determined by the game points outlined above. In the event that two or more teams are tied in points at the end of the preliminary games, the following tiebreakers shall be applied in the order given until a winner is determined:

1. Head to Head (if all teams played a balanced schedule)
2. Goal Differential
3. Goals For
4. Goals Against
5. Most Shutouts
6. Best Disciplinary Record (Least amount of yellow & red cards combined)
7. Penalty Kicks

Group Winners Cont.



Penalty Shootout

- In the event that ALL CATEGORIES are the same, a penalty shootout will need to occur to determine who advances.
- Please have a coach contact Tournament Staff immediately by talking to a referee of event staff.
- Tournament staff will contact the two teams who are tied and set up a time prior to the game in question to host a PK Shootout.
- This will be officiated by an official tournament referee. The winning team will advance.

Match Forfeits and Terminated

For 9U-10U Matches (7v7)

- A minimum of five (5) players constitutes enough for a game. Games should start at the given start time. If the team does not have five (5) players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

For 11U-12U matches (9v9)

- A minimum of six (6) players constitutes enough for a game. Games should start at the given start time. If the team does not have six (6) players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent. A forfeit will be scored 3-0.

Games terminated for reasons other than inclement weather, for example, violent or uncontrollable situations, will not be replayed unless otherwise stated.

The decision as to the score of such games and whether teams advance will be made by the Tournament Staff after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

Post-Game & Score Reporting

Post-Game Expectations

- Team staff is expected to ensure their respective sideline areas are clean and that all trash is in a container. Team staff is expected to treat all fields and facilities with respect.

Score Reports

- The referee will collect game cards and enter scores into the tournament's online scoring system.
- Referees will update scores periodically, and your results may not be updated immediately after games.
- A completed game report will be submitted to the tournament director with a supplemental report for any send-offs, injuries or special circumstances that need explanation.

Game Scores Cont.



Incorrect Scores

- To report an incorrect score, please report at the tournament tent.
- Please **DO NOT** email tournament staff with score reports as staff checks emails at the end of each day and will not see your message until the day's games are over.

Disciplinary Rules & Protests

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Staff of this suspension at the time of the player's check-in.

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent for the duration of the game and take no further part in it. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at any time during the team's next game.

A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Site Director or the center referee.

Any player or coach receiving a send-off who plays in or coaches the next scheduled tournament game, will cause their team to forfeit that game automatically and the game shall be scored as if an abandonment has occurred.

Tournament Protests

- There will be **NO PROTESTS** made on the field of play before, during, or after a match.
- All disputes must be brought to the attention of the Tournament Staff and will be resolved immediately.
- All decisions will be final.

Red Cards (Send Offs and Dismissals)

- Expulsion from the current game and automatically disqualified from the team's next scheduled tournament game.
- Committee reserves the right to impose a stricter penalty for violent conduct, fighting, foul language, or any other major infraction.
- Any coach red-carded will receive the player penalty for the same offense.
- Team will lose a point from their team points should a red card be given to a player or coach.
- A Red Card to a Coach/Player will result in a 1-point deduction from earned group points.
- A Red Card to a Spectator will result in a 2-point deduction from earned group points.

Disciplinary Rules Cont.



Yellow Cards (Misconduct)

- Any player receiving 2 yellow cards in one game will sit out the remainder of the game and the next game.
- Two yellow cards in a game constitute a red card and the team receiving the red will lose a point.
- There are no penalties for accumulated yellow cards over the duration of a tournament weekend.
- A Yellow Card to a Spectator will result in a 1-point deduction from earned group points.

Suspension Standards

- 1-Game Suspension - All standard red cards and rule infractions.
- 2-Game Suspension - Violence with intent to harm another individual, Persistent infringement of foul language, etc.
- Tournament Ban - Extreme acts of inappropriate behavior without remorse or persistent infringement of the aforementioned topics.

Weather and Cancellations

Regardless of weather conditions (unless for safety reasons), players and coaches must be on the field at the scheduled time, ready to play. The Tournament Director has the authority to reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official. The Tournament Director may also reschedule (time and location) a match before it begins. Only referees or the Site Director can suspend a match that has already started due to weather conditions.

All matches that reach halftime will be considered final per Tournament Director if a delay is longer than 30 minutes. For example, a match is 1 second into the 2nd half, and the home team leads 1:0, lightning strikes, and the game is considered over.

Process for Lightning in The Area

1. Should a storm begin to threaten the event, WeatherBug will be used to determine the storms distance and any lightning strikes that may be within a 10-mile radius.
2. If a lightning strike within a 10-mile radius occurs, games to be temporarily stopped, and teams must return to their cars and vacate the facility.
3. **Event Staff will initiate a stoppage in play at the location with ONE (1) long horn blast.**
4. Once a singular long horn is sounded, all referees, coaches, and teams are to immediately stop their games and instruct all teams to leave the field and wait until the "all-clear".
5. ***Teams are to check Boulder County United Twitter and their emails for real-time updates.***
6. A "Waiting Time" of 30 minutes without a strike of lightning must be observed before the teams can safely return to the facility.
7. **An "all-clear" signal will be signified with THREE (3) short burst horn noises.** Once you hear this, it is safe to resume play and enter the fields.
8. If the "Waiting Time" exceeds 60 minutes, games will be ended at their time of stoppage if more than 50% of the game has been completed.
9. If less than 50% of a game has been completed, Staff has the authority to:
 - a. Allow the game to complete the first half and call it final at halftime.
 - b. Cancel the game and award points based on a points-averaging scale.

