

TOURNAMENT RULES

2017 San Diego Surf College Cup Showcase

CHECK-IN AND CREDENTIALS

REGISTRATION: Teams must register at the MANDATORY Check-In. Mandatory Check-In is Friday November 24th, 1 hour prior to team's first scheduled game at the check-in tent at your venue.

CREDENTIALS: At the Mandatory Check-In, 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. USYS teams from outside Region 4, must also provide approved Travel Papers which must include a roster listing of all players authorized to travel. U.S. teams registered through AYSO, 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 (this will be used for International teams in lieu of player cards), League Identification Cards (if applicable), medical release forms, and Passports.

ROSTERS:

For U14 (2004) – U15 (2003) age groups

- Up to eighteen (18) players (USYS)
- Up to twenty-four (24) players (US Club)

For U16 (2002) – U19 (1999) age groups

- Up to twenty-two (22) players (USYS)
- 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. ALL PLAYERS MUST USE THE SAME SANCTIONING BODY PLAYER CARDS. MEANING, US Club and USYS player cards cannot be combined on any team. All players must have ONE OR THE OTHER and they must all be the same. USYS State Associations may be different when using guest players but ALL players must have the same sanctioning body player cards to be eligible to play.

RULES OF PLAY

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

DURATION OF GAMES:

- 2004 and 2005: two 35-minute halves, ball size 5
- 2003 and 2002: two 40-minute halves, ball size 5
- 2001 – 1999: 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, the referees will perform safety checks on all players. Team managers hold on to the player cards during the game unless requested by

the referee in the instances of red cards or other questions that the referees may have. Team managers **MUST ALWAYS HAVE THE MEDICAL RELEASE FORMS FOR EACH PLAYER AND THE LAMINATED PLAYER CARDS.** The referees and field marshals will manage the Game Cards. There is no need for the managers to sign the Game Cards nor take them from game-to-game.

SUBSTITUTIONS: Teams may substitute only with the referee's permission and only at the following times:

Except as provided by USYS 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, families 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 ejected (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. 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 team, parent, spectator, 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.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach before, during or directly after 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. 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 and on the length of time that needs to be added as all games must be completed before dark. Added time that impacts or delays the start of other games will not be added.

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: This is a College Showcase event. There are no Champions to be determined. This event is strictly for the players exposure to college coaches in attendance at the event.

HOME TEAM: The Home Team will be the team who appears first on the game schedule. The HOME team will wear LIGHT jerseys. The AWAY team will wear DARK jerseys. In the event of a color conflict the HOME TEAM will change jersey. The HOME TEAM will kick off and the AWAY team will choose direction in the first half. There will be no coin toss.

OTHER:

- The game ball will be supplied by the Tournament.
- Team benches and tents will be provided at all fields.
- Hydration stations will be set up at all fields.
- There will be multiple athletic trainers at each venue in case of injury.

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 and MIRROR their team. Do not change ends at half-time. Do not mix in with the spectators of the opposing team. Each team is to remain on their half of midfield.

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 team whose actions as determined solely by the referee cause the game to be terminated.

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.

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.