



# LINCOLN SPIRIT SOCCER CLUB

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## KRIS WALTERS CUP SOCCER COACHES:

2024

Thank you for entering the 34<sup>th</sup> Annual Kris Walters Cup Tournament. We are looking forward to another successful tournament.

### Please find the following items:

1. Game schedule – online at <https://www.ymcalincoln.org/programs/soccer/soccer-tournaments>
2. [Map of Lincoln YMCA fields](#)
3. [Special Driving Directions](#)
4. Guest Player Form—online at <https://htgsports.net/tournamentcenter.aspx>
5. [Medical Release Form Link](#)
6. Your team members must complete it IF you do not already have a comparable form to submit. If your Club provides releases, these may be used instead. (Lincoln Spirit teams are covered, but medical release forms are recommended.)
7. Tournament & Park Rules
8. Scoring System

## GENERAL TOURNAMENT INFORMATION:

### Check-In:

- \*Coaches need to check in at tournament headquarters prior to the first game and submit items listed below:
  1. Bring 2 copies: Nebraska State Soccer Association State Certified roster, or approved roster from your state's association. (still needs to be turned in at check in even if one was emailed).
  2. Guest players must be identified & Guest Player forms must be completed with all required signatures.
  3. Medical Release Forms for each player in alphabetical order brought to team check-in.
  4. Players' jersey numbers listed on team roster.
  5. Player/Coach passes to be checked with the team roster in alphabetical order.
  6. Laminated player passes will be hole punched and zip tied together at check-in for remainder of tournament. (If possible have cards hole punched ahead of time). If zip tie is broken at any time team must complete check – in process again.
- Once the tournament has begun, no roster changes will be allowed without consent of the Tournament Director.
- Referees will check player/coach passes at every game.

### Check-In Times & Locations:

- Wright Park – 4441 S. Folsom St Lincoln, NE 68523. West end of park at the park garage.
  - Friday check in hours: 5:15pm – 7:00pm
  - Saturday check in hours: opens at 8:45am
- Southwest High School – 7001 S 14<sup>th</sup> St Lincoln, Ne 68512. In front of stadium entrance.
  - Saturday check in hours: opens at 8:30am

### Please Remember:

- All players MUST be registered with the Nebraska State Soccer Association, or your state's appropriate state association.
- The Kris Walters Cup allows three (3) guest players who must be registered with the appropriate state association.
- Nets and flags will be in place at all fields.
- Home team will be the team listed second or on the bottom on the schedule.
- Home team must provide game ball and provide alternate jerseys if necessary. Home team wears white.
- Each team will play a minimum of three (3) games.

- Brackets will be updated online through the tournament. Please check these if your team has a chance to advance to medal games.

**Tournament Headquarters:** headquarters will be located at:

- Wright Park – 4441 S Folsom Street -- west end of Park at the park garage.
- Teams playing Sunday at alternate locations may receive their medals at that location.

**Standings:** Will be posted online through Tourney Machine.

**Awards Area:** U10 and older teams

- Teams participating in the Championship game must report to the tournament headquarters for their awards

**U9 Divisions**

- All players in this age group will receive participation awards.
- These teams need to report to the Awards Area after their last tournament game.

**Weather Line & Weather Conditions:**

- Call 402-434-9211 in case of inclement weather.
- In case of hot weather, short water breaks may be taken (with permission of the referee) BUT the clock will continue to run. Bring plenty of water. Do not depend on the concession stand for ice or water.

**Cancellation/Refunds:** If the tournament must be canceled due to weather or other just cause, the Spirit Club will retain a \$50.00 fee. (The Tournament Director will determine any other refunds after the deadline has passed and schedules are completed.)

**Game Starting Time:**

- All games must start on time.
- Warm-up times may vary according to the time the previous game is concluded.

**Sunday Mornings:** The Lincoln Spirit Club finds it necessary to schedule games on Sunday morning. We feel however that Lincoln offers a variety of Churches with convenient times and locations. Please contact the Spirit Office for Church Service information on Saturday evenings or Sunday mornings.

