

Tournament Rules 2017

This tournament shall be played under FIFA rules as modified by CYSA-South for youth competition and as further modified by these tournament rules.

Decisions relating to the interpretation of these rules are made by the Tournament Director(s). The Tournament Director's authority is delegated to the Venue Manager if the Tournament Director is not present at game site, or is unreachable, and then to the Field Marshal if the Venue Director is unavailable or unreachable.

Disputes relating to the interpretation of these rules will be resolved only with the team administrators or coaches that are registered with the involved team(s).

All results, decisions, judgments, and calls of referees and tournament officials are final.

Rosters

Maximum roster sizes are:

- U-8 (2010) to U-10 (2008), playing 7v7 on short-sided fields: 14 player maximum roster
- U-11 (2007) & U12 (2006), playing 9v9 on small sided sized fields: 16 player maximum roster
- U-12 (2005) and up, playing 11v11 on full sized fields: 18 player maximum roster

Players may be manually added to and deleted from a team's roster at check-in provided their paperwork is in order; however, to speed up the process we ask that managers update their rosters in GotSoccer at least three days prior to the start of the tournament.

Check-in

Check-in will be at the field one hour prior to the scheduled start of a team's first game of the tournament. The team manager or coach will have to sign an affirmation stating they have everything that they need for the event.

Player identification cards for the year ending July 31 and for the new year starting August 1 will be accepted for team check-in.

Player identification cards must be available for spot inspection in case of challenge.

Cal South or other USYSA Region IV teams:

Three documents must be provided for each player on a Cal South or other USYSA Region IV team:

- a valid, laminated Cal South or other USYSA state association player identification card with photo
- a copy of their birth certificate

- a signed player registration form (also known as the "medical release form")

Guest players playing on a Cal South or other USYSA team must have a Cal South or USYSA player card and the other two documents. Ask your club's registrar about a Cal South 'summer card,' which is good from May 1 to August 31.

- USYSA teams from outside USYSA Region IV, or
- affiliated with US Club Soccer, or
- from AYSO

... must provide player cards, birth certificates, and player forms, and travel papers -- signed by the appropriate association official -- including a roster of players authorized to travel and participate in the tournament. If you have any question about what organization your team belongs to, contact your club registrar. Questions about travel papers should be directed to your home state association.

Player Equipment

Shirt color: Visiting team (as designated on the schedule) picks their shirt color. The other team wears a contrasting color acceptable to the referee.

Uniform number must match roster: Players must wear the uniform number shown on the game card. Any exceptions must be brought to the attention of the referee prior to each game and written on the team's game card.

Casts, headgear, eyewear ...: Hard casts are not allowed. Other non-compulsory equipment such as prescription eyewear or soft casts must be approved by the referee of each game. The referee is responsible for the safety of all 22 players on the pitch, and the determination of what items are safe is up to the referee (and not doctors, coaches, or parents).

Where to sit

Both team's benches will be on the same side of the field, on opposite sides of the midfield line. This is a rule we use in our league, SCDSL, and we've found that coaches prefer it. The home team will select which side of the field the teams will use, and will pick left or right of midfield. The away team will sit on the same sideline, on the other side of the midfield line. Both teams will keep their bench and backpacks at least five yards from the midfield line and one yard back from the touchline (sideline).

Spectators will sit across the field from their team's bench, so one team's supporters will be on the left side of the midfield line, and the other team's will be to the right. Please don't infringe on the other team's half of the sideline. Spectators should keep everything and everybody at least one yard back from the touchline

(sideline).

Games

U8-U10 teams must have a minimum of five players to start a game. U11 and older must have a minimum of seven players to start a game. A team will forfeit if it does not have these numbers at game time (either the scheduled game time or ten minutes after the conclusion of the prior game on the field, whichever is later). The tournament will provide game balls. If they are unavailable, the home team will provide three balls that are acceptable to the referee. Game duration, by halves, and ball sizes are as follows:

Age Group Group Stage Elimination Games Ball #

U-18/19 30 minutes 30 5

U-17 30 minutes 30 5

U-16 30 minutes 30 5

U-15 30 minutes 30 5

U-14 30 minutes 30 5

U-13 (2005) 30 minutes 30 5

U-12 (2006) 30 minutes 30 4

U-11 (2007) 25 minutes 30 4

U-10 25 minutes 25 4

U-9 25 minutes 25 4

U-8 (2010) 25 minutes 25 4

Halftimes are 5 minutes.

Substitutions: each team is allowed unlimited substitutions at any stoppage in play, with the approval of the referee. Teams should not seek an advantage by making excessive substitutions late in games, and it is within the referee's discretion to keep substitutions in check.

Elimination Game Overtime: Any game that requires a winner (a play-in game, quarter, semi, or final) that is tied at the end of regulation time will be decided by two five minute overtime periods (NO golden goal), followed by FIFA penalty kicks.

