



2010 Valley Cup Rules

The tournament will be played under FIFA rules with the following changes:

1. All players must register one hour prior to their first game time. Unregistered players will be disqualified from playing the remainder of the game in which the infraction occurred. All players must provide a picture ID with birthdate (drivers' license) at check in.
2. Swapping and/or sharing wristbands is prohibited. Teams found swapping/sharing wristbands will forfeit the game in which the infraction occurred.
3. Players may register and play on one team only. For example, a player may not register and play on two or more teams regardless of divisions. There are no exceptions.
4. All games will be final and protests will not be accepted.
5. LENGTH OF GAMES: Saturday games will consist of two 25-minute halves with a 5-minute break between halves. A minimum of three games will be used to establish standings within each division. The 5-minute break between halves may be lessened to keep the games on time.
6. POINT SYSTEM FOR TOURNAMENT: Standings in each group will be determined as follows: 3 points for a win, 1 point for a tie, no points for a loss, and one point for a shutout. Bonus points for goals scored: one point per goal up to three in a win, one point per goal up to two in a tie, and one point per goal up to two in a loss. The maximum number of points possible per game is: 7 points for a win (including a shutout point), 3 points for a tie, and 2 points for a loss. Points awarded for a forfeit will be five (score 1-0).
7. BREAKING TIES: In the event of a tie, the following method will be used to establish standings: a) head to head record, b) the team with least goals scored against, c) the team with most goals scored for up to four per game, and d) coin flip. For Sunday's elimination games, ties will be broken at the time of play using FIFA penalty kicks.
8. The use of the slide tackle will be allowed if and only if both teams agree to its use. Otherwise, slide tackling is prohibited and will be considered dangerous play. This rule applies to all players on the field, including the goalkeeper. Sliding is acceptable as long as there is no attempt tackle the player.
9. Charging the goalkeeper will not be permitted at any time when she is within her own penalty area. This rule applies regardless of whether the goalkeeper has or does not have possession of the ball. No bodily contact with the goalkeeper may be made if it can be avoided. Violation of this rule will be considered dangerous play.
10. Knee braces made of hard, unyielding material are illegal unless the hinges and other hard surfaces are covered with at least 1/4 inch of closed-cell, slow-recovery rubber or other material of the same minimum thickness and having similar physical qualities. Casts and/or metal splints will always be considered dangerous equipment.

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2010 Valley Cup Rules continued

11. **SUBSTITUTIONS:** Once initial roster has been submitted, teams will be allowed a maximum of five player replacements (drop and add) or additions prior to the close of registration/check-in at 4:00 p.m. on Saturday, May 15, 2010. For convenience, these changes may be made via e-mail prior to registration/check-in. Changes to the roster will not be allowed on Sunday. Once a player has registered/checked-in/participated in a tournament match, that player may not be replaced on the roster. However, the Valley Cup Committee reserves the right to make exceptions in the case of injury.
12. **EJECTIONS:** a) If a player is ejected (red card) from the game, that player shall automatically be suspended from the next game of the player's team. Any player receiving two red cards during the tournament shall be suspended from any further play in the tournament. b) Violent conduct ejections will be brought to the attention of the tournament governing body and may result in suspension for the remainder of the tournament.
13. All games will start within two minutes of the scheduled time, which means the clock will start no later than two minutes following the scheduled game time. If a team has not taken the field with a minimum of seven (7) players within the grace period, the game will be forfeited to the team with at least seven (7) players present.
14. Good sportsmanship shall prevail at all times. Coaches/team managers are responsible for the conduct of their players and spectators.
15. A Sportsmanship Award will be given to one team in each division. The award will be based on points (1-10) given to each team by the referees officiating each game. The points will reflect the sportsmanship and conduct of the team members, coaches and sideline spectators.
16. The team listed first on the schedule is the HOME TEAM. If there is a conflict in jersey colors, the HOME TEAM will change colors. All teams **must** come prepared with alternate jerseys with numbers. The game ball will be provided by the HOME TEAM.
17. Teams shall keep the field on which they play clean and free of garbage.
18. Initial application must include a MINIMUM of fourteen (14) – players in order to be confirmed in the tournament. UP TO FIVE CHANGES ONLY TO YOUR FINAL ROSTER WILL BE ALLOWED (refer to Rule 11).
19. The minimum player age is 18 years old by May 14, 2010. Only the Competitive Division allows for players as young as 16 (parent's signature on waiver is required – no exceptions); the 16-year-old player must be 16 by May 14, 2010 – no exceptions. Participation in the Over 30 Division requires that all players be at least 30 years old by December 31, 2010. Participation in the Over 40 Division requires that all players be at least 40 years old by December 31, 2010, with an exception. The exception being that in the Over 40 Division, two players may be between the ages of 35 and 40 years old. Participation in the Over 50 Division requires that all players be at least 50 years old by December 31, 2010, with an exception. The exception being that in the Over 50 Division, two players may be between the ages of 45 and 50 years old. Should any questions arise regarding a player's age, that player will be requested to provide proof of age (driver's license or player pass from league play). All players should bring these forms of identification with them.
20. Any situation not covered by these rules will be resolved by the governing body of the tournament.
21. Alcoholic beverages are prohibited at the tournament facility.
22. Dogs, on or off a leash, are not permitted at the tournament site during the tournament.