Weather & Cancellations Cont.



Extreme Heat Scenarios

- In the event of extreme heat above 90* (Turf Fields = 85*), referees will implement hydration breaks midway through each half of the match.
- The game clock will continue to run and time will not be added.
- In the event of temperature above 95*, halves may be shortened for player safety.
- Decision will be made jointly by the Tournament Staff.

Rescheduling Policy and Potential Scenarios

1. Game Times Shortened:

- a. If games are delayed by more than 30 minutes, Tournament Staff reserves the right to shorten game halves by up to 20 minutes:
 - i. 45 Minute Half = 25 Min half
 - ii. 40 Minute Half = 20 Min half
 - iii. 35 Minute Half = 15 Min half
 - iv. 30 Minute Half = 10 Min half
 - v. 25 Minute Half = 10 Min half (Max 15 Minutes)

- b. If less than 50% of a game was completed, Tournament Staff has the authority to:
 - i. Let the game complete the first half and call it final at halftime.
 - ii. Reschedule the game to a new time.
 - iii. Cancel the game and award points based on a points-averaging scale.

2. Games Cancelled Are Rescheduled to the AM or Later in the Evening

- If games are delayed by more than 30 minutes, Tournament Staff reserves the right to reschedule incomplete or canceled games to times later in the day or first thing the following morning.
 - a. Same Day Reschedule:
 - i. If all games on this day end earlier than 1 hour before dark or if we have fields with lights, this game could get moved to the end of the day (6:00 PM or later).
 - ii. If time allows, the game will restart at the same spot and finish out the entire time frame of the match.
 - iii. If time is short, 5 minutes will be given to finish the first half, and then teams will play a 25-minute second half (or as long of a half that time allows)
 - b. Next-Day Reschedule:
 - i. The game can be moved to a 7:30 AM kickoff the following day and play an additional 5 minutes of the first half and the second half of 25 minutes to complete the game before the first round of games at 8:30 AM

Weather & Cancellations Cont.



Cancellation Refund Agreement

For a tournament in progress (dates of the planned event), in the event of rain, snow or acts of God, the Tournament Staff reserves the right to reduce game times and numbers of games.

- Refund Structure is as follows:
 - 75% refund - if the event is canceled entirely due to weather or any other external forces.
 - 50% refund - If only 1 game is played of the 3 guaranteed games.
 - 25% refund - If only 2 games are played of the 3 guaranteed games.
- No refund is given if:
 - A team withdraws after tournament registration closes.
 - A team decides to forfeit a game, giving them less than the guaranteed minimum of played games.

Colorado Air Quality Monitoring

- Due to the ever-present threat of mountain forest fires, referee assignors on site will monitor the air pollution levels if necessary.
- A process has been developed to average 3 separate Air Quality Indexes to create an average.
- Should the AQI rise to 150 or higher, games may be shortened by up to 10 minutes per half.
- Should the AQI rise to 200 or higher, games will be delayed or canceled immediately and attempted to be rescheduled based on the rescheduling policy above.

Awards and Trophies

Awards and Trophies

- Champions medals will be presented at the conclusion of the final game.
- First place will also receive their trophy after the match.

Second Place Awards

- Finalist medals will be presented at the conclusion of the final game.

Championship Photo Shoots

- Teams will be given a "Champions Banner" and be able to take pictures on the field or at the designated photo area at your facility after the match.

On-Site Logistical Information



Parking Lot Rules:

- Please respect other drivers on the road and do your part to help mitigate traffic.
- When entering and leaving, please be aware of signage and traffic flow to keep car lines moving quickly.
- Park **ONLY** in designated parking spots. Vehicles may be towed if they are not adhering to these rules.
- Please give yourself plenty of time before each match as parking around Pleasant View can be difficult during busy events.

Pet Rules:

- **NO pets are allowed inside of Pleasant View Soccer Complex.**
- You will be required to leave the complex if you are accompanied by a pet.
- Failure to adhere to these rules will result in your inability to watch your player(s) and team(s).

Signage and Messaging:

- Signage will be posted around the facility encouraging all players, staff, coaches, and managers to assist in locating things around the facility.
- Signage will be clear for: Check-In Tents, Medical Tents, Entrances and Exits, Restrooms, etc.

On-Site Vendors and Food Service:

- There will be vendors, sponsors, and partners with activation on-site during the event.
- Please locate the "Vendor Village" at your site and enjoy the benefits of those organizations that have come out to offer discounts and great products and services on site.

General Tournament Information

Boulder County United Soccer Club, Colorado Youth Soccer, and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament. The tournament committee's interpretation of the foregoing rules and regulations shall be final and reserves the right to decide on all tournament matters.

If not enough teams are realized within a specific age bracket, the Tournament Staff shall notify the participants as soon as possible, and the participants will be given the option to play up (if there is room available) or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by Colorado Youth Soccer, U.S. Youth Soccer, and/or affiliates of U.S. Soccer. Boulder County United Soccer Club is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the tournament committees discretion.

Any situation not covered in the above rules will be resolved by the Tournament Staff.

For more information on tournament rules and regulations, please contact:

Tournament Staff

Email: bouldercup@bcunited.com

Phone: (720)684-7546