



OFFICIAL RULES

1. **ELIGIBILITY/AGE CLASSIFICATION:** This is an unrestricted tournament. Cozmo Cup uses a players' birth year to categorize and build age divisions. Players may always play "up" in age but may not play "down" in age. Girls may play on boy's teams; however, boys may not play on a girls' team. In the event a team has one (1) boy, that team is considered a boys' team and must be registered as such.
2. **PLAYER CARDS:** 2022-2023 or 2023-2024 USYSA, US Club Sanctioned or AYSO Sanctioned player ID cards will be required at tournament check in. A copy of a birth certificate, passport or other government issued ID will also be accepted in lieu of a player card to authenticate the player's birth year.
3. **ROSTER:** There is a maximum of ten (10) rostered players per team. Rosters are frozen at the time of check in, and all players must be reflected on the roster in the Cozmo Cup registration platform, DaySmart. The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament.
4. **EQUIPMENT:** Shin guards must be worn. Players may wear a cast on the hand, wrist, forearm, elbow, upper arm or shoulder if it is covered and padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. The covering must be approved by the referee or the Tournament Director. Tournament Director has final say on approval. Jewelry is not to be worn at any time during play. All field players must wear the same color shirt (numbers are not required). If two teams have similar colored shirts, the home team must change to a different color. Goalkeepers must wear a shirt of a different color from both teams.
5. **HOME VS. AWAY/VISITOR:** The home team will be the team listed first on the schedule.
6. **MATCH START AND DURATION:** Teams must be ready to kick off at game-time or forfeit the game. Minimum # of players to start is three (3). Games will start when the minimum # of players have been met, failure to do so or delay, will result in a forfeit. Teams will be given a five-minute grace period; however, the game duration may be shortened to stay on schedule. The duration of play will be two-fifteen-minute halves with two-minute halftime. The game is over when the time expires, irrespective of the flight of the ball or if an attack on the goal is in progress. The goal will count only if it is across the goal line before the whistle is blown. Time may only be extended for the taking of a penalty kick. There will be no coin toss prior to the game. The home team will kick off to start the match. The away/visitor team will determine which end of the field to defend first. Game length may be adjusted to maintain the schedule or to compensate for severe weather. Games may be played earlier or later to accommodate needed schedule changes. Teams switch ends at halftime.
7. **OFFSIDE RULES:** There is no offsides.
8. **HEADING:** Heading is NOT allowed at ALL ages.



9. **SLIDE TACKLING:** There is NO slide tackling by field players. Field players may slide to block or save a shot; however, no contact may be made with an opposing player at any time. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a direct free kick. Inside the goalkeeper box becomes a penalty kick. A second infraction (same player) will result in a yellow card and a third infraction will result in a red card.
10. **Kickoffs:** A kickoff is an indirect kick. The kick-off may go in any direction but cannot result in a goal.
11. **TOUCHLINE (SIDELINE) RESTARTS:** In place of throw-ins there will be kick-ins. A player may not directly kick a ball into the goal from its stationary restart position.
12. **FREE KICKS:** PKs will be taken seven (7) yards from the goal. Physical fouls will result in direct free kicks. Players on the defending team must remain a minimum of five (5) yards from the kick.
13. **GOAL KICK:** Any time a goal kick is required, the goalkeeper will execute a goal clearance (ball must leave the penalty box). The opposing team must be retreating to their half of the field before the goalkeeper kicks or throws the ball. The goalkeeper will start with the ball in their hands and may either (1) throw the ball, (2) put the ball down and pass/kick or (3) put the ball down and dribble out of the penalty box. Once the ball has been put down, the ball is effectively "live." The goalkeeper has four-seconds to execute the goal clearance. Failure to execute the goal clearance within four-seconds will result in an indirect kick at the top of the box for the opposition. A goal may not be scored directly from a goal clearance. Once the ball is outside the penalty box, a goal may be scored from anywhere on the field. The ball may not be punted or drop-kicked or it will result in an indirect free kick from the top of the box. For goal kicks, the ball must touch a teammate of the goalkeeper before crossing midfield.
14. **GOALKEEPING:** During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper's penalty box within four seconds, or it results in an indirect free kick seven (7) yards from the goal line. A goalkeeper may not throw the ball directly into an opponent's goal. Players may not contact the goalkeeper at any time while they are in the penalty box. Infractions will result in a yellow card. A goalkeeper outside of the penalty box is to be treated as a field player.
15. **PASSBACKS:** If a teammate passes the ball to their goalkeeper, the ball may not be passed back to the same player. The ball must touch either a 3rd teammate or an opponent. If the goalkeeper passes the ball to the same player, it will result in an indirect free kick from where the field player received the ball.
16. **SUBSTITUTIONS:** Subs for either team may be made with the referee's acknowledgement after any dead ball, including direct and indirect kicks. Repeated substitutions to waste time may not be approved by the referee and may result in cards shown to the coach.



- 17. CONDUCT:** Coaches are to lead by example and are therefore responsible for the conduct of both the players and parents of their teams. The referee, event/facility host will not tolerate unruly behavior and reserves the right to remove any coach, player or parent from the premises.
- 18. CARDS:** Cautions (yellow card) are accumulative throughout the tournament. A player receiving two (2) yellow cards in a single match result in a red card and carries those sanctions. A player receiving three (3) yellow cards in a day will result in them being ineligible for their next match. Once the 3-card suspension match is served, the player may return if the team has more games that day. *Cards DO NOT accumulate for players that may be playing on multiple teams* Ejection (red card) players may not play in the remainder of the current game and the team's next game in this or any other LA Galaxy Soccer Tournament. The team of a sent off player may however substitute for the sent off player. Players sent off in two games in one tournament will be ejected from the tournament.
- 19. SCHEDULES:** Cozmo Cup uses pool play formatting, as often as possible, in one-day events. There is no overtime in pool play.
- 20. SCORING:** 3 points for a win; 1 point for a tie and 0 points for a loss.
- 21. TIEBREAKERS:** To determine pool-play advancement ties will be broken by: (1) head-to-head (2) fewest goals allowed (3) team shootout (5 players).
- 22. PLAYOFF GAME TIEBREAKERS:** Tied Finals or Semifinals will, after a one-minute break, go directly to a five-minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with the five (5) players on the field at the end of the golden goal period. If tied after five (5) kicks, the full roster must complete one (1) kick before starting at the top of the kicking lineup. There will be NO overtime, golden goal or shootout in pool play games.
- 23. FORFEITS:** In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 1-0.
- 24. PROTESTS:** The LA Galaxy does not allow protests. Officials' decisions are to be respected regarding the interpretation of facts, judgements or rules within the game. In the event of a misinterpretation of a rule, the onsite Tournament Director will have final say.
- 25. Have a blast!**