

TOURNAMENT RULES

2021 Nexen Manchester City Cup

REGISTRATION AND CREDENTIALS

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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 U11 (2009) – this age group will play 11 v 11 for this event and 18 players can be rostered to the team.

For U10 and U11 age group

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For U8 - U9 age group

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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 (USYS or US Club), but are still subject to the maximum roster size rules above. Player cards can NOT be mixed so all players must have EITHER USYS OR US Club cards. ECNL cards are considered US Club cards so guest players must also have a US Club player card.

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

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** 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 (5) minutes

SUBSTITUTIONS: Teams may substitute only with the referee's
Substitutions shall be unlimited.

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Players can only play on one team in this event. They cannot move between teams.

Substitutions may be made, with the consent of the referee, at any stoppage in play. (USYSA Rule 302 Cal South Rule 2.9)

HEADING: No heading will be permitted in any short-sided game. Heading will be allowed in all 11v11 games.

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. 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. Tournament Points will be deducted for all ejections.

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.

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.

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. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

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. 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.

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

Team	GF	GA	GD
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 and will wear WHITE/LIGHT COLORED jersey for the game. The game ball will be supplied by the Tournament. The game balls will be subject to Referee approval. 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 will wear the DARK jersey in the game. 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 MIRRORING 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 his designee and the decision will be final.

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

1. 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.
2. No artificial noisemakers are allowed during the tournament.
3. No participants or spectators are allowed on the fields prior to 7:30 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 So Cal Sports Complex.
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All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

TOURNAMENT PLAY

ALL DIVISIONS EXCLUDING USSDA TEAMS

All age groups and divisions are guaranteed four (3) games, with two games scheduled on both Saturday and Sunday, May 29th and 30th. Teams advancing to the semifinals and finals will play a total of 5 games which will conclude on Monday, May 31st.

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[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.

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TOURNAMENT PLAY

ALL DIVISIONS EXCLUDING USSDA TEAMS

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CREDENTIALS: At the Mandatory Registration, 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. This is a US Club Soccer sanctioned event. We have obtained additional insurance for USYS teams that can not get travel permissions through your state association. However, your USYS 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. 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, medical release forms, Travel Papers, and Passports. For US Soccer Development Academy teams, each team may submit a US Soccer roster in lieu of player ID cards for each player that must include a photo of the player. In the event an International team does not have League Identification Cards, a photograph of each player should be provided in addition to the passport. All non-DA players must have a laminated approved player card to participate. ***No player card, no play.***

ROSTERS:

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For U12 - U13 age groups

- Up to eighteen (18) players

For U11 (2009) – this age group will play 11 v 11 for this event and 18 players can be rostered to the team.

For U10 and U11 age group

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For U8 - U9 age group

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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 (2013 & U7 2014) U9 (2012)	7v7
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U-13 (08)	30 Minutes	30 Minutes	11v11	4
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Substitutions shall be unlimited.

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HEADING: No heading will be permitted in any short-sided game. Heading will be allowed in all 11v11 games.

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2. No artificial noisemakers are allowed during the tournament.
3. No participants or spectators are allowed on the fields prior to 7:30 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 So Cal 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 on the fields 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.

TOURNAMENT PLAY

ALL DIVISIONS EXCLUDING USSDA TEAMS

All age groups and divisions are guaranteed four (3) games, with two games scheduled on both Saturday and Sunday, May 29th and 30th. Teams advancing to the semifinals and finals will play a total of 5 games which will conclude on Monday, May 31st.