



TOURNAMENT RULES

1. FIFA Laws

All games will be played in accordance with FIFA laws, except as specifically superseded by tournament rules or Fremont Youth Soccer rules.

2. Team acceptance

- a) The tournament committee reserves the right to accept or reject any team application.
- b) No team shall be deemed accepted unless email notification has been sent from the tournament committee.
- c) Once accepted by the tournament, the application fee is non-refundable. All FYSC teams are required to have 2 team volunteers or meet the requirements put forth by the tournament committee.
- d) Participation fees returned by the bank will NOT be re-deposited. The amount of the check plus a \$45 fee (cashiers check or money order) must be received in the FYSC office 7 days after the team representative is notified.
- e) Registration for the tournament is \$400/\$350.

3. Roster and Player Documentation

You must participate with your current roster and all players on your roster must be given the opportunity to participate. You may add up to (5 or 7 - depending on age group) guest players. Guest players must be registered players. All teams must comply with the tournament rules, and Tournament Director decisions are final. Documentation is required to support the age of the player. The documentation will be in the form of a validated Association roster/guest player roster form, showing date of birth, confirmed by a Club Registrar, President or Director of Coaching.

PLAYERS CAN ONLY APPEAR ON ONE ROSTER AND PLAY FOR 1 TEAM FOR THE DURATION OF THE TOURNAMENT.

4. Guest Players

Teams are allowed maximum of (5 or 7 - depending on age group) guest players. Guest players must be registered as a member of an association of USYSA or US CLUB SOCCER. Players must play with their own team, if their team is participating in the tournament.

5. Eligibility

All teams and players must be registered with a member association of USYSA or US CLUB Soccer. Each team must present a validated/stamped current state approved roster. Out of state teams must have an approved permission to travel.

6. Divisions and Advancements

Determined upon the number of entrants, the tournament committee reserves the right to combine age divisions when necessary.

3 Team Divisions – 3 games guaranteed. 2 games in each group, 3rd place in Flight A plays 3rd place in Flight B. 1st in Flight A plays 2nd in Flight B (1st semi final), 1st in Flight B plays 2nd in Flight A (2nd semi-final). Winners of semi final play each other in the final. Losing semi-finalists play each other in a 3rd/4th place play off.

4 Team Divisions - 3 games guaranteed, with the top two teams advancing to a championship match.

5 Team Division - 4 round robin games against all other teams. Champion and Finalist awarded on points.

6 Team Division - 2 group games against teams in the bracket. Bottom 2 teams play 3rd game. Top 4 teams advance to semi-finals (1st vs 4th & 2nd vs 3rd) winners advance to championship game. Second placed teams play 3rd/4th play-off.

8 Team Division - 3 group games against other teams in bracket. Top teams advance to championship.

7. Respect Code

Coaches have a duty to ensure that game scores are not run up. We will not be counting any goals past the +5 mark differential and request that EVERYONE adhere's to ensuring that it is a fun environment for the ALL THE KIDS!

8. Division Standings

For the purpose of determining bracket standing and semi-final participants, the following point system will be used:

Win = 3 points, Tie = 1 point, Loss = 0 points

In the event of a tie, bracket winners and/or runner-ups will be determined, progressively, as follows:

- a) Head-to-Head competition,
- b) Least goals allowed,
- c) Goal differential (max counted per game is +5)
- d) Most goals scored (max counted per game is +5)
- e) FIFA kicks from the mark.

In the event of a bye, or a forfeit, tie breaking rules b, c, and d will be based on games actually played among common opponents. Any team that forfeits a game cannot advance to semi-final or final games, nor be champions on points.

Ties for purposes of team standings and points;

Ties will stand at the end of regular play for preliminary and consolation matches. For semi-final and championship matches, in the event of a tie, teams will be given a five minute rest, and then proceed with two consecutive 5 minute overtime periods (not sudden death). If the teams are still tied at the end of the two overtime periods, the winner of the match will be determined using the FIFA penalty kicks from the mark.

Penalty Kick Shootout;

Prior to starting the FIFA Penalty Kick shootout, the referee must ensure that each team has the same number of eligible players in the center circle. If one team finished the game with fewer players, the other team must reduce the numbers of players eligible to participate in the shootout, so that both teams have the same numbers of players.

- a) All participating players will meet at the center of the field. A coin toss will determine who kicks first.
- b) The referee will decide which goal will be used.

- c) Five players will be selected from each team to participate in the first round. Teams must have EQUAL number of players eligible to kick. (If a team is playing short due to a red card, the other team will reduce its player count accordingly)
- d) With teams alternating, each team will take 5 kicks. The team scoring the most goals will be declared the winner.
- e) If the teams remain tied, the remaining players will kick until a winner is determined.
- f) Each team may select any of their participating players to serve as goalkeeper. The keeper may be changed at any time by one of the participating players. In the event that the goalkeeper becomes injured, a player not currently on the field may replace him.

9. Substitutions

Substitutions may be made with the permission of the referee based upon FIFA rules. All age groups will have unlimited substitutions and players may re-enter the game. The substitute must wait until the player they're replacing is off the field before entering the game. Players must enter and exit at the halfway line, on their team side of the field. No substitutions will be allowed for a player sent off. Substitutions will be allowed as follows:

- Before a throw-in by either team
- Before a goal-kick by either team
- After a goal by either team
- When the referee has stopped play to attend to an injured player of either team
- At half-time
- Before either overtime period
- At the time of a yellow-card infraction, the carded player may be replaced (the opposing team may substitute at this time as well)
- If a keeper is sent off with a red card, that player must leave the field and the team play down. A new keeper must then be designated either from the current field players or a substitution.

