



St Louis World Amateur Cup Rules

World Cup Amateur Adult Soccer Tournament will be governed by the LAWS OF THE GAME as utilized by the Federation of International Football Association. Developers of the tournament reserve the right to design and alter rules to accommodate tournament play.

Scheduling

All scheduling shall be the responsibility of the tournament committee.

Notable rule changes are as follows:

- A team will consist of no more than 8 players on the field at one time. 7 fielders and a goal tender. A game may start with no fewer than 6 players total.
- There will be no offsides.
- Out of bounds will result in kick-ins rather than throw-ins.
- A goal **can** be scored on a kick-in.
- Slide tackles will not be permitted in tournament play.
- Unlimited substitutions will be allowed when the ball is not in play.

Referees

- One referee and a side judge will be assigned to each regular game and semi-finals. Two referees will be assigned for final game.
- All decisions made during the match can only be made by the referee assigned to that match and cannot be overruled by the Tournament Director or staff.
- The referee shall have the authority to make decisions on any situation not specifically covered by these rules. When the game starts the referee is in complete control of the game.
- Referee's decisions are final. No protests will be allowed concerning interpretations of the rules by the referee.

Game Duration

Games will consist of two 20-minute halves with a 10-minute halftime. In case of a tie, there will be a five minute sudden death overtime, followed by a shoot out. Shoot out rules to be explained if needed on game day.

Uniforms and equipment

Teams will be required to furnish the referee with one playable Size #5 ball. The referee has the right to reject any ball considered to be unplayable. All teams must have an additional size #5 ball ready when the ball is kicked out of play. Players must wear numbered shirts at all times. The goalies shirt must be different in color from the rest of the players, and is exempt from being numbered. No metal cleats, hard football type cleats or street shoes may be worn in league play. The referee shall be the sole judge of any footwear or equipment in question.

Failure to Show or Forfeited Games

- A team will be allowed a fifteen (15) minute grace period from the scheduled kick-off time before the game is awarded to the opponent.
- Any team quitting/leaving the field of play before the conclusion of the game is automatically disqualified from the tournament.
- If a team is declared a winner by forfeit, they will have use of the field for practice (EXCEPT FOR THE LAST GAME OF THE NIGHT) until 10 minutes before the next scheduled game time.

Ejections and suspensions

- Any coach or team official that is ejected from a game must immediately leave the game site so as not to be within sight or sound of the field. In the event the coach or team official refuses to leave, the referee shall suspend the game and declare a forfeit by the offending team.
- Any player or coach who receives an accumulation of 2 yellow cards in one match their team will play down one player for the remainder of that match, he/she will also be subject to be suspended for the following match.
- Ejection of a player or players, may result in a tournament suspension
- Offensive language is considered to warrant a caution card, any language directed towards officials, opponents, or spectators will result in ejection from the game.
- If players from a team not playing interferes in another game in any way, they will be suspended from their next game.

Player, Coach, Bench Personnel, Spectator Behavior

All players, coaches, bench personnel and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Law of the Game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. Dissent from players, coaches, bench personnel and/or spectators will not be tolerated; cautions and/or dismissals will result. Players are encouraged to play all matches with intensity and desire. However, unnecessary physical play, particularly that with intent to injure, will not be tolerated and will result in cautions and/or dismissals. Coaches/captains are responsible for the actions of the players, bench personnel and spectators as well as those of him/herself. Players who are dismissed from a match will not be allowed to participate in the next match. Coaches, bench personnel or spectators dismissed from a match will be banned from further tournament competition. Dismissed coaches, bench personnel and spectators within "sight" or "sound" of his/her teams match(es) may be grounds for his/her team(s) being disqualified from the tournament. Players who are dismissed for fighting will be banned from further tournament participation. The Tournament Director will make this decision. His / her decision is final and binding. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player outside of this rule will be disqualified from the tournament and all matches played by the team.

TEAM ROSTERS/LINEUPS

Team rosters must be turned in at the time of registration. Adding players to rosters must be done prior to an individual participating in the tournament. Adding players to a team roster must be done by e-mail from the coach or official team representative. Phone in and faxed additions will not be accepted. Players may not be added to a team roster on game day. Allowing players to play who are not on your roster may result in forfeiting the game. Only the opposing team may protest illegal players. Protest of illegal player(s) may be done before or during the game. Players must be able to produce a legal ID when requested by a game official. Rosters are limited to 20 players. Players are not permitted to play for more than one(1) team. Players playing under an assumed name may be suspended for the remainder of the league. If it is the last game of league play, suspension may be enforced at the beginning of the next league. Official lineups including first and last names of players as well as numbers must be turned in to the referee prior to the start of the game.

Player Eligibility

In order to be allowed to participate in the tournament, all players must be at least 18 years of age, sign a waiver and each player must present to the Tournament Registration booth his photo I.D. (e.g. Drivers License; Green Card, etc.) prior to his first match. At that time, if eligible, the player will receive a bracelet that will allow him to participate in the tournament. This applies to those players arriving on the second day of the tournament as well. ALSO, they must have been on the team roster of Day 1. Failure to meet any of these requirements will render a player ineligible to participate in the tournament.

Alcohol/Tobacco

No drinking of alcoholic beverages by anyone connected with your team will be allowed during your scheduled game. Violations may result in a suspension.. Referees have the authority to remove players under the influence of alcohol for safety of the players. Use of tobacco products is not permitted on the playing field or on the sidelines. Out of respect for the field donor, use of tobacco will not be allowed anywhere on the premises.

RAIN OUT/LIGHT FAILURES

- If games are rained out, you are not allowed to practice on the field.
- In event of bad weather or light failure, the contest will be considered a complete game if more than half of the playing time has been used.
- Rain-Out number to call ____--_____. Please do not call before 7:00 A.M.. If there is no recorded message about the games being rained out, we will intend to play them as scheduled..