



Power Ford & Rio Rapids SC Present the
2024 Power Ford Rio Rapids Cup
Feb 17-18, 2024 (U9-U19)
@ Santa Ana Sports Complex
Tournament Rules

Age Group	Max Roster Size (includes guest players)	Max # of Guest Players	Match Duration	Players on Field	Min. # of Games	Entry Fee
U 9/10 (2015/14)	12	4	2x20 min.	7v7	3	\$ 450
U 11/12 (2013/12)	16	4	2x25 min.	9v9	3	\$ 550
U 13/14 (2011/10)	22 (18 may dress for each game)	5	2x30 min.	11v11	3	\$ 650
U15-U-19 (2009-05)	22 (18 may dress for each game)	5	2x35min.	11v11	3	\$ 650

All matches will be played in accordance with FIFA Laws of the Game as modified by USYSA/ NMYSA/DCSL. The Tournament Committee will settle all disputes. **NO PROTESTS WILL BE ENTERTAINED.**

Gold, Silver and Bronze brackets if needed. Birth date of oldest player determine age group

Awards will be given for 1st and 2nd place teams.

- Payments by credit card only
- All Registration Fees charged upon receipt. Teams will be notified by Email of acceptance NO LATER THAN February 5th, 2024. Refunds will NOT be given after a team is accepted. Any teams not accepted will receive a full refund.
- Any application submitted without appropriate fee is considered incomplete until the fee is paid.
- Registration deadline is February 5th, 2024. COMPLETE applications received after the entry deadline will put on a waiting list.
- TOURNAMENT HOTELS: Rio Rapids SC will be partnering HBC as this is a Stay and Play tournament. Your teams will forfeit all games if you do not follow our stay and play policy.
- WEBSITE: Please stay up-to-date with tournament news and updates at www.riorapids.org
- If you would like to officiate in the Rio Rapids Open please contact Lee Anne Klombies at nmsoccerfleeanne@gmail.com
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GAME INFORMATION

- **Home Team, listed first in the schedule**, home wears the light color, away wears dark. Whichever team isn't in compliance must change. If one team's light is the other teams dark, the home team must change.
- U9-U19 games, both teams (Players and Coaches) will share the same touchline. Team parents and other spectators will occupy the side of the field opposite that of the players.
- NO ONE is allowed to stand behind a goal or an end line during the match.
- Coaches are responsible for their bench, the fans and behavior of players. We will not give warnings you will forfeit games if parents, players, or coaches threaten referees, tournament staff, or others at the complex.

ROSTER VERIFICATION PROCESS

Login to the tournament page in Total Global Sports (TGS)

Team Registration - <https://public.totalglobalsports.com/public/event/2756/authentication-team>

Schedules - <https://public.totalglobalsports.com/public/event/2756/schedules-standings>

Venues - <https://public.totalglobalsports.com/public/event/2756/event-complex>

Rules - <https://public.totalglobalsports.com/public/event/2756/event-rules>

If this is your first time you will need to build a team profile

ALL CHECK-INS/REGISTRATIONS ARE ONLINE VIA Total Global Sports (TGS)

THERE WILL BE NO ONSITE/GAME DAY CHECK-INS

For questions reach out to yancey.ranspot@riorapids.org

***ALL COACHES & STAFF MUST HAVE THEIR EMAIL LISTED IN THE TGS REGISTRATION ROSTER SYSTEM FOR CONFLICT SCHEDULING & TOURNAMENT UPDATES**

ROSTER VERIFICATION PROCESS

Documentation Uploading & Approval Process:

1. Upload Your Roster as a PDF Document into your TGS Registration.
2. Print a Copy of your roster to turn in to referee for every game

NOTE: Rostered Player Passes and medical release/waivers are not required to be uploaded but MUST be present and available for viewing at all games (with Guest Player passes and medical releases). Can be available electronically or hard copy at fields but must be readily accessible.

GUEST PLAYERS

- To add a guest player please handwrite (legibly) the following information for each guest player at the bottom of your official roster before you upload
 - Full Name
 - Unique Jersey Numbers
 - Date of Birth
- Once complete, please scan and upload this roster into TGS
 - You will also need the player pass and medical release for all guest players at each game.

DOCUMENTS NEEDED AT EACH GAME

- Team rosters to turn into referee (need 1 for each game)
- Player cards for each player and coaches
- Medical forms for each player

PRE-GAME REFEREE CHECK IN

- Coach shall provide a team roster for each game that the referee keeps
- Referee(s) shall, prior to the start of the game verify the identity of each player and coach with their player or coach pass card and compare to the tournament roster
- Collect the cards of those players who are to participate in the game and coaches that are to coach in the game. The Referee must not allow a player into the game who is not in possession of a current Player Pass card from the team that is playing.

Scoring and point system

Bracket standings will be determined by the following point system

- (3) Points for a win,
- (1) Point for a tie,
- (0) Points for a loss,
- (-2) Points for a forfeit loss

Forfeits shall be scored as follows

Teams failing to check in within ten (10) minutes of their scheduled kickoff time will forfeit that match. A forfeit match will be scored as a 3-0 win in calculating match points for tiebreaker determination, with minus two (-2) points assessed to the forfeiting team. If a team forfeits a match, it will be disqualified from semi-final and championship matches.

