

2025 PIRATE CUP TOURNAMENT RULES

1. Team Rosters

Teams in the age groups of 11U through 12U are limited to a roster of 18 players.

Teams in the age groups of 13U through 19U are limited to a roster of 22 players.

A maximum of three guest players will be allowed on any one team. Louisiana teams follow LSA policy manual section 305-1 for club pass.

Teams are required to use Got Sport Online Check-In

2. Player and Coach Passes / Medical Release Forms

Each player and Coach must have a laminated USYSA ID pass or a laminated US CLUB SOCCER pass for the current year, containing the date of birth. No player or coach may enter the sideline area without a pass. All passes shall be given to the referee prior to the start of each game. Coaches must have in their possession during each game, a medical release for each player.

3. Home Team / WHITE Away Team / DARK

Home team is the first team listed in a pairing, or top team in a playoff tree. In case of a uniform color conflict, the team in the incorrect color is responsible for changing to an alternate color jersey. Visiting team will wear the "the dark color" uniform, and the home team will wear "white". Game balls shall be furnished by the home team, who shall present a primary and alternate game ball, acceptable to the referee prior to the start of the game to prevent lost time due to lengthy ball retrieval. Referees will turn in the game cards at the conclusion of every match.

4. Grace Periods

There are no grace periods. Any team that is not ready to play at the scheduled time is subject to (referee's discretion) forfeit of that game. Teams should be at the game field 15 minutes before the scheduled game time and ready for check in with the referee.

5. Players' Equipment

All players MUST wear shin guards. Socks must be worn over the shin guards. All players must have a light and dark jersey at each game with legible non-duplicate numbers on the back. No hard casts allowed.

6. Length of Games, Overtime, Water Breaks, Weather & Ball

Size Age Groups	Ball Size	Bracket Play	Half Time	
13U-18U	#5	2 X 35 min	5 min	11 v 11
11/12U	#4	2 X 30 min	5 min	9 v 9
10U Festival	#4	2 X 25 min	5 min	7 v 7

No overtime periods. Tie scores will stand in Bracket games. Playoff games ending in a tie will be decided by FIFA kicks from the penalty mark.

A decision to conduct water breaks during the match will be the decision of the tournament officials. The referee will NOT stop the game clock during the water break period. A two-minute maximum period may be allowed.

In case of inclement weather, the Tournament Director will determine if a game is to be played. Once the game has started the decision to continue play rests with the referee. If the referee suspends the game due to weather conditions, the tournament committee will decide when the game is restarted. A second stoppage of the game will result in automatic termination. Terminated games shall be considered completed if one half of the game has elapsed at which time the score at the stoppage of play shall be the final score. If a game is terminated before one half has been played, the game will be replayed in its entirety, if scheduling permits and/or at the tournament director's discretion. Weather updates will be emailed as well

as posted in the coach/manager groupme throughout the tournament. Persons may also call the CSC office 337-474-6131, and listen to a recorded message in case of severe weather.

7. Substitutions

Substitutions will be in accordance with LSA Policy 310 #10.

8. Conduct of Coaches, Players and Spectators

The teams and coaches will occupy one side of the field. The spectators must occupy the opposite side directly across from their team. Coaches are responsible for controlling the actions of their players, spectators and team officials. The referee is authorized to terminate a game if a player or coach becomes unruly or physically menacing and to suspend play for the removal of an unruly or menacing spectator. If a team leaves the field of play before the referee ends the game, that game and all remaining games shall be forfeited by that team. If a coach feels that conditions present an unnecessary danger to the safety of the team, he should request that the Tournament Referee observe the game and render a final decision.

9. Misconduct

An ejected player or coach is ineligible for the next scheduled game. ABUSE OF OFFICIALS WILL NOT BE TOLERATED. Violations may result in forfeiture of the game and/or expulsion from the tournament. In addition, all matters involving referee assault or abuse will be referred to the Louisiana Soccer Association (state association).

