



RULES

FIFA RULES - Except for the special rules listed below, the FIFA Laws of the Game as modified by US Club Soccer and by these tournament rules shall apply.

Heading is banned in this tournament for all the small sided games (9v9/7v7).

When a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area (6 yard box), the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

9v9 rules

Ball size – 4

Maximum number of players on the field at any time is nine (9), including the goalkeeper.

Any team not having at least 7 players on the field at the beginning of the game or during the game shall forfeit.

Opponents must be seven (7) yards away before any direct or indirect kick (including start of play) is allowed.

FORMAT - Each team will play a minimum of three (3) games with the possibility of four (4) games should a team advance out of the preliminary rounds.

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 2-0 against the forfeiting team with 9 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. Most total wins
3. Goal differential (goals scored minus goals allowed by a team, not to exceed 3 goals in any one match).
4. Team with most goals scored (4 goals max for any one match).
5. Fewest goals against
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.

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.



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Note regarding Semifinals pairings – If based on predetermined criteria teams that met in the preliminaries are matched-up to play in a Semifinal, the lowest seeds in the two Semifinals will be swapped (unless the swap creates an identical situation).

FORFEITS - All teams who forfeit will have the game(s) scored a 0-2 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.

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 supplied by the home team. The game ball will be subject to Referee approval.

TOURNAMENT CHECK-IN – A team rep must present the team credentials prior to the tournament start. The tournament check-in will take place 1 hour prior to the team's first game at the field that game will be played. Players must not be present.

Credentials

- Official Roster
- 2016/2017 laminated player passes
- Medical release forms
- Guest/Loan forms signed by the coach/manager

Rosters - Teams may register a maximum of twenty (26) players for age groups U12-U19 and 16 for U8-U11. A team may use up to 7 guest players but any team utilizing guest players are still limited to the eighteen player (14 for U8-U11) maximum per match.

GAME CHECK-IN / START TIMES – 30 minutes prior to each game the teams – players included – must do equipment check-in with the referee or field marshal.

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.

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 even violent conduct and /or misconduct by the players, coaches or fans, or a team is deemed to be in gross violation of US Club Soccer, US Youth Soccer, Cal North, or rules of this tournament.

DURATION OF GAMES

U8-U11 will play 2X30 minute | 5min halftime| size 4 ball.

U12-U19 will play 2X35 minute | 5min halftime| size 5 ball.



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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** games tied after regulation will play two overtime halves of 5 minutes (10 minutes total) – *Golden Goal rule DOES NOT apply per international rules.* If a tie still exists after overtime halves, FIFA Penalty Kicks will determine the winner. 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.

* **Finals and Consolation (3rd Place)** if games are tied after regulation, will play two overtime halves of 5 minutes (10 minutes total) – *Golden Goal rule DOES NOT apply per international rules.* If a tie still exists after overtime halves, FIFA Penalty Kicks will determine the winner. 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. Once requested by the team in possession, both teams can sub
- 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.



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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 30% of the entry fee once the tournament's expenses are paid. Refunds of no less than 70% 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



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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.