- Semi-final and championship matches decided by Kicks from the Mark if necessary to determine a winner. (No extra time will be added).

If the Referee stops the match due to inclement weather, field conditions, or other situations beyond the tournament's control, the following will apply.

- If after the first half of play, the match becomes complete.
- If during the first half of play, the Tournament Committee shall decide how to complete the match (a shorter match or a PK shootout).

There will be absolutely NO REFUNDS issued for suspended or cancelled matches.

If at the end of group play, two teams are tied on points, the following criteria will be used to determine a winner.

1. Head-to-head result,
2. Cumulative goal differential between goals scored and goals allowed in all matches played within bracket (Limit maximum of (4) per match),
3. Least total number of goals allowed in all bracket matches,
4. Most number of shutouts in all bracket matches
5. Most goals scored
6. **FIFA penalty kicks.**

This tie-breaking procedure shall be used if necessary to determine 1ST 2ND 3RD 4TH place standings within a bracket.

If the event of a circular tie in pool play (more than two (2) teams are tied) the tie-breaker criteria listed will be used in the order shown above starting at #2 to either advance or eliminate one team and does not revert to a previous tie breaker at any point.

GAME INFORMATION

Matches will consist of two halves of the following length, with a five (5)-minute halftime

U9/10 – Two (20) minute halves,

U11/12 – Two (25) minute halves,

U13/14 – Two (30) minute halves (for the August tournament this will include U15)

U15-U19 – Two (35) minute halves (for spring tournament only)

U9/10s will play 7v7, with a goalkeeper (minimum 5 players required to play the match), maximum roster size allowed for U9/10 is twelve (12).

U11/12s will play 9v9, with a goalkeeper (minimum 6 players required to play the match), maximum roster size allowed for U11/12 is sixteen (16).

U13-U19 will play 11v11, with a goalkeeper (minimum 7 players required to play the match), maximum roster size allowed twenty-two (22). Teams with more than (18) players on their roster, can suit up **ONLY** eighteen (18) players for any given match, they must indicate them clearly on the roster given to the referee prior to the start of the match.

Completion of at least one half of play shall constitute a completed match for all circumstances with the exception of the following: any team that has a player(s), coach(es) or parent(s) that cause the game to be canceled will forfeit the match.

BRACKETS OF 4 AND 5 WILL BE ROUND ROBIN WINNER ON POINTS

BRACKETS OF 6 (2 GROUPS OF 3) WILL HAVE A FINAL

BRACKETS OF 8 (2 GROUPS OF 4) WILL HAVE A FINAL

Disciplinary Rules & Protests

A player receiving a red card shall be expelled from that match and is automatically disqualified from participating in their team's next scheduled tournament match. In the event a player is ejected (red carded) from a match for fighting, that player will not be permitted to play in any other matches in the tournament.

Any coach that is red carded shall be expelled from that match, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during their next scheduled tournament match.

Any coach that is red carded shall be expelled from that match, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during their next scheduled tournament match. Any team that has a player, coach or parents that cause the game to be canceled will forfeit the match.

A parent or a spectator displaying behavior that is unacceptable to the referee can cause their coach to be red carded and expelled. The coach is always responsible for control of their spectators and sidelines. Any player or coach receiving a red card, who then plays in or coaches in their next scheduled match, will cause their team to automatically forfeit that match.

NO PROTESTS WILL BE ENTERTAINED

NO protests will be allowed. Decisions by referees MAY NOT be appealed. Eligibility issues and the interpretation of these rules shall be the responsibility of the Tournament Director and those decisions are final and MAY NOT be appealed.

Any player who is involved in a fight for any reason will be ejected from the rest of the tournament. Any player, coach, or spectator who enters the field during a fight will be ejected from the tournament, regardless of the reason for entering the field. In the event more people are involved than the referee can clearly identify, the match will be terminated, and the entire team or teams will be ejected from the tournament. Tribal Police will be notified, and a report will be filed.

With the referee's permission, players may be substituted from the halfway line at the any stoppage.

Weather, External Conditions, and Cancellations

In the event of inclement weather, the Rio Rapids Tournament Committee reserves the right to modify all tournament rules, to safely and fairly conclude the event successfully. This may include relocating, rescheduling, match cancellations, change in match durations, and/or change in match format. In the event of inclement weather, the Tournament Committee will determine whether the fields are playable or not.

Coaches and/or team managers must be available to be contacted by the tournament staff. It is your (coach's) responsibility to make sure you supply your local phone number (preferably a cell phone

number), and hotel name/number at check-in, in case we need to contact you for any reason. There will be NO REFUND of any tournament fees in the event of tournament cancellation due to inclement weather.

In case of an emergency while at the tournament fields, please contact a Field Marshal (driving Carts and wearing staff shirts) or the Tournament HQ for assistance.



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