**PARK RULES:** Please---

- DO NOT warm up in the goal area. Violation of this rule may end a team's participation in the tournament.
- Player benches and bleachers are provided at every field. Please--coaches, players and spectators--remain seated during the game.
- DO NOT park on the street outside Wright Park. City officials will give violation tickets.
- No alcoholic beverages are allowed.
- No smoking or tobacco allowed.
- Foul language will not be tolerated.
- NO PETS are allowed due to health and safety reasons.

Thank you, coaches, for contributing to a fun weekend!! We look forward to seeing all of your teams in action.

**KRIS WALTERS CUP TOURNAMENT DIRECTORS:**

Claire Cantwell (402) 434-9216

[ccantwell@ymcalincoln.org](mailto:ccantwell@ymcalincoln.org)

# ***KRIS WALTERS CUP TOURNAMENT RULES***

## **LAWS OF PLAY**

The LAWS OF THE GAME as published by FIFA will govern play, except where amended by US Youth Soccer Rules of Play Nebraska State Soccer Association Rules and/or Kris Walters Cup Tournament Committee. Failure to abide by tournament rules may result in forfeiture of a game and/or expulsion from the tournament.

## **HOME TEAM:**

The home team will wear white uniforms but be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The Home team is also responsible for the game ball. The team listed second on the schedule shall be the Home team. Teams will use the side of the field with team benches, and spectators will use the opposite side of the field during games.

## **PLAYING CONDITIONS/GAME COMPLETION:**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director may reschedule games or alter the competitive format because of inclement weather or other just cause. In this event, games shall be considered complete if one half of the game has elapsed and the Referee or Tournament Director terminates the game. Games may also be shortened or be determined by penalty kicks or coin toss if needed.

## **GAME LENGTH:**

2014s – 2015s = 25-minute halves    7 v 7  
2012s – 2013s = 30-minute halves    9 v 9  
2006s – 2011s = 35-minute halves    11 v 11

## **Soccer ball:**

2012s – 2015s = size 4 ball  
2006s – 2011s = size 5 ball

## **AGE GROUPS:**

- Where there were not enough teams entered to form a separate bracket for an age group, these teams were combined with the next age group.
- Where there were not enough teams to form a separate division in an age group, all teams were combined into one division.

## **BRACKETING:**

**3-TEAM BRACKETS:** Each team will play round robin matches in the bracket. High point team will have a bye to the Championship. The two low point teams will play a Semifinal Match to determine who advances to the Championship Match. High point team will be the home team for the Championship.

**4-TEAM BRACKETS (one four-team bracket):** Each team will play round robin matches in the bracket. The two high point teams advance to the Championship Match. The Championship Match will be a re-match and a semifinal or consolation match will not be played. High point team will be the home team for the Championship.

**5-TEAM BRACKETS (one five-team bracket):** Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). At the end of round robin play the team with the highest point total will be declared the Champion, and the team with the second highest point total shall be declared the runner-up.

**6-TEAM BRACKETS (two three-team brackets):** Each team will play round robin matches in the bracket. The semifinal will match high point teams in each bracket versus second high team in other bracket. The Format may result in matches that are a re-match in the Championship. The third highest teams in each bracket will play a Consolation Match. The 1<sup>st</sup> and 2<sup>nd</sup> high point teams will be the home teams for the semifinals.

**7-TEAM BRACKETS (one seven-team bracket):** Each team will play three seeding matches in the bracket. One team will have a fourth match that will not count, for them, in the tournament scoring. The two high point teams advance to the Championship Match. The Championship Match may be a re-match. A Third Place Match

will be played between the third and fourth high point teams. Higher point team will be the home team for the Championship and Third Place Matches.

**8-TEAM BRACKETS** (two four-team brackets): Bracket play is round robin games with each of the other teams in the bracket. The Championship will match high point teams in each bracket. The Third Place Match will match second high point teams in each bracket and no consolation will be played. The 1<sup>st</sup> and 2<sup>nd</sup> high point teams will be the home teams for the semifinals.

**GAME ROSTER:**

For 2006s through 2011s – That have more than 18 player teams will provide five (5) copies of the team roster. These will be considered the game rosters. No later than sixty (60) minutes prior to each scheduled game the team will submit the game roster prepared by the team to the tournament tent. The game roster shall have a maximum of 18 players designated to play.

