

## TOURNAMENT RULES

# Manchester City Cup 2017

### REGISTRATION AND CREDENTIALS

**GENERAL:** This is a Class I Tournament; open to USSF, USYSA, US Club Soccer, Super Y League, and FIFA affiliated teams.

**REGISTRATION:** Teams must register at the MANDATORY REGISTRATION. Mandatory Registration is at the field of first day of play a minimum of 1 hour before the team's first game. Failure to appear on time at mandatory registration will result in automatic disqualification from the tournament without a refund. At the discretion of tournament staff, the disqualified team may be allowed to compete as a "Guest team." (See Guest Team rule.) Games not played will be classified as a forfeit.

**CREDENTIALS:** Teams are required at a mandatory check-in 1- hour before your first game on Saturday. There is no Friday Check-in. At the Mandatory Registration, teams must provide the required credentials. All teams must supply, at Check-in, a roster for the team. This can be a Gotsoccer, US Club, or USYS roster. Guest players may be written on to the roster at Check-in.

All U.S. teams must provide valid laminated Player I.D. Cards with photographs, and signed Medical Release Forms. Your USYSA State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with all of your State Association's rules. Teams in Region IV of USYSA do not need any additional paperwork. U.S. teams registered through AYSO, Super Y League, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, an 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.

For US Soccer Development Academy teams, each team is to supply 4 copies of the DA Game Report which includes players names, jersey numbers and photos. USSDA teams do not need to Check-in 1-hour before game time.

In the event an International team does not have League Identification Cards, a photograph of each player should be provided via passport.

All non-DA players must have a laminated approved player card to participate. ***No player card, no play.***

### **ROSTERS:**

For U14 - U18 age groups

- Up to twenty-two (22) players (USYSA) may register but only eighteen (18) players can dress per game
- Up to twenty-four (24) players (US Club) may register but only eighteen (18) players can dress per game

For U12 - U13 age groups

- Up to eighteen (18) players

For U10 - U11 age groups

- Up to sixteen (16) players

For U8 - U9 age groups

- Up to fourteen (14) players

US Soccer Development Academy teams may roster up to twenty-six (26) players but may only dress and play eighteen (18) players for 2002, 2003, and 2004 age groups.

**GUEST PLAYERS:** Teams may use an unlimited amount of guest players as long as they are sanctioned under the same association as the rest of the team (USYSA or US Club), but are still subject to the maximum roster size rules above.

### **RULES OF PLAY**

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

Gameplay team size will be as follows for this tournament:

U8 - U9 7v7

U10 - U11 9v9

U12 - U18 11v11

**Duration of Games & Overtimes, by Halves, and Ball Size are as follows:**

<b><u>Division</u></b>	<b><u>Prelim &amp; Qtr-F*</u></b>	<b><u>Semi Finals/Finals</u></b>	<b><u>Players</u></b>	<b><u>Ball Size</u></b>
U-18 (99)	35 Minutes	35 Minutes	11v11	5
U-17 (00)	35 Minutes	35 Minutes	11v11	5
U-16 (01)	35 Minutes	35 Minutes	11v11	5
USSDA 02	40 Minutes	40 Minutes	11v11	5
U-15 (02)	35 Minutes	35 Minutes	11v11	5
USSDA 03	35 Minutes	35 Minutes	11v11	5
U-14 (03)	30 Minutes	30 Minutes	11v11	5
USSDA 04	30 Minutes	30 Minutes	11v11	5
U-13 (04)	30 Minutes	30 Minutes	11v11	5
U-12 (05)	30 Minutes	30 Minutes	11v11	4
U-11 (06)	30 Minutes	30 Minutes	9v9	4
U-10 (07)	30 Minutes	30 Minutes	9v9	4
U-9 (08)	25 Minutes	25 Minutes	7v7	4
U-8 (09)	25 Minutes	25 Minutes	7v7	4

\* Preliminary and Quarter Final Games. 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. Quarter Final games ending in a tie will go directly to FIFA Kicks from the Mark to determine who advances. All games are on a running clock with no stoppage time added for injuries.

\*\* Semi-Final or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who is the winner.

**HALF TIME:** Half Time will be exactly five (10) minutes; US Soccer Development Academy team games will have a halftime of ten (10) minutes.

