



Welcome to the Rio Rapids Cup

May 6-7, 2017

Held at the

Churches Chicken Soccer Tournament Complex in Bernalillo, NM

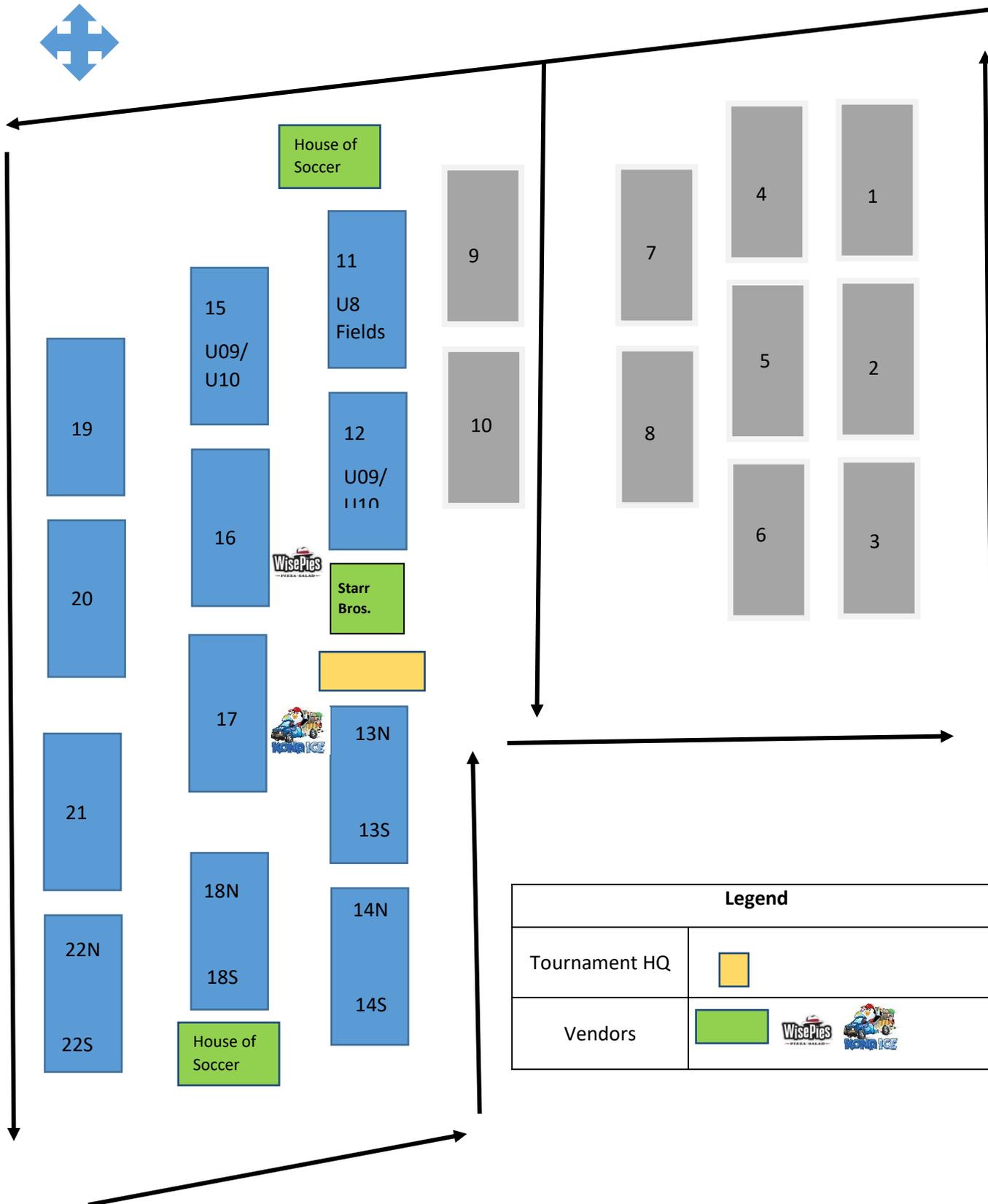
[Schedule](#)

Cost to enter the complex is \$5.00 per vehicle per day. You will be able to purchase a two day pass for \$10.00 on Saturday.

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Entrance/
Exit



Legend	
Tournament HQ	
Vendors	

Vendors

Kona Ice – Shaved Ice, snacks

Starr Bros. – Breakfast and lunch, burritos, sandwiches, cold drinks, grab and go items

WisePies Pizza – Pizza and drinks

House of Soccer – Tournament T-shirts, various soccer gear

Tournament Headquarters - questions answered, lost and found, pick up your medals after you win 😊

Social Media –

- If anyone takes photos on their own, post to any social media (FB, IG, Twitter), use the hashtag #RioCup2017
- One member from each team should follow us on twitter. Weather cancelations, lightning etc., and any other important info during weekend will be released through Twitter @riorapidssc
- Live interviews with players and coaches will be done thru Facebook live and snapchat (snapchat handle - riorapidssc) Use our SnapChat Geotag!
- All winners and runners up should go as a team to the tournament headquarters to receive medals.



 Tweet to Rio Rapids SC

Tournament Check-in

Check in will be Friday May 5th from **6:00pm to 8:00pm** at the Rio Rapids Office 8220 La Mirada NE, Suite 600, 87109.

Make sure you have a completed Membership/Medical Release form and laminated pass card for each player and coach, dated 2016-17. Pass cards dated 2015-16 will not be accepted. Please have your notebook and pass cards in alphabetical order to expedite the check-in process.