10. Conduct

Any player, coach, or team supporter sent off during this tournament will be reported to the team's home state association. Upon receipt of the report, the team's home state association and/or league may impose additional sanctions. Matter involving referee assault or abuse will be reported immediately to the host state association as required by USSF Policy 531-9. Any player sent off from a game (red carded) will not be replaced and will not be allowed to participate for the remainder of the game, and at least the team's next game. Two yellow cards issued to the same player during a match

are equivalent to a red card, and the above rule applies. Any coach sent off from a game will not be allowed to coach in the remainder of the game and the team's next two games.

A coach, player or team supporter sent off during a game must immediately leave the vicinity of the field and not be visibly present at the next game. A send off for serious verbal or physical altercations will result in the player, coach or team supporter being expelled and subject to be banned from tournament facilities. Coaches are responsible for the conduct of their players and sideline team supporters. Coaches not taking responsibility for their sideline's conduct may be cautioned or ejected. State rules state that coaches, players, or spectators ejected must not be within "sight or sound" of the playing field. In accordance with FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off.

11. Start and finish of games

All games will be started and finished with an air horn. This is an indication to the referee to blow their whistle immediately - so you must have your team at the field ready to begin at the scheduled time. Please note - if a penalty is awarded prior to the blowing of the air horn, it will be allowed to be taken. All other instances will result in the end of the game.

A team must have minimum of seven (7) players present in order to begin a game. A game forfeited will be scored 1-0 and the winning team awarded 3 points. It is requested that teams be present 20 minutes before the scheduled start time to aid in the timely start of play.

12. Inclement Weather/Game Delays

Coaches and their players must appear at the field ready to play as scheduled, regardless of the weather. Failure to appear will result in the forfeit of the match. Only the Tournament Director may cancel or postpone a match. At the sight of lightning all games will cease and play shall not resume until the Tournament Director determines that a minimum of 30 minutes has passed with no visible lightning. Additionally, the Tournament Director may reduce the length of a match by as much as 50% because of weather or field conditions. Should a game in progress be terminated due to weather or field conditions, the game will be considered official if at least the first half has been played and the score at that time shall stand. For other games, rescheduling attempts will be made as fairly as possible, considering referee and field availability and normal progress of the competition. As a final solution, it may be necessary to employ other means to determine the outcome of the game in which case the game will be scored 1-0. If the tournament must be delayed or cancelled, no refunds will be issued. In cases of extreme heat, a water break will be mandated for all teams. If this is done, all referees will be informed that this is an across the board break for all teams.

13. Duration of play, ball size and team size

<u>Age</u>	<u>Game length</u>	<u>Half</u>	<u>Ball</u>	<u>Max Roster</u>	<u>Max Guest</u>	<u>Format</u>
U10	2x25 min halves	5 min	4	14	5	7v7
U12	2x25 min halves	5 min	4	16	5	9v9
U14	2x30 min halves	5 min	5	18	7	11v11
U16	2x30 min halves	5 min	5	18	7	11v11

14. Player Equipment

- a) Shin guards must be worn, and covered by socks.
- b) With the exception of medical ID, no rings, watches, earrings or other jewelry of any kind may be worn. Medical ID medals must be taped to the chest. Medical ID bracelets must be taped to the wrist so that a finger may not become trapped under it. The referee prior to the game must approve any protective device or cast worn by a player. Casts must be padded and wrapped.

- c) When the color of the jerseys are similar or identical, the designated home team will change jerseys (the team listed first on the schedule is the home team).
- d) Goalkeepers must wear a different color shirt, which distinguishes them from all other players and the referee.
- e) Each field player must have a unique number on his/her jersey and all jerseys shall match in color. Shirts must be tucked in during the game. No equipment changes may be made after the referee's equipment check without his/her permission. No item of clothing shall extend below the shorts, including the keepers clothing (except compression shorts if they are the same color as the outer shorts, but above the knee).

15. General

- a) Coaches and spectators must remain between the spectator defined areas.
- b) Spectators must sit on the opposite side of the field as their team. Both teams' players and coaches will be on the same side. Home teams are listed first on the schedule. Home/visitors sides are marked on the official tournament match.
- c) No tents are allowed beyond or inside the technical area line on teams' side. No exposed stakes, ropes or string are allowed within 10 yards of the playing fields. The Tournament Director may require that tents or other items or spectators be moved at their discretion.
- d) No pets, firearms, alcoholic beverage allowed.
- e) All decisions of the referee are final. No protests will be allowed.
- f) The Tournament Director reserves the right to decide all matters pertaining to the tournament.
- g) At the discretion of the Tournament Director the games may be shortened or other means used to preserve schedule integrity.
- h) A forfeit shall be awarded if a team is not present to play within 5 minutes of the starting time. The score will be recorded as 3-0.
- i) Referees will be USSF certified. The referee shall keep a record of the game and keep the official time on the field. Club linesmen may be used in some divisions.

16. Disclaimer

The Tournament Director, Committee, Event Sponsor, adidas, FYSC will not be responsible for any expenses incurred by any team or club if the tournament is cancelled in whole or in part, nor will any refunds be made. The Tournament Director and Committee reserves the right to decide all matters pertaining to the tournament and its judgment is final.