

## **Tournament Rules**

- **Check in**

All teams **MUST** check in with the Field Marshal at least **30 minutes prior to the start of the game. Schedules are tight so please be punctual.** Field marshal or referee will verify CYA adult passes, player passes, and equipment. Referee shall have the final decision regarding the safety of the player's equipment.

Home team provides the game card.

Any player not providing the proper player pass will not be allowed to participate in the game. The Referee (or field marshal) shall hold player passes until the conclusion of the game.

Only adults with a valid CYSA pass are allowed at the coaching side.

- **Teams**

The team listed first on the program will be the Home Team.

Both teams will align on the same side of the field. No persons are permitted behind the goal. For final games, the Home Team will be the team with the higher points. The Home Team shall be responsible for providing 3 game balls for each match with one being placed at each goal and one at mid field at the start of the game.

- **Protest**

All games will be considered final. **NO PROTEST** will be accepted. Tournament Rules take priority in all tournament affairs. Areas not covered by Tournament Rules are covered by CYSA rules and FIFA rules as modified by CYSA-N.

- **Start Times**

It is important that each game start on schedule. For this reason, teams **MUST** report to the field and check in with the Field Marshal at least 30 minutes prior to the scheduled starting time. Any team not ready to play 5 minutes after the official start time will forfeit the game.

- **Length of Games**

U10 – Preliminary games: 20-minute halves, 5-minute half time, Consolation and Championship games: 25-minute halves, 5-minute half time

U12 – Preliminary games: 25-minute half time, 5-minute half time, Consolation Championship games: 30-minute halves, 5-minute half time

Preliminary games will be concluded 5 minutes prior to the scheduled start of the next game.

### **Game Format:**

All ages: each team will play other teams in round robin format.

BU12, BU10, GU10: Top two highest scores in each bracket will move up to Consolation and Championship game.

GU12: 5 teams, one bracket, top 4 teams move on to Consolation and Championship game

Group play games may end in a tie. Consolation and Championship games that end in a tie will go to Penalty Kicks to determine winner.

- **Preliminary game point for BU10 and GU12**

Points shall be awarded to teams as follows, with a maximum of 10 points per game:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal scored (maximum of 3 per game, regardless of win, loss, or tie)
- 1 bonus point will be awarded for a shutout win
- 1 point deduction for each Red Card issued to a player
- 3 point deduction for each ejection of a Coach or Assistant Coach
- **2 point deduction if a team's margin of victory is greater than 5 goals**

- **Forfeitures**

Any team not ready to play 5 minutes after the scheduled starting time (with 7 players minimum), or falling below 7 players during a game, will forfeit the game. The official score will be 2-0 for a total of 9 points. No points will be awarded to either team if neither team is ready to play 5 minutes after the scheduled starting game time.

- **Termination**

The Referee may *terminate (and award a forfeit)* any game at his/her own discretion if:

- A team leaves the field during the play of the game without the Referee's approval.
- The Referee sends a team from the field for frequent and/or violent misconduct.
- There is extreme sideline area misconduct by any coach, player, parent or spectator that causes interruption of the game.

- **Tie-breaking Procedure (in order)**

1. Head to Head Results - The winning team will advance.
2. Goals Against - The team with the fewest goals allowed advances.
3. Goals For - The team with the most goals scored advances. Not to exceed 4 goals per game.
4. Send offs - The team with the fewest send offs advances.
5. Penalty Kicks - If a team is still tied, the tie will be broken by kicks from the penalty spot, per FIFA rules and regulations. If more than two teams are tied, the order of pairing will be decided by the Tournament Director.
6. If 3 or more teams are tied, a round robin shoot-out will be held. Team with most goals scored wins.

- **Ejections**

Players and coaches ejected from a game will automatically be suspended from the team's next tournament game and may be subject to additional game suspensions depending on the severity of the misconduct. Fighting by players, violent conduct or harassment of referees by coaches, parents or spectators will be considered serious misconduct. Each ejection of a player will result in a one point deduction from the team's tournament points. Each ejection of a coach will result in a three point deduction from the team's tournament points. A player receiving a red card may not be substituted.

