

TOURNAMENT RULES 2024

All teams will be scheduled for a minimum of 3 games.

All preliminary games will be terminated not less than five (5) minutes before 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 termination.

A preliminary game can end in a tie.

Final games that end in a tie will be decided by FIFA penalty kicks from the mark. They will not have overtime periods added.

FLIGHT LEVELS

- Flight 1
- Flight 2
- Flight 3

HALF TIME

Half-time will be exactly five (5) minutes unless games are behind schedule, which the Tournament Director will determine. Please help officials with this request.

TOURNAMENT POINT SYSTEM

- 6 Points for each Win,
- 3 Points for each Tie,
- 0 Points for each Loss,
- 1 Point for each Goal Scored (Maximum of 3),
- 1 Point for Shutout

TIE BREAKERS

- In the event of a tie, bracket winners will be determined as follows:

1. Winner of head-to-head competition
 2. Most goals scored,
 3. Fewest goals against,
 4. Most wins,
 5. Most shutout wins,
 6. Penalty shootout.
- If a tie still exists after steps 1 through 6, FIFA penalty kicks will be taken from the Penalty Mark at a location determined by the Official.

GAME TIMES

- 7v7- 25 min Group Play/ 25 min Final
- 9v9- 30 min Group Play/ 30 min Final
- 11v11 30 min Group Play/ 35 min Final 2012-2010
- 11v11 35 min Group Play/ 40 min Final 2009-2007

YOUNGER (ALL 7v7) PLAYING RULES

- There will be a build-out line.
- Once the opposing team is behind the build-out line, the GK can pass, throw or roll the ball into play.
- Punts and drop kicks are not allowed.
- Offside will be called within the goal line and build-out line.
- Direct/indirect kicks will be taken as usual (goals can be scored only from direct kick).
- Headers are not allowed.

9v9 BRACKET

- Heading for 2013 **AGE GROUP IS ALLOWED.**
- Punting or drop-kicking the ball by the **GK WILL BE ALLOWED** in the 2014-2013 age group.

SUBSTITUTIONS

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission under FIFA laws.

COACHING

All Coaches are responsible 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 referees, other coaches, players, substitutes, or spectators.**
- **No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.**

CAUTIONS & 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. 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 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. The Tournament Director can override ejections.

SUSPENDED & 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 before 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 following 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 no time being added to the full game time during Preliminary games, Quarter-Finals, Semi-Finals, and Finals will have added time due to severe injuries based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time.

All preliminary games will be terminated not less than five (5) minutes before the next game's scheduled start. The failure to complete any game due to a serious injury requiring suspension of the gameplay shall be controlled by the preceding section; **"SUSPENDED AND TERMINATED GAMES."**

HOME TEAM

The Home Team will be the team that appears first on the game schedule. The Home Team will provide 3 game balls. The Away Team will choose the color jersey. The Home Team will have the selection of the side of the field they wish to defend, and the Away Team will start with the kick-off. All teams will play from the same side of the field. Parents are to mirror the location of their Teams on the opposite Sideline.

The Tournament Director reserves the right to adjust the brackets, schedules, or crossovers at any stage of the competition without consultation or the agreement of affected teams. This decision will be final, and no appeals will be heard. The Tournament Director also reserves the right to replace, remove, or change any Team, Bracket, or level as seen fit, and this decision will be final, and no appeals will be heard.

TOURNAMENT PLAY

Flight of 6 Teams: Cross-play groups will be treated as one group in the points table and playoff generation.

For Example: If we have Group C, which cross-plays Group D (3 teams each), the teams moving on to the playoff will be C/D1 (the team with the most points amongst both Group C and Group D), or C/D1 and C/D2 (the top two teams with the most points amongst both Group C and Group D).

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FIVE TEAM DIVISION: will consist of One (1) Bracket of five (5) teams. Each team will play each other one time, and the team with the most points will win the event. No finals will be held for a FIVE team division. Tournament reserves the right to change the format per unique situation at the discretion of the Tournament Director.

EIGHT TEAM DIVISION: will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the first-place team of Bracket B in the Championship. Tournament reserves the right to add semi-finals at the discretion of the Tournament.

TWELVE TEAM DIVISION: will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in Semi-Final Game 1, and the winners of Brackets B and C will play in Semi-Final Game 2. The Wildcard Team will be the second-place team with the most points or tiebreakers. If the Wildcard Team comes from Bracket A, then the Winner of A will play Winner B, and the Winner of C will play the Wildcard. The Semi-Final winners will meet for the Championship.

ROSTERS SIZE

7V7 – max roster 13

9V9 – max roster 16

11V11 – max roster 23, only 20 can suit up

Players may only play with 1 team except when meeting the following criteria:

Goalkeepers can move up to play in a higher bracket or age group.

Female players can play in boy's division, higher bracket, or age group.

CHECK-IN PROCEDURE

The manager or coach will check the team at least 60 minutes before the start of the first game. The manager or coach will also supply a team roster printed from the tournament website at check-in

CANOPIES & BENCHES

Canopies and benches are provided for all games.

Thank YOU to those of you who have entered your roster! For those who still need to complete rosters online within ELITE TOURNAMENTS.

ROSTERS

This is NOT a GotSoccer event. To add your rosters, please go to

<https://sportingca.elitesoccertournaments.com/events/details/233>

Login to your account (which you created when you registered for the club team).

Locate the club team on the blue bar to the left:

Click on your team

Click UPDATE TEAM

Click ROSTER

Click ADD PLAYER to add your players individually

INCLUDE ALL fields, ID, #, player legal name & DOB

This roster is the information generated on your Game Cards, so please ensure you include the player's first and last name and jersey number. You can add guest players

through the same menu. If you send an invite via email through the platform and they accept it, the system will add them directly to your roster. If you manually enter guest players and don't know their numbers, leave them blank and correct them at check-in. There is NO roster freeze date. Your roster is frozen at the beginning of your first game.

Scoring information will be released next week.

ZERO TOLERANCE POLICY

This policy applies to all coaches, players, parents, and other supporters and referees, effective immediately. Drinking alcohol, smoking, or use of illegal substances is prohibited during the event. Abusive and obscene language, violent play, violent conduct, fighting, and other behavior (including but not limited to sarcasm, taunting, etc.) will not be tolerated during the event. The members club has ultimate responsibility for the actions of coaches, players, and spectators. The coaches are responsible for providing referee support and spectator control. This policy will apply at all times prior to, during, and after the game, at the soccer field, and its immediate surrounding areas. It is the responsibility of the clubs to provide instructions to their coaches on how they are expected to carry out this responsibility.

Below are some simple rules you should observe. PLEASE CONSIDER THEM CAREFULLY!

Parents and Spectators:

No parent or other spectator shall persistently address the referee or assistant referees at any time. This includes but is not limited to:

1. Spectators shall not make derogatory comments to players of either team.
2. Spectators shall not dispute calls during or after the game.
3. Spectators shall refrain from advising the referee to watch certain players or attend to rough play.
4. Spectators shall not yell at the referee, EVER, including criticism, sarcasm, harassment, intimidation, discriminatory comments, or feedback of any kind before, during, or after the game.