Field Marshals have the authority to accelerate games due to daylight or weather concerns. See "Shortening Games" below.

Group Stage

All teams will be scheduled for a minimum of 3 games.

Teams shall be awarded points based on a 10 point system:

- 10 point maximum per match
- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for a shutout, unless the score is 0-0, in which case there are no shutout points

- 1 point for each goal, up to a maximum of three per game
- 1 point deduction for each red card to a player or coach
- Forfeits will be recorded as a 1-0 win (see "Forfeits" below)

Selection of Teams for Elimination Rounds

Tiebreakers: In the event that two or more teams are tied in points at the end of the preliminary (group stage) games, the following tiebreakers shall be applied in order given until a winner is determined. In a three- (or more) way tie, never revert back to the top of the list even after a team has been eliminated from the tiebreaker.

- the winner in head-to-head competition (unless that win was in a shortened group stage game decided by penalty kicks)
- goal differential (maximum three per game)

most goals for (maximum five per game)

- least goals allowed
- most shutouts
- FIFA penalty kicks (before elimination round). If FIFA PKs are not possible due to scheduling constraints or difficulty getting both teams to a field, the tie will be broken by a coin flip conducted by tournament staff

Wild Cards: For brackets with wild cards, wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed above. Tournament staff may rearrange playoff games so a wildcard team does not play a rematch against its group winner.

Penalty Kick Procedure for Three Way Tie: In the event of a three way tie at the end of the group stage where it is necessary to determine an order of finish, teams will conduct a three way PK shootout before the elimination round. Team A shoots against team B's goalkeeper, team B against C, and team C against A. If each team lost to one of the others, then each team shoots against the keeper of the team they lost to, provided that results in the roundrobin matchup just described. Otherwise, each team shoots against the team they tied, provided that creates the round-robin.

Otherwise, teams A, B, and C are chosen by alphabetical order of club name. The shootout will consist of five rounds and then additional rounds until the required number of places is determined. For instance, in some cases first, second, and third places might need to be determined, and in others just first or second. If this PK shootout is not possible due to scheduling constraints or difficulty getting all three teams to a field, the tie will be broken by tournament staff randomly selecting the order of finish.

Forfeit: If, at the discretion of the tournament committee, a group stage forfeit provides an unfair advantage to a team, the tournament committee may adjust final bracket standings so that elimination round participants are determined fairly.

Forfeits

A team which "wins by forfeit" shall be deemed to have won by a score of 1-0 and will receive 8 points (6 for the win, +1 for a goal scored, +1 for a shutout).

A team that receives an unfair advantage from a forfeit may have their final group stage bracket standing adjusted by the Tournament Director or their designee at their sole discretion. There is no financial consideration for either team involved in a forfeited game.

Shortening Games

In case of inclement weather, changing field conditions, or lack of daylight, the Tournament Director or Venue Manager may direct that games:

- be shortened, and / or
- go to FIFA penalty kicks, or
- be canceled.

The following modified rules will apply to any shortened group stage game that is going to penalty kicks:

- Each team will take five penalty kicks, unless the referee stops the penalty kicks earlier because of worsening conditions. In that case, the referees must give each team the same number of penalty kicks.
- At the end of five kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five kicks.
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular game's score will revert back to a 1-0 win or a 0-0 tie.

In any shortened elimination game (play-in, quarter, semi, or final) that goes to penalty kicks, standard FIFA rules (minimum of five rounds) will apply unless the referee, Tournament Director, or Venue Manager decide that it is unsafe to proceed. Every attempt should be made to provide teams an equal number of penalty kicks. There will be no refunds or reimbursements of tournament application fee for shortened, cancelled, or forfeited games.

Misconduct

A player ejected from a game due to two yellows or a straight red

may not play in their next scheduled game, but if the ejection was for violent conduct, they may not play in the next two scheduled games.

Coaches may be ejected for unacceptable conduct, including harassing referees, opposing players, coaches, spectators, or tournament staff. Any coach ejected from a game is suspended from that game and the team's next scheduled game. During the current game and starting sixty minutes prior to the next game, the coach must stay out of sight and sound from the field and have no contact of any kind with the team, coaches, or spectators. The coach may resume contact at the end of the next scheduled game.

A violation will result in the coach's ejection from the tournament.

Any person who aggressively confronts or threatens another person (including referees or tournament officials) will be ejected from the tournament, and may be reported to the police.

If the referee crew decides to terminate a game due to the misconduct of players, coaches, or spectators, tournament staff will decide whether to eject the team from the tournament. In that case, the team will forfeit the game in which the misconduct occurred, and all remaining games.

Any deceptive action with respect to player identification, rosters, uniform numbers, or suspensions will be grounds for ejecting a team from the tournament. Such violations may be reported to Cal South, which may take its own disciplinary action.