**GAME CHECK-IN CONDUCT:** Prior to the start of each scheduled game, the referees will perform a safety check for all players. Team Managers should hold on to all player cards but cross off any player not participating in each game on the Game Card. Do not give the player cards to the referee. The referee will only ask for a player card for any player sent off via receipt of a double-yellow card or straight red card send-off.

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

Substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition.

For US Soccer Development Academy 2002, 2003, and 2004 teams ONLY, seven substitutions will be allowed per game with no re-entry over 3 stoppages.

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 with possible suspension for the duration of the tournament at the discretion of the Tournament Director based on the severity of the sendoff. 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.

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.

Parent sendoffs will result in the parent being suspended from attending any further games for the remainder of the tournament. A parent sendoff can also result in the team forfeiting that game and all remaining games.

**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. All final decisions on games being terminated will be made by Tournament Director or Designated Official.

**INJURY:** Delays of the game due to injury will not result in time being added to the game. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. All games will be played on a running clock with no stoppage time.

## **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:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss

In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Best goal differential in overall competition
3. Most goals for
4. Most total wins
5. Most shutouts
6. Fewest red cards in overall competition
7. If a tie still exists after steps 1 through 6, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the event three or more teams are tied in points at the end of bracket play or in the determination of a wild card team, the tournament will look to eliminate or advance teams based on applying criteria 2 through 7 above until teams are advanced or eliminated. After applying each tiebreaking criteria, the tournament will attempt to fill the spot(s) available from the remaining teams. If a tie prevents all spots from being filled, the teams who qualify will be advanced, the teams not involved in the tie for the remaining spots will be not be advanced, and the teams tied for the remaining spots will be evaluated under the next criteria on the list. In the event that all tiebreaking procedures have left three or more teams tied, team names will be randomly selected by draw by at least two tournament officials present the result of which will then be communicated to each team manager.

As an example, in the following scenario in which there are 3 wild cards available and five teams tied with 5 points:

<b>Team</b>	<b>GF</b>	<b>GA</b>	<b>GD</b>
Team A	12	3	+9
Team B	4	1	+3
Team C	5	2	+3
Team D	3	0	+3
Team E	5	6	-1

[GF = Goals For, GA = Goals Against, GD = Goal Differential]

The tournament will apply criteria 2 (goal differential) to the above teams to fill three spots. Team A fills the first spot, but three teams are tied with a +3 differential. Team E is eliminated, and Teams B, C and D are evaluated under the next criteria (goals for). Teams B and C are awarded the final two spots.

**HOME TEAM:** The Home Team will be the team who appears first on the game schedule. The game balls will be supplied by the Tournament. The game balls 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, and the direction in which they would like to play before the initial kickoff.

**VISITING TEAM:** The Visiting Team will be the team who appears second on the game schedule. The Visiting Team shall be awarded the initial kickoff.

**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 three (3) tournament points.

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 at least 5 minutes prior to the next game's scheduled start 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 the designee and the decision will be final.

**SURF CUP SPORTS PARK RULES:** All participants and spectators must strictly adhere to Park rules:

1. Stay away from the stables and horses at all times.
2. No dogs are allowed at the Sports Park.
3. Keep off of above ground sprinklers and irrigation equipment.
4. Drive cars only in designated areas. Follow all signs and Parking Attendants. 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 in the Sports Park prior to 6:30 am.

**SOCAL 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 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 in the Complex 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 complete cancellation of the event in which no games are played, Surf Cup Sports may refund a maximum of 25% of the Tournament's registration fees.

## **TOURNAMENT PLAY**

### **ALL DIVISIONS EXCLUDING USSDA TEAMS**

All age groups and divisions are guaranteed four (4) games with a maximum of 5 games for the teams that make the finals. Pool play games will be scheduled on both Saturday and Sunday, May 27<sup>th</sup> and 28<sup>th</sup>. All teams will play on Monday. Finals are on Monday. Semi-finals can be either Sunday or Monday as scheduled.

### **USSDA DIVISIONS**

Teams will play a total of four games, one game per day on May 25<sup>th</sup>, 26<sup>th</sup>, 28<sup>th</sup> and 29<sup>th</sup>.

All DA divisions will be played by US Soccer Rules and Regulations regarding substitution policies and game lengths.

**There are NO DOGS allowed at either the Surf Cup Sports Park and the So Cal Sports Complex. Anyone that brings a dog will need to leave with the dog.**