Things to turn in:

- 1 copy of the Official Roster
- 1 copy of your Travel paperwork if you are from outside Region IV (i.e. non-US Club TX teams).
- 1 copy of completed guest player paperwork.
 - a. [US Club Guest Player Paperwork](#)
 - b. [New Mexico Youth Soccer Guest Player form](#)
 - c. [Colorado Youth Soccer Guest Player Form](#)
 - d. [North Texas Youth Soccer Guest Player Form](#)
 - e. [South Texas Youth Soccer Guest Player Form](#)
 - f. [Arizona Youth Soccer Guest Player Form](#)
- **Tournament Lightning Policy** – The Soccer complex is equipped with a lightning siren. When the siren sounds all players and spectators are required to vacate the fields and seek shelter. See rules about inclement weather regarding game status. Check Twitter for updates
- **Scoring** – Winning coach is asked to call in their score to 904-758-0875, When prompted enter the following information: Event ID: 58458, Pin: 0000 and game ID number which will be on your schedule. Please only have the winning coach complete this step. This will allow for faster score notification. Final scores will be verified with the referee game card.
- **Eligible Players** - Eligible players are those players whose legal name and birth date appear on the team's roster or guest roster at Tournament Check In. Each team may have a maximum of four (4) guest or loan players. All coaches must provide a player pass for each player at Tournament Check-in and at the fields of play. No player pass, no play. No players may be added to any roster once the team has started its first game. Players may only play on one team in the Rio Rapids Cup. Team Rosters for teams playing 9v9 may include up to 16 players. Team rosters for U13-14 teams playing 11 may include up to 22 players, however, only 18 may play in any one game. These teams must present a copy of their official roster indicating which players will not play in a specific game to the referee at field check-in for that game.

Tournament Rules

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.

Decisions by referees may not be appealed.

NO PROTESTS WILL BE ENTERTAINED.

Home Team, listed first in the schedule, changes their jersey in case of a color conflict. 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.

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 will have two overtime periods of five (5) minutes each (NO golden goal), followed by Kicks from the Mark if necessary to determine a winner.

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.

In the event of a tie, bracket winners and runners-up will be determined as follows –

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. FIFA penalty kicks.

This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within a bracket. If more than two (2) teams are tied at the end of the preliminary round, the

tie-breaker criteria listed will be used in the order shown above, to either advance or eliminate one team. The remaining teams will then be compared, beginning again with #1 (Head-to-head result) to determine the ultimate placement.

Matches will consist of two halves or 4 quarters of the following length, with a five (5)-minute halftime

U8 – Four (10) minute quarters,

U9/10 – Two (20) minute halves,

U11/12 – Two (25) minute halves,

U13/14 – Two (30) minute halves,

U9/10s will play 7v7, with a goalkeeper (minimum 5 players required to play the match), maximum roster size allowed for U9/10 is eleven (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-U14 will play 11v11, with a goalkeeper (minimum 7 players required to play the match), maximum roster size allowed is twenty two (22), eighteen (18) for game-time for U13-U14.

Completion of at least one half of play shall constitute a completed match, regardless of the circumstances for terminating the match in the second half.

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.

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 responsible at all times 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.

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.

Violation of these guidelines can result in barring the offending person(s) from the fields, suspension or cancellation of games, or ejection of person(s) or teams from the tournament. Also, all infractions will be reported to state associations.

ANY PLAYER, COACH, OR SPECTATOR WHO ASSAULTS A REFEREE WILL BE EXPELLED FROM THE TOURNAMENT.

U8 RULES

U8s will play 4v4, no goalkeeper (minimum of 3 players required to play the match), maximum roster size allowed for U8 is eight (8). 2-5 minute breaks between quarters, Kick offs, free kicks, goal kicks and corner kicks are used to start or restart play. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. All free kicks are indirect. Opponents should be 10 feet away from the ball on **all restarts**. During goal kicks, the opposing team must remain behind the build-out line until the team in possession completes a pass. If there is no build-out line, the half line will be used. No offside or penalty kicks.

Game Management

If a game is completely one sided the coaches should have a conversation about how to implement common sense game management. The spirit of the tournament should be one of collaboration and player development not fierce competition between clubs. Experienced and knowledgeable youth coaches find ways to make each game competitive and therefore fun for all players.

Coaches will be allowed during the weekend to: Move players from one team to another team. Remove players from their own team to make a good match up.

Awards

All U8 players will receive a medal. Come to the tournament headquarters after your last game on Sunday to pick up.

With the referee's permission, players may be substituted from the halfway line at the following times

- Prior to your throw-in,
- Prior to a goal kick, by either team,
- After a goal is scored,
- At halftime,
- For an injured player, one for one,
- For a cautioned (yellow carded) player.

In the event of inclement weather, the Rio Rapids Cup Tournament Committee reserves the right to modify all tournament rules, in order 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 or the Tournament HQ for assistance.

PLAYER EQUIPMENT

Hair control devices with any hard parts and jewelry of any sort, including earrings, belly or nose rings, are not permitted.

Religious medals or medical tags must be taped to the body, and approved by the referee.

Splints, casts, braces or other joint support devices, not inherently dangerous, or sufficiently padded with pliable materials to eliminate a dangerous condition, may be worn as approved by the referee.

All players must wear shin guards. Knee high socks shall be worn over, covering the shin guards. Referees will request a player to fix or remove equipment considered dangerous. A player will not be permitted to play until corrected and may be sent from the field to correct a problem to the referee's satisfaction.