

**2023 INTERNATIONAL HERITAGE CUP –
DENVERTOURNAMENT AUGUST 4-6
2023 RULES AND REGULATIONS**

I. GENERAL

A. GOALS OF THE TOURNAMENT

1. To provide a soccer tournament with the highest caliber of competition, give exposure to the immigrant youth and also emphasizes friendship and athletic fellowship within the community.
2. To promote and develop the game of soccer.

B. TYPE OF TOURNAMENT

The International Heritage Cup - Denver Soccer Tournament is open to competition from immigrant countries and host nation teams and their respective associations, represented in Colorado.

C. MEDICAL ATTENTION

Emergency medical trainers should be provided by individual participating teams, for treatment of minor injuries. More serious injuries may be attended to by emergency first responders (911).

D. STANDARDS OF CONDUCT

All participants in the International Heritage Cup – Denver Soccer Tournament will be expected to maintain high standards of conduct during participation in this tournament. These standards are expected of players, spectators, coaches, and referees. Should it come to the attention of the Tournament Director that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the current standings, or banning that team from future participation in the International Heritage Cup – Denver.

E. SITE OF TOURNAMENT AND FACILITIES

Dick's Sporting Goods Park graciously provides access to their field complex for this tournament. Other fields in the area will be utilized as needed. It must be expressly understood, however, that everyone must abide all applicable rules of the facility. Any violations could jeopardize tournament participation. This is most importantly in regards to the prohibited items (Alcohol, firearms, and motorized vehicle on the fields). No dogs (except guide dogs) are allowed in the soccer complex.

G. SAFETY

In the event of a severe thunderstorm, the Field Marshall or Tournament Director may suspend play. If games are suspended, all players, coaches and spectators must leave the fields and immediately take cover in the nearest available shelter (most likely automobiles and vans) as there is a possibility of lightning strikes on our playing fields during severe storms. Play will be resumed when "all clear" is signaled.

H. PLAYING CONDITIONS

The Commissioner of Referees will determine playing conditions. Teams will be expected to play regardless of weather. Only the Tournament Director may reschedule games because of weather, and in this event, each coach must assume the responsibility of checking at the administration center for reschedule information the same day suspended.

I. MATTERS NOT PROVIDED FOR

1. The Tournament Director, whose decisions shall be final, shall determine any matters not provided for in these rules.

II. TEAM INFORMATION

A. TYPES OF TEAMS

Country/Club/Association teams.

B. DISCIPLINE

1. An ejected player and/or coach (red card) is ineligible for the next game. This includes semi-finals and finals.
2. The coach is responsible for the actions of his players... specifically verbal abuse of referees.
3. Any player who receives two (2) yellow cards in one game must be treated the same as having a red card.
4. Any player who receives an accumulation of three (3) yellow cards must sit out the next game.
5. Anyone ejected (red carded) must remove themselves no less than 100 yards from the playing field within two (2) minutes of ejection, or the game will be forfeited to the opposing team.

6. Any coach who withdraws their team from the field during the game will receive a red card and their team will forfeit the match.
7. Referees will take note of all ejections as furnished by the Tournament Director prior to game time and ensure that any such ineligible players do not participate in the match. Referees will also notify the Commissioner of Referees of any yellow and/or red cards in the game just completed by clearly noting the same on the game card turned in to the Field Marshall.
8. The Tournament Director will make note of card(s) issued and the offenses in order that a written report may be made to the players' respective club/league/association for further action, if needed.

C. TEAM AND PLAYER REQUIREMENTS

1. A player may play for only one team during the tournament.
2. A coach may coach only one team during the tournament.
3. Each team must have a certified roster with a total of not more than twenty-three (23) players to be presented by the coach or manager to the Field Referee prior to the start of the match. Player passes provided by Colorado Soccer Association will be checked by the Field Referee against the roster. The Field Referee will keep the roster during the game. (3 COACHES ARE ALLOWED ON EACH SIDELINE. YOU ARE ALLOWED PLAYER COACHES)
4. If a player plays in a game and is not properly registered, their team shall automatically forfeit that game and may face further disciplinary action by the Tournament Director, depending upon the nature of the violation.
5. If a team is unable to supply a valid roster, it will be subject to forfeit the game. The game may still be played, but only upon agreement by both coaches.
6. All rosters are to be returned to the coach or manager of the team at the conclusion of the game unless a player or coach is ejected for misconduct. It is the responsibility of the coach to retrieve the roster at the conclusion of the match. It is responsibility of the Field Referee to turn in all names and numbers of ejected players to the Field Marshall and also to notify the Field Marshall of any ejection of coaches.
7. At the conclusion of the game, the Referee will complete the game card in detail and turn it in to the Field Marshall. The Tournament Director will maintain an up-to-date list of all red and yellow cards issued during the tournament. A player or coach who receives three (3) yellow cards will be prohibited from participating in the next game. A red-carded player will receive an automatic one (1) game suspension. At the discretion of the referee, a two (2) game suspension may be given. Field Referees will be notified if a team has an ineligible player for their match.

