



**The 2007 Indigenous Soccer Cup**  
A Developmental Tournament of The Native American Soccer Project



## **Competition Information**

The most up-to-date rules can be found on the FIFA website:

[www.fifa.com](http://www.fifa.com)

### **DATE:**

The soccer competition at the 2007 Indigenous Soccer Cup (ISC) is scheduled for July 28 – August 4, 2007.

### **COMPETITION VENUE:**

The soccer competition at the 2007 ISC will be held at Johnson Field at the University of New Mexico.

### **EVENT:**

The ISC soccer competition consists of both male and female teams for U-14, U-16 and U-19 age classifications as per FIFA and USSF guidelines.

### **COMPETITION FORMAT:**

First round consists of a minimum of 3 games in a round robin format. The playoff rounds are single elimination. The Championship round is single elimination.

### **OFFICIALS:**

All referees will be designated by the NMSRA and approved by the USSF.

### **PARTICIPANTS:**

#### **Number of Competitors:**

Each province, territory, state or tribe may enter a maximum of twelve (12) players per U-14, U-16 and U-19 team in both male and female categories.

#### **Number of Coaches:**

Each province, territory, state or tribe may accredit two (2) coaches and one (1) manager per male and female U-14, U-16 and U-19 team.

Each U-14, U-16 and U-19 male team must have at least one (1) male staff member on its coaching/managerial staff. Each U-14, U-16 and U-19 female team must have at least one (1) female staff member on its coaching/managerial staff.

### **GENERAL RULES:**

The most recent version of the Federation International de Football Amateur (FIFA) rules as applied by the USSF will apply to the NAIG soccer competition, except where otherwise noted.

### **FIELD OF PLAY REQUIREMENTS/EQUIPMENT:**



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Soccer players must supply their own equipment which must comply with the FIFA rules.

All age groups will use a #5 FIFA approved ball.

In the event that team uniform colors are similar and/or likely to cause confusion, the designated "home" team must be prepared to change into an alternate set of uniforms.

### **Disciplinary Rules:**

a) A Soccer Discipline Committee shall consist of a chairman and representatives of two participating teams having no vested interest on outcome of the hearing.

b) The conduct of the Games shall follow the laws of the game as approved by FIFA.

c) Players accumulating three cautions (yellow cards) shall be suspended for such time as determined by a hearing of the Soccer Discipline Committee.

d) Players ejected from a game (red card) shall be suspended for a time determined by a hearing of the Soccer Discipline Committee.

### **Game Length**

An entire game for the ISC soccer tournament shall consist of two (2) halves of thirty (30) minutes each, with a ten (10) minute interval in between halves.

### **Points System**

The winning team is awarded three (3) points and the defeated team is awarded zero (0) points for the pool standings in the round-robin tournament. If two teams are tied at the end of regulation in round-robin play, each team is awarded one (1) point for the pool standing in the round-robin tournament.

### **Tie-Breakers**

In the event of a points tie at the conclusion of round-robin play tie-breakers will take effect in the following order:

1. **Head-to-Head:** If the two teams in question met in round-robin play and that initial match-up didn't end in a tie, then the winner of that first game advances.

2. **Goal Differential:**

$$\begin{array}{r} \text{Goals Scored} \\ - \text{Goals Allowed} \\ = \text{Goal Differential*} \end{array}$$

\*Per game differential cannot exceed three goals. Higher number advances. If the differentials are identical for the teams in question,



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refer to tie-breaker #3.

3. **Goals Allowed:** Lower number advances. If results to tie-breaker #2 and tie-breaker #3 are identical for the teams in question, refer to tie-breaker #4.
4. **Goals Scored:** Higher number advances. If results to tie-breaker #2, tie-breaker #3 and tie-breaker #4 are identical, refer to tie-breaker #5.
5. **Penalty Kicks**

Note: Tie-breakers will be employed, if necessary, to determine both the teams that advance to the playoff and championship rounds, as well as the seeding for those rounds.

**Playoff and Medal Round Games only:** Playoff overtime shall consist of a 10-minute sudden death “golden goal” overtime period, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored within the 10 minutes, additional 10 minute overtime periods will be played until a winner is determined.