



The Colfax Cup 5v5 Tournament Format and Policies

The Colfax Cup Format

The Colfax Cup for season 2024 will adopt the following format:

- Minimum number of players on the field is five (5) — NO goalkeeper
- Coed teams must have a minimum of 2 Female players on the field during games.
- Minimum number of players to start and finish a match is three (3)
- Substitution limit — none
- Substitution method —All players enter and leave at the center line. There is to be no advantage gained during simultaneous substitution. Improper substitution shall result in a caution for the player not complying with Law and restart is an indirect free kick (IFK) from the spot of improper substitution.

Tournament Policy

- Maximum number of players a team can roster is (10). Each player may only play for one team.
- Players must participate in a minimum of 1 game in pool play to be eligible for championship round play.
- All players must be present for check in and must wear a tournament wristband to be on the field participating as a registered player for the entire duration of the tournament.
- All players participating in the tournament must be listed on a team's roster by the start time of the first scheduled game. Players may not be added at any point after.

Equipment Requirements and Referee Information

Players' Equipment

- The basic player equipment shall include a shirt or a jersey (preferred with number), shorts, socks, shin guards and tennis shoes or soccer cleats.
- No jewelry is allowed.
- If not identified on the schedule, the home team will be listed first and will wear a dark-colored jersey. The visitor will wear a light-colored jersey.
- If there is a color conflict, the home team will be required to use their alternate jersey or pinnies.

Referee

- A Certified Official(s) whose responsibility is to enforce the Laws of the Game controls each match.
- Position – side opposite to the bench when possible, but position can be changed to meet the needs of the tournament facility.
- The referee is also responsible for timekeeping of the game.
- Game Report to competition committee.

Assistant Referee

- Assistant referees are not required, but may be chosen for specific games.
- Assistant referees are responsible for enforcing the Laws of the Game.
- Positions can be changed to meet the needs of the tournament facility.

Duration of Match

Duration of the Match

- Games may not be extended in time and no allowances will be made for lost time.
- Time outs are not allowed.
- Length of play will be two (2) equal 15 minute halves with a 2-minute half-time break.
- Teams that are more than 10 minutes late from the scheduled start time will forfeit the game.

Scoring and Offside

Method of Scoring

- Goals can be scored from anywhere on the attacking half of the field. Goals cannot be scored directly by a team from their defending half of the field. Goals cannot be scored directly from kick-offs, free kicks, or Goal kicks. Once the kick is taken, if any player (attacker or defender) touches the ball and the ball goes in the goal, a goal is awarded to the attacking team.
- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar provided that no infringement of the Laws of the Game has been committed.
- The team with the greatest number of goals is the winner of the match.
- Equal number of goals results in a draw.

International Tournament Policy

- Tournament scoring will be 3 (three) points for a win, 1 (one) point for a tie, 0 (zero) points for a loss.
- If a red card is issued to a registered player, or if anyone on the bench or in the technical area is ejected (including the coach), the team will be penalized one (1) point for each infraction.
- Forfeits will be recorded with a 4-0 score.
- Teams with a forfeit may not advance to the semifinals or final round.
- Tie-breakers for bracket advancement to semifinals or finals will first be based on the following:
 1. Head to head competition.*
 2. Goal differential up to 3 (three) goals per game, (for example: if a team wins 3 to 1, their goal differential would be +2 for that game.)
 3. Forfeits will be recorded with a 4-0 score.
 4. Fewest goals scored against.
 5. Goals scored (maximum of 8/game).
 6. If a tie still remains, a coin toss will determine the game.**If more than two teams are tied, the above sequence is followed beginning with the 2nd tie-breaker.*
- Semi-final play will be predetermined by the tournament scheduler.
- Ties in a semi-final or final game will be decided by a golden goal in overtime.

