



August 15, 2008

Dear Soccer Players, Parents and Guests:

Welcome to the fifth-annual Vardar Nike Cup, held at the new, state-of-the-art Ultimate Soccer Arenas and area soccer facilities in northern Oakland County. We are pleased to host some of the top teams and clubs from around the Midwest and Canada, and we thank you for choosing to spend this weekend with us.

As the Vardar Nike Cup continues to serve as one of the premier soccer tournaments in the Midwest, appreciation needs to be given to all of those who support this event with their time and effort. On behalf of the Vardar Soccer Club, I thank all of our volunteers, vendors and sponsors for helping these games take place.

To all the participants in this year's tournament best of luck! Play hard, play fair, and most of all, enjoy this great game!

Regards,

Morris Lupenec  
Director, Vardar Soccer Club

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**HOST**

Tournament Hosted by Vardar Soccer Club, P.O. Box 70222, Rochester Hills, MI 48307.  
Tournament facility is Ultimate Soccer Arenas, 876 South Blvd., Pontiac, MI 48341 and high schools in the surrounding suburbs.

**RISK MANAGEMENT**

The US Club Soccer Risk Management Policy, Rule 101, shall be followed by all adults associated with this tournament. A copy of this policy is posted on the tournament web site. At check in a team representative will be required to sign a statement that this policy has been reviewed with all adults associated with their respective team.

**TEAM CHECK-IN**

- A) All teams must be checked in at tournament headquarters no later than one hour prior to their first game of the tournament. Early check in will be open from 6:00 to 8:00 p.m. Friday evening.
- B) Tournament Headquarters is located with at Ultimate Soccer Arenas.

**RULES OF PLAY**

FIFA rules will apply to all games except as modified in the following paragraphs. The Tournament Committee will decide any tournament related issues not covered in the following rules, and the Tournament Committee decision is final.

**PASS CARDS**

- A) US Club Soccer or USYSA/FIFA pass cards must be presented to the registration official when the team checks in at tournament registration.
- B) The Field Marshall will collect the teams' player pass cards before the start of each game.
- C) Any player(s) who do not have a player pass card, will not be allowed to participate in any tournament games.
- D) If any player or coach is ejected from a game, that person's pass card will be retained by the Field Marshal Coordinator until next game suspension is completed.

**AGE ELIGIBILITY**

Age eligibility determined by the oldest player rostered on the team per the adjacent table.

U9	Aug 1, 1999 - Jul 31, 2000
U10	Aug 1, 1998 - Jul 31, 1999
U11	Aug 1, 1997 - Jul 31, 1998
U12	Aug 1, 1996 - Jul 31, 1997
U13	Aug 1, 1995 - Jul 31, 1996
U14	Aug 1, 1994 - Jul 31, 1995
U15	Aug 1, 1993 - Jul 31, 1994
U16	Aug 1, 1992 - Jul 31, 1993
U17	Aug 1, 1991 - Jul 31, 1992
U18	Aug 1, 1990 - Jul 31, 1991

**GUEST PLAYERS**

- A) Only guest players that were properly documented during check in will be permitted to participate.
- B) Total players including guest players cannot exceed Max Roster as shown in Game Format table.

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**GAME FORMAT**

Age	Format	Max Roster	Refs	Duration	Ball Size	Championship
U9 - U10	6v6	11	1	Two 25 minute halves	4	No
U11-U12	8v8	14	3	Two 30 minute halves	4	Yes
U12	11v11	18	3	Two 30 minute halves	4	Yes
U13-U14	11v11	18	3	Two 35 minute halves	5	Yes
U15 - U18	11v11	18	3	Two 35 minute halves	5	Yes

**TIME**

- A) All teams must report to the Field Marshall at least 15 minutes before the scheduled game time.
- B) Failure to field a team at the scheduled start time will constitute a forfeit.
- C) Game duration is stated by age group in the Game Format table.
  - 1. If severe weather disrupts the tournament schedule, remaining games may be shortened.
  - 2. If severe weather or other emergencies cause the tournament to close for the balance of the day; games played to half time will be considered complete and the scores at the time of game suspension will be final, games that have not reached half time will be restarted the next day at zero minutes and 0-0 score.
- D) All games will have a five (5) minute half-time period.
- E) The game clock will not stop for injury unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel.

**UNIFORMS AND EQUIPMENT**

- A) Shin-guards must be worn by all players during the game.
- B) Any equipment, garments, accessories, or jewelry that, in the judgment of the ref are considered hazardous to the wearer or other players, will not be permitted.
- C) Players shall bring an alternate jersey to all games. In the case of a conflict, the home team will wear their alternate jersey.

