



TOURNAMENTS

2010 DENVER CUP RULES AND LAWS OF THE GAME

FORMAT AND PLAYOFFS: Each team is guaranteed four games. Depending on the number of teams in the Division, the tournament format will vary. Please consult official tournament game schedules posted throughout the competition venues and online at www.coloradorush.com for specific game times, locations and teams.

GAME POINTS:

- **Win** = 6 points, **Tie** = 3 points, **Loss** = 0 points
- **Shutout** = 1 Point
- **Goals Scored** = 1 Point for each (up to 3 max)

TIE BREAKERS: Ties within a flight or division: Winner determined in following order:

- A: Head to head record.
- B: Goal differential.
- C: Fewest Goals against.
- D: Most Goals for.
- E: Teams shall take Kicks from the Penalty Mark.

OVERTIME: There is no overtime in preliminary round games. There is no overtime in consolation games. In playoff games, overtime shall be two 10-minute periods for U11-18 and two 5-minute periods for U10. The FIFA Golden Goal Rule shall apply.

KICKS FROM THE PENALTY MARK: If at the conclusion of the overtime periods play is still tied, the game shall be decided by taking Kicks from the Penalty Mark. In this case, the referees will note the numbers of the players on the field at the end of play, and only those players will be allowed to participate in the shootout. The shootout will commence immediately following the overtime periods.

GUEST PLAYER AND ROSTER LIMIT POLICY: Teams are allowed to have up to six guest players. Total Roster Size (team roster plus guest roster) may not exceed 18 players; except U17 and U18 which are allowed 22 players (team roster plus guest roster).

DISCIPLINE:

1. Cautions are cumulative during the tournament. A player or coach who receives 3 cautions is not eligible to participate in their next game, including the championship match. The cumulative penalty will not apply to a second caution in the same match that a player may receive.
2. Any player or coach who is sent off must retire a minimum of 100 yards from the field of play within 60 seconds of being sent off. Any player or coach who is sent off is not permitted to participate in the next scheduled match. The tournament committee reserves the right to review the severity of the offense and may add additional games to the suspension. Passes of players or coaches sent off will be held by the Tournament Committee at the main Tournament Headquarters tent and can be picked up after the participant's sit-out has been served. Passes of participants who are sent off, but who do not have the ability to serve their sit-out, will be forwarded on to the appropriate soccer governing body.

PROTESTS: Referee decisions are final. No protests will be allowed. Rules clarifications may be requested of the official during the run of play.

It is the Winning Coaches responsibility to bring the game card to Head Quarters – without a game card turned in a win can not be granted at full points! The win stand at a 1 – 0 win.

AWARDS: Awards will be presented on Sunday after the conclusion of finals at the main Headquarters area at the field complex that the game was played. Please have your entire team come to that location's tournament headquarters tent immediately following your final for awards presentation.

Team Awards: A trophy will be awarded to Champion team for all age divisions.

Individual and Champion Awards: Medallions will be awarded to Champion and Finalist players of all age groups.



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Inclement Weather Policy:

1. All games at a site may be temporarily suspended or canceled for any of the following reasons: Rain, lightning, excessively high winds, low air temperature, or when the fields are unplayable due to one of the aforementioned reasons.
2. The Tournament Committee, Site Director or Tournament Director only, are responsible for suspension and cancellation of games due to inclement weather. The referee may not suspend or cancel a game due to the weather.
3. Suspension of games - Suspension of play will be signaled by the blowing on an air horn in one long sustained blast. If the games are suspended, all participants and spectators must go to their vehicles or other permanent structure. Restart of play will be announced by several short blasts of the horn. Play will restart with a dropped ball at the place where the ball was when play was suspended, unless the ball was out of play, then play shall restart with the appropriate restart.
4. Cancellation of games - Prior to the start of the games, or if the games have already been suspended, the Tournament Committee or Tournament Director will decide if the games are to be canceled.
If the decision is to cancel the games;
 - a. In pool play, if the first half has been competed, the current score at the time of the stoppage shall be final.
 - b. In all playoff games, if the first half has been completed, the score at the stoppage shall be final. If the score was tied at the time of the stoppage, the two teams will proceed to the Taking of Kicks from the Penalty Mark to determine a winner at a time and place dictated by the tournament Director and/or Site Director.
5. Information on postponement and rescheduling will be published on the Colorado Rush Field Cancellation Line (303-767-0139) and also via the Tournament Web-site, www.coloradorush.com. It is each team's responsibility to check these sources prior to travel to games to check for game time changes.
6. Rescheduling Policy -Tournament Director and Site Directors will make decisions on how to reschedule games, and reserve the right to alter the tournament format to do so. Rescheduling of games will be published as soon as possible in two ways: the web site shall be updated, and new schedules will be posted at the sites. Any and all game times and places are subject to change in the event of inclement weather.
7. If the tournament is cancelled for ANY reasons within or without the control of the Colorado Rush Soccer club the tournament committee will determine a cancellation policy at that time.