Golden Goal Overtime in Semifinal and Final

- One overtime period will be played until a goal is scored. Each team will begin overtime with a full team minus 1 (one) player. Unless a red card has been issued, teams would start 4 v 4.
- Kick off will be decided by coin toss.
- If no goal is scored after the first two (2) minutes of overtime, each team will remove 1 player (3 v 3).
- If no goal is scored after four (4) minutes of overtime, another player will be removed (2 v 2).
- If no goal is scored after six (6) minutes, the result will go to penalty kicks.

Penalty Kick Shootout

- Each team will select three eligible players to shoot. Names must be given to the referee.
- If still tied after three kicks, teams will alternate shooters using remaining eligible players on a sudden death basis.
- Players will remain on the opposite half of the pitch.

Offside

- There is no offside offense.

Fouls and Free Kicks

Fouls and Misconduct

1. Indirect free kick (IFK) awarded when a player intentionally commits any of the following 11 offenses. A direct free kick (penalty kick) is awarded when any of the following 11 infringements takes place in the penalty area:
 1. Kicking or attempting to kick an opponent
 2. Tripping or attempting to trip an opponent
 3. Jumping at an opponent
 4. Charging an opponent in a violent or dangerous manner
 5. Charging an opponent from behind
 6. Striking or attempting to strike an opponent
 7. Spitting at an opponent
 8. Holding an opponent
 9. Pushing an opponent
 10. Sliding at an opponent
 11. Handling the ball
2. Indirect free kick (IFK) is awarded when any of these two (2) offenses is committed:
 - i. Dangerous play
 - ii. Impedance
3. Players shall be cautioned (shown a yellow card) and punishable by an IFK under the following conditions:
 - A substituting player enters the pitch from an incorrect position or before the player being substituted has entirely left the pitch
 - Persistent infringement of the Laws of the Game
 - Shows dissent toward a decision of a referee
 - Guilty of unsporting behavior
 - A yellow-carded player may be substituted.
 - Players shall be sent off the field (shown a red card) and punishable by an IFK from point of infringement, unless in goal area and then direct kick from penalty spot after the following conditions:
 - Serious foul play
 - Violent conduct
 - Deliberately impeding a clear goal scoring opportunity
 - Deliberately impeding a clear goal scoring opportunity by handling the ball
 - Foul or abusive language
 - Second instance of a cautionable offense (second yellow card)
 - Rules of expulsion
 - Player sent off the field is out for the remainder of the game and is not allowed on or in the bench area
 - The team will play down the one ejected player for the remainder of game
 - Red card player cannot be replaced

Free Kicks

- All kicks will be considered IFK except penalty kicks awarded in the goal area, and corner kicks.
- Players cannot score directly from an IFK.
- At the time of an IFK, an opponent must give a player two (2) yards, or six (6) feet) space immediately until the ball is in play.
- The player must put the ball into play within four (4) seconds from the time the ball is determined ready to play. Failure to do so may result in a yellow card. The restart will remain the same as before the four (4) second violation.
- Ball is in play after it has been kicked or moved.
- Kicker cannot touch the ball a second time until the ball has been touched by another player.

Accumulated Fouls

- Accumulated fouls refer only to the fouls mentioned before.
- The referee will keep track of accumulating fouls.
- If a team has accumulated five (5) fouls in one half, beginning with the sixth foul and continuing with all subsequent fouls in that same half period, a direct free kick (penalty kick) will be awarded from the penalty spot.
- Accumulated foul counts reset at half-time.

Starts and Restarts

Start and Restart of Play

- Kick-off — the ball is deemed in play once it has been kicked and moved.
- The kicker shall not touch the ball before someone else touches it.
- The kick-off is considered an indirect free kick (IFK), therefore a goal may not be scored directly from a kick-off.
- The kick-off will be taken by the visiting team in the first half and the home team in the second half.
- Restarts are considered indirect free kicks (IFK), therefore a goal may not be scored directly from a restart, except for penalty kicks and corner kicks, which are direct and a goal may be scored.
- Restarts begin with a kick from a stationary ball, which is defined as a ball placed on the playing field with the hand on top of the ball.
- The opposing team must give the player two (2) yards from the spot of the ball.
- The player must put the ball into play within four (4) seconds from time the ball is determined ready to play by the referee signal of blowing the whistle.