**SUBSTITUTIONS**

Are unlimited and may be made:

- A) prior to a throw-in in your favor.
- B) Prior to a goal kick by either team.
- C) After a goal is scored by either team.
- D) After an injury by either team.
- E) At half-time or before start of over time.
- F) For a yellow carded player.

**SCORES**

- A) The referee will report the game score to the field marshal. In the event a field marshal is not available, the score must be reported at the scoring tent by the referee.
- B) Points will be awarded in the following manner:
  - 3 points for a win,
  - 1 point for a tie.
  - 0 points for a loss or forfeit (team with forfeiture not permitted in championship game).
  - 3 points for a forfeit, resulting in four (4) goals for the winning team.

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C) Ties

1. Ties will be allowed except for championship games.
2. To determine the flight winner in the case of a tie, the following procedure will be used to determine team ranking at the end of the preliminary round of play:
  - a. Team with most wins.
  - b. Winner of head to head competition.
  - c. Highest goal difference, (goals for minus goals against, max four (4) goals per game.)
  - d. Least number of goals scored against.
  - e. Penalty kicks.
3. If regular time runs out with a tied score on a championship game:
  - a. Two (2), ten (10) minute, overtime periods will be played.
  - b. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game at a field designated by the Tournament Officials.

RULE MODIFICATIONS FOR SMALL-SIDED GAMES

A) U9, and U10 Exhibition Rules and Exceptions:

1. There are no championship matches for the U9-U10 age groups.
2. All players will receive participation awards.
3. Awards ceremony will take place in the awards area after team's last game.

B) 6v6 Modified Rules:

1. The offside rule is not enforced.
2. When the ball crosses a goal line and was last touched by an attacker, the game is restarted with the goalkeeper in possession. No goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play.
3. The pass back rule is not enforced.
4. When the ball crosses a sideline, the game is restarted with a throw-in.
5. The goalkeeper may not kick the ball in the air over the halfway line. For example, if a goalkeeper kicks the ball, it must bounce at least once before crossing the halfway line. Violation of this rule will result in a throw-in at the nearest intersection of halfway line and sideline.
6. All players must be six yards from all restarts.
7. All restarts are indirect except penalty kicks.
8. The goalkeeper can use hands anywhere inside the 10-yard deep area in front of the goal. This 10-yard line runs from touchline to touchline and parallel to the goal line. Goalkeepers cannot be impeded while in possession in this penalty area.
9. Penalty kicks will be taken from the eight (8) yard line, centered in front of the goal.

C) 8v8 Modified Rules (U11,U12):

1. The offside rule is enforced.
2. Goal kicks – FIFA rules.
3. The pass back rule is enforced.
4. When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
5. All players must be eight yards from the player taking any restart.
6. Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
7. The start of play shall be from a center mark and all opponent players must be eight yards from this mark on their side of the field.
9. Penalty kicks will be taken 8 yards from the goal line, at a mark or place which is approximately the center of the goal.

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**HOME TEAMS**

- A) Team listed first on match schedule is "home" team.
- B) Home team has first choice on bench area.
- C) Home team responsible to change jerseys if referee determines jerseys of opposing teams are not sufficiently distinct.

**FIELD SIDE FOR PLAYERS AND SPECTATORS**

Players and coaches shall be on the opposite side of the field as spectators (along the opposite touchline).

**EJECTIONS**

Any player, coach, assistant coach, manager, or team official who is ejected from a tournament game (i.e. one red card, or two yellow cards in one game), is suspended from the next tournament game. If the issuing of a yellow or red card by the referee is in any way hampered by any individual associated with the team receiving the card, the team will forfeit all games, and will not be permitted to participate in any tournament functions for the remainder of this tournament, or next year's tournament.

**PROTESTS**

- A) Any protests regarding field or published rules must be submitted prior to the game.
- B) Ref decisions related to the FIFA laws of the game are final. Protests of Red or Yellow Cards or Coach send offs by game ref will not be accepted.
- C) Protests must be accompanied by a fee of \$150. Fee refunded if protest is upheld.
- D) Protests and Appeals shall be by US Club Soccer Policy 8.05.

**CANCELLATION OF THE TOURNAMENT/FINES/PENALTIES**

In the event that the Tournament Committee cancels the tournament any day prior to the first day of the tournament, the tournament fee will be refunded. If a team is selected by the Tournament Committee, but is unable to complete the tournament registration process, within the dates and times outlined in the acceptance letter, the team will forfeit the tournament fee, and will not be eligible to participate in the tournament.