



## UNITY CUP SPECIFIC RULES – WOMEN’S TOURNAMENT

### I. GAME PLAY

- a. All 15 players may dress
  - i. All players present must be checked in order to participate in that particular match.
  - ii. No player or coach may double roster
  - iii. Games will be 7v7 (6 position players plus 1 goalie)
    1. Teams must field a minimum of 5 players to begin the game
  - iv. Each team may only have a maximum of 3 coaches on their sideline
    1. Special exceptions can be made **prior** to the tournament for special guests (i.e. consulates, community leaders)
  - v. All players are required to be in matching uniform including socks, shorts and undergarments (under armor, etc.)
    1. There should be no other sponsorship on uniforms other than those provided by the tournament
  - vi. Each goalie must wear colors that differentiate them from the rest of the players.
  - vii. All players are required to wear shin guards
  - viii. No metal cleats are permitted
  - ix. Wrist bands, chains, and earrings (etc) are prohibited.
  - x. Injuries
    1. Play continues until the ball goes out of bounds if it appears to be a minor injury.
    2. Play is immediately stopped if the player appears to be seriously injured and they will be taken off the field. (Immediately replaceable)
    3. If any blood is present, the player must come off the field until it stops.
- b. Substitutions
  - i. “Rolling substitutions policy”
  - ii. There is no limit on the number of times a player can sub in and out of matches
  - iii. Players may only sub on any goal kick, throw in or injury
  - iv. Replacing Players due to injury
    1. There is no replacement of players due to injury
- c. Slide tackling is permitted, referee will monitor legal vs. illegal slide tackles
- d. Spectators
  - i. In instances where no stands exist, spectators will be permitted only on the sideline opposite the team benches at a distance 10 feet off the sideline
  - ii. No spectators are permitted behind either goal
  - iii. Teams are encouraged to discuss appropriate behavior with their fans prior to games.
- e. Field of play
  - i. Field dimensions are 40 yards wide by 55 yards long
  - ii. Penalty box is 25 yards wide by 12 yards long
  - iii. Penalty kicks are taken 8 yards from goal
  - iv. Offsides will not be enforced
- f. Time



- i. Games are 2 – 25-minute halves in length with a 5-minute halftime break
- ii. There is no 1<sup>st</sup> half stoppage time, up to 5 minutes stoppage time may be added in the second half
- iii. Added time is determined by lead official
- iv. Group Stage Games
  1. If teams are tied at end of regulation and added time each team is awarded a tie and 1 point in the group standings
- v. Knock out stages
  1. If teams are tied at end of regulation and added time the game will extend to 2 – 5-minute overtimes **with golden goal rule in effect**
  2. In the event the game is still tied after the extra time session the game will be decided by penalty-shoot out (3 kicks, followed by single kicks)
    - \* Only players on the field at the completion of extra time will be permitted to participate in penalty kicks (goalies included)
  3. Order of kicks will be decided by coin toss

## II. GROUP STANDINGS

- a. There will be a max goal differential of 7 goals for all group stage games (i.e. a score of 9-1 will result in a goal differential of 7 goals rather than 8)
- b. The following point values will determine standings for group stage games:
  - i. WIN = three (3) points
  - ii. TIE = one (1) point
  - iii. LOSS = zero (0) points
- c. The following criteria is used for standings purposes:
  - i. Attendance at pre-tournament captains' meeting
  - ii. Greatest number of points in all group stage matches
  - iii. Head-to-head pool play outcome
  - iv. Fair play points (minus 1 for yellow card, minus 2 for red card)
  - v. Least amount of goals allowed
  - vi. Goal difference in group stage matches
  - vii. Most goals scored
  - viii. Coin toss

## III. KNOCK OUT ROUND

- a. The first and second place teams in each group will automatically go into the semifinal round