The pool rostered players that are NOT selected may remain in the bench area but may not wear the match jersey, socks of the same color and shinguards. The alternate team jersey may be worn by these players in the bench area. For U12 and under teams the team roster used at check-in will be the game roster will all games.

**COACHES:**

- Responsible for the behavior of the players and spectators of their teams.
- Verbal abuse towards an opponent, a teammate, spectators, and/or a referee will not be tolerated.

**RED/YELLOW CARDS & EJECTIONS:**

- If a red card is issued or if a person is ejected from a game, that person plus the coach of the team must report to tournament headquarters immediately following the game. Tournament Directors will determine further participation in the tournament. If a Coach or Player is ejected from a game, he/she is not eligible to participate in the team's next game. The suspension may be increased and could result in ineligibility for more than one game or expulsion from the tournament.

**UNIFORM:**

Each player shall wear an official uniform. The goalkeeper is not required to number on his/her jersey. Each number must be different.

**CASTS:**

Hard casts, braces and soft casts must be padded and approved in advance by the referee.

**SUBSTITUTIONS:**

With the consent of the Field Referee, substitutions may be made from the center of the field during any stoppage of play. A cautioned player may be substituted for before the restart of play with the Referee's permission, although this is not mandatory.

**DANGEROUS EQUIPMENT:**

A player must not use equipment or wear anything which is dangerous to himself or another player. The referee has the final determination if the equipment is safe to the player or another player on the field of play.

**TOURNAMENT DIRECTORS:**

- Tournament Directors have final decisions in all matters. The Tournament Director shall determine all disputes, including disputes of fact and interpretation of the laws and rules of soccer, or such person(s) designated by the Director.
- Tournament Directors reserve the right to change tournament format in case of inclement weather (i.e. length of games, game times, and fields).

## SCORING SYSTEM

### POINT SCORING:

WIN	= 3 points
TIE	= 1 points
LOSS	= 0 points

### RESULTS UPDATES:

- Results will be updated online throughout the tournament. Please check these if your team has a chance to advance to medal games. Results will again be posted online at the conclusion of the entire tournament.

### FORFEIT:

- If a team forfeits, the forfeiting team will not be allowed to advance to the Championship round.
- The team that wins the game due to the forfeit will receive points equivalent to a win with a score of 7-0 (3 points).
- If a team does not report for play within ten (10) minutes after the scheduled start of the game, that team shall forfeit the game.

### RED/YELLOW CARD DEDUCTIONS:

- One point will be deducted from the team's total tournament score for every ONE red card and/or ejection.
- One point will be deducted from a team's total tournament score for every FIVE yellow card violations.

### GAME COMPLETION:

- Games will be considered complete if one half of the game has elapsed and the referee or the Tournament Director terminates the game. (See Rules under Tournament Directors or Playing Conditions)

### POINTS:

- Points will be counted for the three (3) games played. Some teams will play four (4) games during pool play. It will be designated on the schedule which games will count for standings and which game will not count for those teams playing four (4) pool play games.
- If a team forfeits a 4th game situation, that team will be eliminated from the tournament.

### OVERTIMES:

- Overtimes will only be played if it is necessary to determine a winner in a Semifinal or Championship game.
- In the case of overtime, teams will play two 5-minute time periods. If still tied, FIFA penalty kick rules will apply. Only the players who are on the field when the overtimes end are allowed to participate in the shoot-out. Both teams take five shots from five different players.
- The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss. Both teams take five kicks; the teams take kicks alternately.
- If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.
- Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. On tiebreakers the coach from each shall declare the 11 players from their roster that they will use to take their kicks. If the player is under suspension they may not participate in the kicks.

### OFFSIDES:

Offsides will be in effect for U9 and up play.

### HEADING:

Heading the ball is not allowed in U9-U11 age groups.

**TIES:**

In the event of a tie in points prior to the Semifinal or Championship game, the following criteria will be used to determine the winner:

1. Winner of head-to-head competition (not used if more than 2 teams are involved)
2. Goal Differential -- goals scored by a team MINUS goals allowed by a team with a maximum spread of seven (7) goals per game
3. Fewest goals allowed
4. Kicks from the penalty mark.

No protests will be allowed.