



## Tournament Rules

**FORMAT** - Each age group/gender will consist of eight and twelve team divisions. Each team will play in a minimum of three (3) games with the possibility of (4) games should a team advance out of the preliminary rounds. The tournament committee will seed all teams at acceptance and prepare schedules accordingly.

**FOUR TEAM DIVISIONS:** Each four team division will consist of one flight of four teams. Each team will play the others within its flight for a total of three (3) preliminary games. The team with the highest number of points will play the second highest point total in the Finals, and the third highest point total will play the fourth highest point total in a consolation game.

**FIVE TEAM DIVISIONS:** Each five team division will consist of one flight of five teams. Each team will play the others within its flight for a total of four (4) games. The team with the highest number of points will be declared the champion. The teams with the second and third highest points will be placed in the second and third place positions. All teams in the five team divisions will be guaranteed four games.

**SIX TEAM DIVISIONS:** Each six team division will consist of two flights of three teams. Each team will play the others within its bracket for a total of two (2) preliminary games. The team with the highest points of Group A will play the team with the second highest points of Group B in the semi finals. The team with the second highest points of Group A will play the team with the highest points of Group B in the other semi final. The teams with the third highest points in both Group A and Group B will play a consolation game for 5th and 6th place. The winners of the semi final games will play for the championship. The losers of the semi final games will play for 3rd and 4th place.

**EIGHT TEAM DIVISIONS:** Each eight team division will consist of two flights of four teams. Each team will play the others within its bracket for a total of three (3) preliminary games. The winner of Flight A will play the winner of Flight B in the Finals and the second team of Flight A will play the second team of Flight B in a consolation game.

**TEN TEAM DIVISIONS:** Each ten team division will consist of two groups of three teams and one group of four teams. Each team in Group A and Group B will play the others within its bracket for a total of two (2) preliminary games. Each team in Group C will play the others within its bracket for a total of three (3) preliminary games. The team with the highest points of Group A will play the team with the third highest points of Group B for their last preliminary game. The team with the second highest points of Group A will play the team with the second points of Group B for their last preliminary



game. Finally, the team with the third highest points in Group A will play the team with the highest points in Group B for their final preliminary game. The team with the highest points overall will play the team with the second highest points overall for the championship. The team with the third highest points overall will play the team with the fourth highest points for 3<sup>rd</sup> and 4<sup>th</sup> place.

**TWELVE TEAM DIVISIONS:** Each twelve team division will consist of four groups of three teams. Each team will play the others within its bracket for a total of two (2) preliminary games. The team with the highest points of Group A will play the team with the highest points of Group B in a semi final game. The team with the highest points of Group C will play the team with the highest points of Group D in a semi final game. The team with the second highest points of Group A will play the team with the second points of Group B for their last preliminary game. The team with the second highest points of Group C will play the team with the second points of Group D for their last preliminary game. The team with the third highest points of Group A will play the team with the third points of Group B for their last preliminary game. The team with the third highest points of Group C will play the team with the third points of Group D for their last preliminary game. The winners of the semi final games will play for the championship. The losers of the semi final games will play for 3<sup>rd</sup> and 4<sup>th</sup> place.

**SCORING SYSTEM** - Maximum number of points allowable per game: 10 Points will be awarded / deducted as follows:

- 6 points will be awarded for a win
- 3 points will be awarded for a tie
- 0 points will be awarded for a loss
- 1 bonus point for each goal scored (maximum of 3 per game)
- 1 bonus point for a shut out (including a 0-0 tie)
- 1 point will be deducted for each player red card
- 2 points will deducted for each coach red card

Forfeits will be scored 1-0 against the forfeiting team with 8 points awarded to the winner. If both teams forfeit there will be no score and, therefore, no points awarded to either team. A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

**TIE BREAKING PROCEDURE** - In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified below. All game results will be considered final and no protest of their outcome is allowed:

1. The winner in head to head competition



2. Fewest goals against
3. Goal differential (goals scored minus goals allowed by a team, not to exceed 3 goals in any one match).
4. Most total wins
5. Team with most goals scored advances (4 goals max for any one match).
6. If a tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the start of the appropriate Semi-Final or Final game.
7. If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

**FORFEITS** - All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the mandatory registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

**ROSTERS** - Teams may register a maximum of eighteen (18) players (14 for U9, U10, & U11). A team may use up to (3) guest players but any team utilizing guest players are still limited to the eighteen player (14 for U9, U10, & U11) maximum.

**RULES OF PLAY** - FIFA Laws of the Game will apply.

**PLAYERS' EQUIPMENT**- It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Hard casts are not allowed. Shin guards are mandatory for all players.

**HOME TEAM** - The Home Team will be the team which appears first, or is designated in the schedule as the home team. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee (failure to do so will result in a forfeit). Only the properly credentialed players and team officials may be present on the playing team's sidelines.