- **Substitutions**

- **Unlimited Substitution:** Unlimited substitution is allowed at the discretion of the referee:

- Prior to own team throw-in
- Prior to a goal kick by either team
- After an injury, by either team
- After a goal, by either team
- At half-time, by either team

- **No Substitution:** No substitution is allowed during an official stoppage of play, under the following situations:

- An ejected RED CARD player may not be substituted for. A player ejected for a RED CARD violation cannot play for the remainder of the tournament.
- An ejected RED CARD player has an automatic tournament suspension and the Tournament Committee will hold his/her player pass.
- Ejections: A referee's 24 hour send-off report MUST be filed, to the appropriate District Commissioner, for each red card issued, (CYSA Rule #6:10.3). Any suspension served or other disciplinary action taken during the tournament will be noted on the send-off report.

- **Sportsmanship and conduct**

Good sportsmanship and conduct will prevail at all times. Coaches are responsible for the conduct of their players, parents, and spectators at all times. Coaches will ensure that all Referees are treated with courtesy and respect by themselves, players, and team parents. Coaching shall be done only by an adult holding a CYSA pass on that team, from an area ten yards on either side of the halfway line.

- **Prohibitions**

- Possession or consumption of alcoholic beverages is expressly prohibited. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played.
- Dogs are prohibited at the Tournament.
- Use of tobacco products is prohibited at this tournament. Use of tobacco products on the ground of any public school facility is a violation of California State Law.
- Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to remove a dog from the area of the soccer field, or if after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco products in the area of the soccer field.

- **Rain**

Rain-out policies are enforced on all fields. In general, light rain may cause games to be shortened in length. Constant, heavy rain may delay or cancel a game or Tournament, as deemed necessary by the Referee Coordinator. The Tournament Committee reserves the right to shorten or suspend games, and change playing sites in order to complete the Tournament during harsh or inclement weather.

- **No littering**

Please respect the fields made available to the Tournament. At the conclusion of your games, please collect and dispose of all garbage generated by your team in trash receptacle or in the garbage bag provided by the Tournament. Your cooperation is greatly appreciated.

- **Other Situations**

Any situation not covered by these rules will be taken to the Referee Coordinator and the Field Marshal and will be resolved by the Tournament Committee.

- **Penalty Kick Shootout rules**

Each kicker can kick the ball only once per attempt. If the ball is saved by the goalkeeper the kicker cannot score from the rebound (unlike a normal penalty kick). Similarly, if the ball bounces off the goal posts, the kicker cannot score from the rebound. Kicker has to wait for referee signal before taking the kick.

- Goal Keeper is allowed to move horizontal before the kick and is allowed only one step forward before the kick.
- Teams take turns to kick from the penalty mark in attempt to score a goal, until each has taken five kicks. However, if one side has scored more goals than the other could possibly reach with all of their remaining kicks, the shootout ends regardless of the number of kicks remaining.
- If at the end of these five rounds of kicks the teams have scored an equal number of goals, [sudden death](#) rounds of one kick each are used until one side scores and the other does not.
- Only players who were on the pitch at the end of play are allowed to take kicks. A substitution can only be made in the case of injury to a goalkeeper during the kicks, provided the team has not already used the maximum number of substitutes allowed by the competition.
- No player is allowed to take a second kick from the penalty mark until all other eligible players on his team have taken a first kick, except the goalkeeper. However, if the goalkeeper decides to take a kick anyway, another player may be skipped.
- If at the beginning of kicks from the penalty mark one side has more players on the pitch than the other, then the side with more players must select an appropriate number of players who will not take part. For example, if Team A has 11 players but Team B only has 10, then Team A will choose one player who will not take part. Players deselected cannot play any part in the procedure: so a goalkeeper cannot be deselected from kicking while retained for saving. This applies whether players are absent through injury or being sent off. The rule was introduced by the IFAB in February 2000 because previously an eleventh kick would be taken by the eleventh (i.e. weakest) player of a full-strength team and the first (i.e. strongest) player of a sub-strength team.<sup>[6]</sup>