Ball In and Out of Play

- The ball is out of play:
 - when it has wholly crossed the goal line or touchline
 - when the game is stopped by a referee
 - If the ball leaves the field perimeter, an indirect free kick will be awarded to the opposing team below the spot closest to the point of contact.

Penalty Kick

- A penalty kick is a direct free kick awarded when a foul occurs in the penalty area. Penalty kick is taken from the penalty mark by a properly identified kicker.
- Kicker is to aim at the goal with the intention of scoring.
- All players must be out of the penalty area, behind the ball, and all players must be two (2) yards from the penalty spot.
- Kicker cannot play the ball a second time until it has been touched by another player.

Kick-In (Throw-in)

- Kick-in is taken in place of the throw-in and is considered an IFK (cannot score directly from a kick-in)
- Ball is placed on the touch line
- Two (2) yards must be given immediately
- The player must kick the ball into play within four (4) seconds from time ball is determined ready to play
- Player cannot play the ball second time until it has been touched by another player

Corner Kick

- The ball is placed on the corner of the touch and goal line and is considered a DIRECT free kick (goal can be scored directly from the corner kick).
- Players from the opposing team must be at least two (2) yards from the corner.
- The player must put the ball into play within 4 (four) seconds from the time the ball is determined ready to play.
- Kicker cannot play the ball a second time until it has been touched by another player.

FIFA Rules

- All FIFA rules are in effect except where noted above.
- All decisions by the referee are final. There are no protests.

Tournament Policies

- Colorado Soccer Foundation will do its best to schedule a minimum of three (3) games. However, we cannot guarantee a team will not drop from the tournament or forfeit a game. **No credit or partial refund will be given in this situation.**
- A team may withdraw from the tournament and a refund will be issued (minus a \$25 administrative fee) if the team cancels prior to the registration deadline. After the registration deadline, a 75% refund will only be issued if the schedule has not been posted, or if the tournament director is able to find a replacement team. If the tournament director is unable to find a replacement after the schedule is posted, a refund will not be issued. Once the tournament begins, no refunds will be issued.

Inclement Weather Policy

- If a team is unable to attend the tournament due to poor travel conditions or road closures, 50% of the registration fee will be refunded if the tournament director is notified prior to the start of the tournament. If a team has checked in but elects to leave early, no refund will be given. If the tournament is canceled prior to the start of the tournament due to poor weather conditions, the tournament committee will refund a percentage of the registration based on expenses. After the tournament begins, no refunds will be issued if the tournament is canceled.

Cancellation Policy

- The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other acts of nature and circumstances beyond the control of the tournament or soccer club. In the event of total cancellation prior to the start of the first scheduled game, the tournament will refund a percentage of the application fee based on the tournament expenses.

Code of Conduct

All players must agree to a Soccer City Aurora Code of Conduct below. Any person who is issued a red and/or removed due to violation of the Code of Conduct must schedule a meeting with our Community Outreach Director to establish a return-to-play plan. Until this meeting is completed the person will not be allowed in Soccer City Aurora.

1. No food, gum, glass, spitting or seeds on the turf.
2. Derogatory, profane and/or aggressive language or behaviors are **NOT tolerated.**
3. Smoking, Drinking, or the use of alcoholic beverages or non-prescribed drugs are **NOT PERMITTED.**
4. We love animals, BUT only service animals are permitted.
5. No vehicles on turf.
6. No slidetackling.
7. Soccer City is a photo friendly place, please be courteous of guests when taking photos or video.
8. Place ALL TRASH IN TRASH CANS, leave no trace.
9. The facility is under 24-hour surveillance. Lockers are in the restrooms for valuables. Soccer City Aurora is not responsible for lost or stolen items.

SECURITY NOTICE

All bags are subject to search. We reserve the right to ask for a copy of photo identification from any patron. Violation of any part of the Code of Conduct is grounds for immediate dismissal and loss of membership.