



Utah Avalanche Invitational Rules

Registration and Check In:

- **Registration:** The **Avalanche Invitational** shall be open to teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in age groups U9-U19 provided such team is in good standing with its youth association.
- **Check In:**
 - **Locations**
 - Check in for **local teams:** Thursday, June 17th from 7 pm to 9 pm at Rio Tinto Stadium, 9256 S State St, Sandy, UT 84070. Check in is on the second floor in the lobby.
 - Check in for **all other teams:** Thursday, June 17th from 6pm to 9pm at the Silverado Lodge, 2669 Canyons Resort Dr, Park City, UT 84098.
 - Failure to check in at the tournament will result in automatic disqualification from the tournament without a refund of the registration fee.
 - **Required Items for Check In**
 - GotSoccer roster updated online – Roster freeze will be June 16th at midnight.
 - Valid laminated player and coach passes with photographs (including guest players). For Utah teams, **UYSA affinity rosters are acceptable in place of player cards**
 - Teams registering for Academy brackets and who are affiliated with a City or District must have each player registered with UYSA using a tournament pass.
 - Signed Medical Release Forms (including guest players) – Medical release forms must be in possession of the coach during each match of the tournament.
 - Travel documentation as required by the team's State Association or appropriate travel for the organization for all teams traveling from **outside** of region 4. Travel documents are not required for Region 4 teams.
 - International teams must present all the above along with Passports.
 - If a player or team is missing any of the paperwork listed above, it will be up to the tournament committee to allow play.
 - **Game Check In**
 - Prior to the start of each scheduled game, each team must check in with their



player passes or rosters with the field marshal at the field marshal tent located near or at the field.

Roster:

- There will be NO Roster changes and/or additions to any roster once the team has started its first match.
- **Roster Size:**
 - U9 (7v7): Maximum of 14 players
 - U10-U11 (9v9): Maximum of 15 players
 - U12-U14 (11v11): Maximum of 18 players
 - U15-U19: Maximum of 22 players
- Players may be rostered on only one team while playing in the tournament.

Schedule:

- Each team in all age groups is guaranteed a minimum of three games (weather permitting).
- The size of the bracket for each age group will determine the format for semi-finals, where applicable.
- Please consult official tournament game schedules posted throughout the competition venues and online at <http://www.avalancheinvitational.com> for specific game times, locations, and teams.
- The tournament committee will determine the brackets.
- In the event that a team is unable to continue in the tournament past preliminary round play, the team with the next highest point amount will advance out of its bracket into the playoff round. If a bracket winner has not been determined, the team with the next highest point amount will advance out of its bracket first.

Scoring:

- Teams will be awarded the following points for preliminary game results:
 1. Win = 3 points,
 2. Tie = 1 points,
 3. Loss = 0 points
 4. Forfeits = 3 points to beneficiary of forfeit
- **Tiebreakers**— In the event that two teams are tied in points at the end of the preliminary games, the following tie breakers shall be applied in the order given until a winner is determined. If more than two teams are tied in points at the end of the preliminary games, the following tie breakers shall be applied in the order given until a team advances. The remaining teams will start at number one to determine a winner.
 1. Head to head (if all teams played each other)



2. Goal differential (maximum of 4 per game)
3. Fewest goals against
4. Most goals for (maximum of 4 per game)
5. Most shutouts
6. Kicks from the penalty mark

- **Overtime**—There will be no overtime. All games will go straight to penalty kicks.

Penalty Kicks—The game shall be decided by taking Kicks from the Penalty Mark, following the laws of FIFA.

If a wildcard comes from the same bracket, the tournament committee can change the bracketing.

Laws of the Game:

- All games shall be played in accordance with FIFA Laws as modified by USYSA and UYSA , except as specifically modified by these rules.
- There are no protests or appeals.