Any coach, or team official who has been ejected must leave the field area immediately, or the game will be forfeited. Anyone sent-off shall leave the playing area under the supervision of a field marshal and have no further contact with the team during the remainder of the game. Players will be released to their guardians at the tournament tent. The referee will confiscate the player pass of any player sent-off and will turn it over along with a Report of Misconduct to the Tournament Director. These reports will be forwarded to the appropriate state association.

A team shall forfeit a game if its conduct causes a game to be prematurely terminated. Penalties resulting from conduct occurring before a game is forfeited shall be enforced. If a coach is sent off during a match which results in the team having to forfeit the game, the team will be disqualified from the tournament and all games played will be removed from the standings.

10. Scoring System

For bracket games: 3 points for a win; 1 point for a tie; and 0 points for a loss. In forfeited bracket games, the non-forfeiting team shall receive: 3 points for a win; 4 goals for; and 0 goals against. The forfeiting team shall be accorded: 0 points for the loss; 0 goals for; and 4 goals against.

Referees will turn in gamecards at the conclusion of every match.

11. Bracket Standings

If, at the conclusion of bracket play, two or more teams are tied in the number of points awarded, the final standings for bracket play will be decided in the following non-repeating order:

1. **Winner of head-to-head** competition during round robin competition. This applies for advancement overall from all brackets only if all involved teams have played one another (this criterion is not used if more than two teams are tied).
2. Highest **total goal difference** for all games* ("goals scored" minus "goals conceded"),
*Up to a 4 goal maximum goal difference per game.
3. Fewest total **goals conceded** across all games.
4. Most **goals scored** *Up to a 4 goal maximum goal difference per game..
5. **Fewest number of total cautions** received (red & yellow cards).
6. FIFA **kicks** from penalty mark.

12. Brackets and Advancement – *3/28/22 - Based on the number of tournament entries, bracket rules have been amended in an effort to create the most appropriate

schedule. In non-final games, every effort will be made to avoid teams from the same club playing against each other.

- 4 Team Brackets
 - o 3 round robin games, with the team with most points being declared champions. NO FINAL
- 5 Team Brackets
 - o 2 bracket games, to determine the third game. Rank #1 heads straight to the final. Rank #2 & #3 play a semi-final game with the winner progressing to the final. Rank #4 & #5 play in the consolation game.
- 6 Team Brackets
 - o 3 cross bracket games, overall #1 & #2 teams will play in a finals match.

13. Protests

No protests shall be allowed based on the decisions made by the referee during play. Protests will be allowed only if the "Laws of the Game" have been misinterpreted by the referee, or if a team uses an ineligible player. In order for the Tournament Committee to uphold a protest concerning the application of the "Laws of the Game", it must determine that the error affected the outcome of the game. To file a protest, the head coach must submit in writing the nature of the violation to the Tournament Director, within one-hour of the end of the game being protested, along with \$100 in cash, certified check, or money order. Upon receiving a properly lodged protest, the Tournament Committee shall notify the opposing team of the protest and request a response and shall obtain a copy of the game report from the involved referee. If the protest is upheld, the appeal fee will be returned and corrective action as determined by the Tournament Committee will be taken. Decisions made by the Tournament Committee are final and cannot be appealed.

14. Matters Not Provided For:

Any situation or questions on rules of competition not covered herein will be governed by USYSA and LSA Administrative Rules Book. Any matter not provided for in the tournament rules or USYSA or LSA rules shall be determined by the Tournament Director, whose decision is final.

15. EXTERNAL CONDITIONS, WEATHER, ETC.

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It may not be rescheduled and no refunds will be issued.

16. USYSA Mandate:

Players U12 and below are NOT allowed to intentionally head the ball.

17. Spectators Spectators should sit on opposite sides of the field to the teams. In the event that Covid-19 protocols are necessary, teams and their spectators will sit on the opposite side of the field to their opponents.