CI. UNIFORMS

All teams shall have a set of uniforms. All team members must have shirts the same color (except goalkeeper) and all shorts must be the same color. All players must also have the same color socks. All players will be identified with a different number. Players must wear the number that is submitted on the roster, and may not trade jerseys. In the event a player must wear a jersey with a number other than the one which is on the roster, the Field Referee must be advised of the change prior to the start of the match. Players may not wear double shorts. All players must wear shin guards and have socks pulled up. For player equipment refer to FIFA "Laws of the Game," Law IV in its entirety.

CII. PLAYER CREDENTIALS

Each team will present its final roster to the Tournament Director not later than **Wednesday August 2, 2023**. Email to (info@heritagecupdenver.com) or submit in your tourney Online portal. The Tournament Director will retain the original roster with changes in the tournament file.

III. GAME INFORMATION

A. TEAM PAIRINGS

A random draw will be conducted at the Tuesday, August 1, 2023. (via FACEBOOK LIVE ON THE INTERNATIONAL HERITAGE CUP DENVER FACEBOOK PAGE)

B. GAME SCHEDULE STRUCTURE

Three (3) matches minimum are guaranteed to each team. Quarterfinals played on Saturday night and Semi-finals / finals will be played on Sunday August 6, 2023. Advancement to semi-finals will be determined top 4 teams from the group stages and quarterfinals.

SCORING

Team standings in-group play will be based on the following point system for each game played:

Win = 3 points

Tie = 1 point

Loss = 0 points

TIE BREAKERS

1. If at the conclusion of the qualifying matches, two or more teams are tied, the standings within the group shall be determined by:

- a. Goals difference
- b. Head to head match up
- c. Goals for
- d. Goals against
- e. Coin flip

2. Semi-finals, Finals

If at the conclusion of regulation play there is a tie, the two (2) teams shall then play one 15 minutes halves of overtime with the golden goal rule in effect –first goal wins. If the game remains tied at the end of overtime, the match shall be decided by penalty kicks, per FIFA.

C. GAME OFFICIALS

The Commissioner of Referees shall be responsible for procuring and assigning all tournament referees.

1. All referees and linespersons selected to officiate will be licensed and in proper uniform.
2. It is the intent of the Heritage Cup Soccer Tournament to provide a three-person referee system for all tournament matches. The Commissioner of Referees will give procedures to all referees prior to the tournament.
3. Referee instructions regarding tournament rules, preprinted game cards and team/player certification
4. The field referee shall have the power to determine the fitness of field conditions for all matches. In other respects, the duties are defined in the "Laws of the Game."
5. Referees/linespersons will be paid at a rate to be determined by the Tournament Committee and as negotiated by the Commissioner of Referees.

E. RULES OF PLAY

The rules of play of the Heritage Cup - Denver Soccer Tournament shall be the "Laws of the Game" as published by FIFA with those modifications stated herein.

F. FORFEITS

If a scheduled team does not report for play within **ten (10) minutes** of the scheduled starting time, the game will be declared a forfeit. Forfeits will be scored with the maximum points for a win = 3.

If a team forfeits a semi-final game with advance notice, the tournament director reserves the right to replace that team with the next highest point team not already advancing.

G. RESCHEDULES

Games shall be considered completed if the first half has concluded and play is stopped by either the field referee, Commissioner of Referees or the Tournament Director. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game. If the game is cancelled before it starts every effort will be made to reschedule the game. Note: if necessary, game lengths may be shortened for rescheduled games. However, in the event that rescheduling is not possible, and the game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the divisional winner will be determined on the basis of average tournament points for games played. The team with the highest average points will be declared the winner of the fight. In the event there is a tie, which cannot be resolved by point averaging, the winner/advancing team will be determined by a coin flip.

H. BALL

No. 5 game ball will be used for the tournament.

I. TROPHY AND MEDALS

The first placeteamreceives \$ 2500 cash,trophy and winners medal.Second place team receives \$1000 cash,trophyand 2ndplace medals.

J.

HOME TEAM

Players are on the opposite side from the spectators. The home team is the team listed first on the pairings in the schedule.

K. START TIMES

Kickoff will be at the time on the schedule. If a team is not ready to play within ten (10) minutes of the time scheduled, the game is considered a forfeit.

L. GAME LENGTHS

1. Games will be 30 minutes per half during the group stages, 30 minutes per half during the quarterfinal, 30 minutes per half during the Semi Final and 35 minutes per half during the final.
2. 10 minutes halftime breaks

M. SUBSTITUTION

1. Unlimited substitutions may be made with the consent of the referee.
2. Players should enter and leave the field from their team's side of the field at the half line.