Game Length:

- U9-U10: 50 Minute game (25 minute halves) with a 5 minute halftime
- U11-U12: 60 Minute game (30 minute halves) with a 5 minute halftime
- U13-U19: 70 Minute game (35 minute halves) with a 5 minute halftime

No stoppage or injury time will be given; this will ensure games stay on time

Teams:

- **Sidelines**
 - The home team will be listed first on the schedule. Fields will be marked with signs for “Home Team” and “Away Team”.
 - Teams will be on seated on the same sideline.
 - Parents and other spectators will sit directly across from the team bench.
 - Spectators will not be allowed on either end line, behind the goal, or on the team sideline.
- **Uniform**
 - The home team will be listed first on the schedule.
 - The home team shall wear a darker colored uniform and the visiting team shall wear a lighter colored uniform.
 - If both teams are wearing similar colored uniforms, the home team must change to an alternate uniform.
 - Players (excluding the goalkeeper) must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team’s Official State/Provincial roster.
 - Players are required to wear shin guards in accordance with FIFA Laws of the Game.



- **Ball**—The Avalanche Invitational will provide game balls for all games.
 - Age groups U9-U12 use a size 4 ball.
 - Age groups U13- U19 use a size 5 ball.
- **Minimum number of players**
 - U9 – U10 teams must have a minimum of 6 players to start the game.
 - U11 – U19 teams must have a minimum of 7 players to start the game.
 - Failure to provide the minimum number of players by 5 minutes after game time will result in a forfeit.

Substitutions:

- With the referee's permission, a team may substitute or re-substitute any number of players at **any** stoppage in play.

Official Game Cards:

- The referees will be responsible for handing in game cards to the scorer's table at tournament headquarters. All coaches must sign the game card at the completion of each game. Referees must sign and record the score and indicate any disciplinary action taken on the game card.

Conduct:

- **General conduct:**
 - Players, coaches, and spectators will be expected to conduct themselves within the spirit AND the letter of the LAW. Displays of temper or dissent are cause for ejection from the game and surrounding field area. A misconduct report will be reported to UYSA and/or the team's state association. Coaches are responsible for the conduct of their team and spectators, both on and off the fields.
- **Yellow Cards:**
 - A player receiving two yellow cards during a match is suspended from that match and shall be suspended from the next match. In the event this occurs, player must follow the instructions as outlined in the next paragraph.
- **Red Card/Ejection:**
 - A player receiving a red card or coach receiving an ejection will be suspended from the match and shall be suspended from the next match.
 - Players or coaches receiving a red card/ejection must leave the match immediately and report to the scorekeeper at the tournament headquarters tent. When reporting to the scorekeeper/tournament tent, the ejected player or coach must complete a tournament ejection form and turn in the completed form to the scorekeeper at the tournament tent.
 - Players may sit on the bench during their suspension; however they shall not be in



uniform. Coaches must not return to the tournament site during the match for which they are serving the one game suspension.

- The tournament committee reserves the right to impose stricter penalties, depending on the infraction.
- **Abandonment:**
 - The results of any game terminated as consequences of abandonment shall be based on the score at the time. If the referee determines one team is responsible, the score will be a 1-0 win, and the team responsible for the abandonment will be a 2 point deduction from their total team points.
- Alcoholic beverages are not permitted at game sites at any time.

Inclement Weather:

- **General Policy:**
 - 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.
- **Suspended Games:**
 - If a game is temporarily suspended due to weather conditions, 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 resume with the appropriate restart.
 - If a team is not ready to resume play within 10 minutes of the game restart, the missing team will be determined to have forfeited the game.
 - If a referee has deemed it necessary to suspend a game for any reason, the game may be resumed but is subject to end no later than five minutes prior to the next scheduled game. Points will be awarded based on the time played and may not be protested if the game was not played to the full allotted time.
- **Canceled 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:
 - In pool play, if the first half has been completed, the current score at the time of the stoppage shall be final.
 - 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.



- **Rescheduled Games:**

- The 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 emails or texting through the GotSoccer website.
- Any and all game times and places are subject to change in the event of inclement weather.
- It is each team's responsibility to check the website prior to travel to games to check for game time changes.

- **Contingency Plan:**

- Coaches and team managers should ensure that they have provided the tournament with current contact information preferably cell phone numbers capable of receiving text messages. Should contingency plans need be taken, coaches should be prepared to attend a tournament/coaches meeting)
 1. Shorten scheduled games
 2. If conditions permit games may be rescheduled for another day or time
 3. If fields are unplayable it may be necessary to decide some or all games with FIFA Penalty Kicks from the Mark.

- **Appeals:**

- All rules are final and there will be no appeals.

Awards:

- First and second place awards will be presented at the conclusion of the final games.

Refunds:

- No refunds will be given unless a team is not accepted into the tournament.

Tournament Director:

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