

## TOURNAMENT RULES

# 2016 soccerloco San Diego Surf College Cup Showcase

### REGISTRATION AND CREDENTIALS

**REGISTRATION:** Teams must register at the MANDATORY REGISTRATION. Mandatory Registration is Friday November 25<sup>th</sup>, a minimum 1 hour prior to team's first scheduled game. Failure to register will result in automatic disqualification from the Tournament without a refund of the tournament fee. At the discretion of the Tournament, the disqualified team may be allowed to compete as a "Guest team." (See Guest Team rule.) Games not played will be classified as "Forfeits and Byes."

**CREDENTIALS:** At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide valid laminated Player I.D. Cards with photographs, and signed Medical Release Forms. USYSA teams from outside Region 4, must also provide approved Travel Papers which must include a roster listing of all players authorized to travel. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. U.S. teams registered through AYSO, Super Y League, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, Approved roster from the US Club website) for the organization to which they are affiliated. International teams must provide a certified Team Roster, League Identification Cards, Medical release forms, Travel Papers, and Passports. In the event an International team does not have League Identification Cards, Surf Cup Sports will create special tournament cards for the International team providing requested no later than 1 week prior to tournament. All players must have a laminated approved player card to participate. *No player card, no play.*

### **ROSTERS:**

For U15 – U19 age groups

- Up to twenty-two (22) players (USYSA)
- Up to twenty-four (24) players (US Club)

**GUEST PLAYERS:** Teams may use an unlimited amount of guest players (with the same sanctioning body) but any team utilizing guest players is still limited to the stated maximum roster size.

### **RULES OF PLAY**

**FIFA Laws** of the Game will apply as modified by USYSA and Cal South as described herein.

### **DURATION OF GAMES:**

- U15 – U16: two 40 minute halves, ball size 5
- U17 – U19: two 45 minute halves, ball size 5

\* All Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Games can end in a tie.

**HALF TIME:** Half Time will be exactly five (5) minutes.

**GAME CHECK-IN CONDUCT:** Prior to the start of each scheduled game, each team must present to the referee the team's player cards so the team may be checked in to play and the game started as scheduled. Recommend teams bring player cards to Field Marshal tent 20 minutes prior to scheduled game to ensure Referees can check in teams and game will start on time. Prior to the start of each game: teams will designate on the game card those players who will not be eligible for that game in order to

make each game's roster a maximum of eighteen (18) eligible players. All players must have an approved laminated player card. **No card, no play.**

**SUBSTITUTIONS:** Teams may substitute only with the referee's permission and only at the following times (including overtimes):

Except as provided by USYSA or Cal South, substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition. Substitutions may be made, with the consent of the referee, at any stoppage in play. (USYSA Rule 302 Cal South Rule 2.9)

**PLAYERS' EQUIPMENT:** It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace.

**COACHING:** All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS:** A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game(s). A player who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. Tournament Points will be deducted for all ejections.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

## **TOURNAMENT COMPETITION**

**REFEREE DECISIONS:** The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

**DETERMINING WINNERS:** Teams will be awarded points on the following basis:

- Six (6) points for each Win

- Two (2) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout
- **MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.**
- A 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)

In the event of a tie in points at the end of tournament, the following Tie Breakers will determine the Winner of the division:

1. The winner in head to head competition.
2. Fewest goals against.
3. Most goals for.
4. Most total wins.
5. Most shut outs.
6. If a tie still exists after steps 1 through 5, since this is a Showcase the tie will remain.

**HOME TEAM:** The Home Team will be the team who appears first on the game schedule. The game ball will be supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the bench they wish to play from.

**SPECTATORS:** All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team.

**FORFEITS:** An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team fails to check in at Mandatory Registration.
4. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight (8) tournament points (six for the win, one for a goal, and one for a shutout).

With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited, by mutual consent the teams may elect to play a shortened match that must end on the game's originally scheduled end time.

**PROTESTS: NO PROTESTS WILL BE ALLOWED.**

**DISPUTES:** Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

**GUEST TEAMS:** The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of bracket. Guest Team game results are predetermined to be a 1-0 loss against the Guest Team. The opposing team is awarded eight points.

**SO CAL SPORTS COMPLEX RULES:** All participants and spectators must strictly adhere to Complex rules:

1. Stay off the slopes and fences.
2. No dogs are allowed at the So Cal Sports Complex.
3. Drive cars only in designated areas. Follow all signs and Parking Attendants.

4. No overnight parking. Cars left overnight are subjected to being towed at owner's expense
5. No artificial noisemakers are allowed during the tournament.
6. No participants or spectators are allowed on the fields prior to 6:30 am.

All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

**REFUND POLICY:** In the event of inclement weather or other circumstances out of the Tournaments control leading to a Full Event Cancellation, Surf Cup Sports may refund a maximum of 25% of the Tournament's Registration Fees.

### **TOURNAMENT PLAY**

**FOUR TEAM DIVISION** will consist of one (1) bracket of four (4) teams. Each team will play the others within its bracket for a total of three (3) games. The team with the most point from the bracket will be the winner of the division.

**SIX TEAM DIVISION** will consist of two (2) brackets of three (3) teams. Each team will play the others in the opposite bracket for a total of three (3) games. The team with the most point from both brackets will be the winner of the division.

**EIGHT TEAM DIVISION** will consist of two (2) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) games. The team with the most point from both brackets will be the winner of the division.

**TWELVE TEAM DIVISIONS** will consist of three (3) brackets of four (4) teams. Each team will play the teams within its bracket for a total of three (3) games. The team with the most point from all brackets will be the winner of the division.