**GAME BALLS** – Game balls are to be supply by the home team. The game ball will be subject to Referee approval.

**AWARDS** -Individual player trophies will be awarded to each player and coach on the first through third place teams.



**GAME CHECK-IN / START TIMES** - Teams must be at the field 30 minutes prior to the scheduled start time of their game in order to be checked in by referees or appointed tournament officials. A team representative must present to the Field Marshal the team's player cards and official roster so the team may be checked in to play and the game started as scheduled. The Field Marshal will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to sign the game card area for that game before the player cards will be returned. A team who fails to properly check in with the Field Marshal will forfeit that game. Pending unforeseen circumstances, games will be started within five (5) minutes of the designated start time. If a team has not taken the field with a minimum of seven (7) players within the five (5) minute grace period, the game will be forfeited to the team that has taken the field with at least seven (7) players. If neither team takes the field within the five (5) minute grace period, no points will be awarded to either team and the game will be declared a double forfeit. The referee and/or Tournament Committee may terminate a game and award a forfeit if a team leaves the field during the game without the approval of the referee, the referee abandons a match due to excessive violent conduct and/or misconduct by the players, coaches or fans, or a team is deemed to be in gross violation of US Youth Soccer, CYSA, or rules of this tournament.

### **DURATION OF GAMES**

U9, U10, & U11 will play 2X25 minutes | 5min halftime | size 4 ball.

U12 will play 2X30 minutes | 5min halftime | size 4 ball.

U13 will play 2X30 minutes | 5min halftime | size 5 ball.

U14 will play 2X30 minutes | 5min halftime | size 5 ball.

\* In preliminary and consolation games ties will stand. All preliminary 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. Preliminary games can end in a tie.

\*\* Semi-Finals tied after regulation go straight to FIFA Penalty Kicks to determine who advances. Penalty Kicks will immediately follow the game.

\*\*\* Finals tied after regulation will play two equal overtime halves of 5 minutes "Golden Goal", example (If a team scores in the first five minutes of overtime the game is over, that team wins). If a tie still exists after overtime halves in Final games, FIFA Penalty Kicks will determine who advances or is awarded the trophy. Penalty Kicks will immediately follow the game and only the players on the field at the end of overtime are allowed to participate in the Penalty Kicks.



At the discretion of the Tournament Committee, overtime periods may be shortened or eliminated if the game has been significantly delayed at the start. The length of any game may be shortened to shorter but equal halves if the Tournament Committee deems it necessary due to field conditions, weather or darkness. Every attempt will be made to schedule the tournament so that teams have a minimum of two hours between games. The two hour period will commence when a team's match is scheduled to be completed and will end when the team's subsequent match begins.

**SUBSTITUTIONS** - Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times (including overtimes):

- Prior to a throw-in by the team in possession
- Prior to a goal kick, by either team
- After a goal, by either team
- After an injury on either team when the referee stops the game
- At halftime
- Prior to the beginning of an overtime period
- On a caution, the referee will give the coach the choice of substituting the cautioned player (no one else).

**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: Each coach or substitute remains within 10 yards on either side of the halfway Line  
No mechanical devices are used

The tone of the voice is instructive and not derogatory

No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectator

No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS** -A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition (see SCORING section). A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach 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. For the purpose of



this Tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.



**SUSPENDED AND TERMINATED GAMES** - If in the opinion of tournament officials 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 tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits 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. If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

**INJURY** - Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "SUSPENDED AND TERMINATED GAMES." Any injuries must be reported to a tournament official so that an accident report form can be completed. A tournament official will call 911 for an injury at a coach or parent request.

**DISPUTES AND PROTESTS** - Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. **NO PROTESTS WILL BE ALLOWED.**

**INCLEMENT WEATHER** - In the event of inclement weather, or act of god, once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in the section entitled, "TIE BREAKING PROCUEDURES" In case of cancellation due to inclement weather, the "tournament committee" retains the right to keep up to HALF (1/2) of the team fee to cover expenses. There will be no make-up games due to inclement weather.

**TOURNAMENT CANCELLATION** - If the tournament must be cancelled due to inclement weather, destruction of facilities or other circumstances deemed by the Tournament Committee to be beyond the control of the hosting club, the tournament may



retain up to 50% of the entry fee once the tournament's expenses are paid. Refunds of no less than 50% of the team's entry fee will be postmarked and mailed to the teams within 45 days.

**PROHIBITIONS** - The follow are prohibited at any of the tournament game sites

- Possession or consumption of alcoholic beverages or controlled substances
- Dogs
- Use of tobacco products - Use of tobacco products on the grounds 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 comply with the prohibitions listed above. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future Union City Premier event.