2027 Border Cup Rules

RULES AND FORMAT

A. All games shall be played in accordance with the FIFA laws, except as specifically superseded by these rules.

TABLE "A"

Point System to Determine Group Winners

Win: 3 points

Tie: 1 point

Clean sheet: 1 point

Loss: 0 points

TABLE "B"

No Overtime…Tie-Breaking Procedure

Note that the order of the tie breaking rules is important. If the first rule can determine a winner, then the process is over. If the first fails, then the second is used and so on until a winner is determined. These procedures are only used when Table "A" fails to determine a winner. In the event of a 3-way tie, the team that has amassed the greater goal difference will advance. If one team is eliminated due to inferior GD, the process for advancement will start again with head-to-head tiebreaker.

1. Results of head-to-head competition within the group.

2. Least Goals Allowed

3. Goal Differential *(4 goal maximum per game*)

4. Number of Shutouts

5. FIFA Penalty Kicks (*at a time and location to be determined by the Tournament Director)*

TABLE “C”

Resolving Ties Using Overtime Play

This procedure is used only for Final matches:

If the match ends in a tie, the teams will be given a five-minute rest and then one full ten-minute overtime period will be played (i.e. no sudden death). This applies to all age groups.

1. Captains will meet for a coin toss to determine choice of kick-off or goal to defend.

2. If the game is still tied after the overtime period is completed, the FIFA kicks from the Penalty Mark procedure will be used to determine a winner.

B. Length of Game/Ball Size

Division	Length of Game	Ball Size	
U15-U16	70 min	5	2/ea. 35 min halves with 5 min halftime
U13-14	70 min	5	2/ea. 35 min halves with 5 min halftime
U11-12	60 min	4	2/ea. 30 min halves with 5 min halftime
U9-10	50 min	4	2/ea. 25 min halves with 5 min halftime

First team listed is the home team and will dress in dark uniform. Away team is light/white color.

NO HEADING in 7v7 and 9v9 small-sided Games. NO PUNTING in 7v7 games but is allowed in 9v9 and 11v11 games

C. Conduct:

Players sent off and/or coaches removed from a game are automatically suspended from their team’s next tournament game.

Players sent off or coaches removed for fighting will not be allowed to return to the tournament. Coaches are responsible for the conduct of their spectators. Coaches cannot be carded, but they can be asked to leave.

D. Spectator and Coaching Areas:

Where possible, teams are to take the same side of the field, with all parents on the opposite side. Coaching areas extend 10 yards each side of the halfway line.

E. Forfeits:

Unless superseded by a ruling from the Tournament Director, or her appointed representative, there will be no grace period.

Forfeit time is game time. A team must have seven or more players present in order to begin or end a match.

F. Tournament Inclement Weather Policy:

Every attempt will be made to have all matches played. Re-scheduled games may be played under lights in the evening or may be scheduled early Sunday morning, prior to normal starting time at the discretion of the Tournament Director.

Games will continue during rainstorms.

Games will be suspended by the referee or Tournament Director in the event of:

1. Lightning *(as determined by the referee or Tournament Director*)

2. Hail Storms (*as determined by the referee or Tournament Director*)

3. Un-playable field conditions (*Determined by the referee or Tournament Director*)

Tournament Director decisions are final and not subject to appeal. Re-scheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the normal progress of the competition. As a final solution, it may be necessary to employ a coin toss to determine teams advancing to semi-final and/or finals matches.

The safety of players, referees and spectators is the tournament's primary concern followed by fairness to the affected teams and the orderly flow of competition to Divisional championships.

G. Games Suspended in the First Half:

Attempt to complete one-half of the match prior to the next scheduled game.

a. If one-half of the match is completed, the game is official and the score stands.

b. If one-half cannot be completed prior to the next scheduled game then the . . .

i. Game may be re-scheduled at the end of the day.

ii. Game may be re-scheduled before start of normal play on Sunday.

iii. Game may be canceled and FIFA kicks will be used to determine a winner. A win will be recorded as a 1-0 win and loss as a 0-1 loss.

Matches called at Half time or during the second half will be considered as complete and final. The score at that time will stand.

If the game is a semifinal or final game and ends in a tie, then use table "B" to determine a winner. If the match is a group game and ends in a tie, the score stands and is final. Follow necessary procedures to determine a group ranking as specified.

Matches That Cannot Start At the Scheduled Time:

1. Teams are to remain at the site to begin the match at any point possible prior to 30 minutes before the scheduled start of the next match.

2. Attempt to play two equal halves, changing ends at mid-point with no break at the half.

3. All matches must terminate at the time designated as the starting time of the next match.

4. If the shortened match time available is less than half of the regularly scheduled time, then the match shall be immediately determined by FIFA kicks from the Penalty Mark.

NOTE!!! In any event, teams must report to the scheduled game site prior to the scheduled starting time, ready to play and may not leave the site until the match is canceled by a Tournament Director. Rescheduled match information will be available at the Tournament Headquarters. Teams involved in a canceled match must have a representative check-in with the Tournament Director at the headquarters hotel for re-scheduling information.

H. Player Equipment:

In general, Law IV of FIFA laws apply.

1. When the color of jerseys is similar or identical, the designated home team will change colors (i.e. the team listed first on the schedule when reading from L to R, is the home team). The referee shall be the final authority regarding the need to change.

Note, the referee may caution players for not having their socks pulled up and shirts tucked in per FIFA directive.

2. Shin guards are required for all players.

3. Casts: Players who are wearing protective casts are allowed to play if the following conditions are met:

a. The cast is wrapped in foam or other protective material that will protect other players.

b. The player with the cast does not attempt to use the cast to an advantage or in such a way as to put other players in danger as determined by the referee.

c. The referee approved the cast protection and such approval will not be unreasonably withheld.

I. General:

1. All judgment decisions of the referee are final and binding.

2. The Tournament Committee, and all sponsors and organizers, will not be responsible for any expenses incurred by any team or club if the tournament is cancelled in whole or part, nor will any refunds be made.

3. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final.

4. Awards for the top two teams (i.e. 1st & 2nd) shall be awarded immediately following the championship game.

J. Protest:

No protests are allowed.

K. Equal Rest:

Every effort to provide scheduling that provides equal rest for each team will be a primary consideration; however, the limited fields and weather conditions may prevent this from happening. In any event, the objective is to complete the tournament in the time allowed. All divisions are flighted based on the information given about your team in the application and upon Division directors' knowledge of your team. The goal is to balance the competition as much as possible.