## Union City Soccer Club <br> Tournament Rules

GAME RULES: Tournament shall be governed by FIFA Laws of the Game as modified by US Soccer Federation, US Club Soccer and as further modified herein.

## SPECIAL RULES:

- Noise: Offensive, insulting, abusive language, air horns, XL rattles or noise makers will not be tolerated. Breaking these rules will result in appropriate disciplinary action by the Tournament Director.
- Heading of the ball: No intentional heading of the ball in all U11 and below age groups.
- Concussion Initiative: Any player who sustains a significant blow to the head or body, who complains about or exhibits symptoms consistent with suffering a concussion or is otherwise suspected of having sustained a concussion, must be evaluated and cleared in writing by an HCP(Certified health Care Provider- Doctor) or successfully completed the graduated RTP(Return To Play) protocol by the on-site HCP with proof submitted to the Field Marshall's before the player will be allowed to return to play.

SPORTSMANSHIP: Good sportsmanship is required of teams, officials, and spectators. Coaches and managers are responsible for the conduct of their team's players, parents, and other affiliated spectators. Coaches, players, and spectators shall not harass, or attempt to distract players or referees. Offensive, insulting, and abusive language will not be tolerated. Home Club DOC's, CalNorth or US Club Soccer may be contacted if offence is severe enough

TEAM AGE: The teams' age for our tournaments are based on the Calendar Year of birth January - December, see more details below in the General Game Rules section.

## CREDENTIALS: All teams must provide the following items for each player and coach

- Valid Current Season US Club, USYS, AYSO or any USSF affiliated organizations laminated passes for players and coaches.
- Signed and completed Player Medical waivers and Release forms.
- Copy of Official US Club Roster, CYSA Golden Rod, Official Rosters
- Completed Guest Player/Player Loan Forms. Guest players need completed medical waivers and release forms

Note: At each game, teams must have these documents available for inspection if requested

## TEAM CREDENTIAL CHECK-IN ONLINE OR IN PERSON:

- Each team is required to complete the Credential Check in before tournament play can begin.
- Online instructions or Location, date and time will be provided with each event.
- All names of players with player jersey numbers must be on GotSoccer.com Roster for the Tournament Event.
- No duplicate jersey player numbers
- Online Check-in consists of- Uploading the completed and signed gotsoccer.com Team Check-in Form, Tournament Agreement form, your Official team Roster(US Club, AYSO, CalNorth, CalSouth), Player passes and any Guest Player forms to your Tournament Documents Tab.
- In Person Check-in Consists of providing the Field Marshal Official Team Roster, Player medical waivers, Player passes and any Guest Player Forms. Must match player list on game card/in gotsoccer.com event roster.
- Any missing documents for players will deem player ineligible to participate in the tournament. At any time during the event producing missing documents/items to Field Marshalls will allow player to enter tournament without restrictions at any stage of the event if approved by Marshalls and or Director. Only Coach/Manager are required to complete this process and must be completed 1 hour before your game.
- Your approved passes will receive a sticker or mark noting the approval prior to your first game.
- Games will not be delayed due to late check in.
- Failure to complete check in will result in an automatic disqualification (without refund of fees) from the Tournament.

TEAM ROSTER LABELS FOR GAME CARDS: Group play games will use Tournament provided pre-printed game cards. Finals, Semi-Finals, Quarter Finals and Consolation games require Roster labels or Coaches/Managers must write in the player's information on the Game card 45 minutes before kick-off.

## TEAMS ACCEPTANCE AND PLACEMENT IN GROUP PLAY DIVISIONS, BRACKETS or QUALIFYING FOR QUARTER-FINAL, SEMI-FINALS, CHAMPIONSHIP, \& CONSOLATION GAMES: Teams will be

 accepted based on prior results/records or league division and placement in divisions. Brackets are based on rankings \& all published head to head match results as determined by the Tournament Director and Committee. Adjacent age groups may be grouped in the same division or mixed levels based on ability. Specific Division applications are not accepted. Note: Any team deliberately refusing to play any scheduled tournament match (forfeit) will forfeit all earned points and not advance to playoffs! Withdrawal by team or if complaints arise from team due to disagreement with placement or disqualification will not entitle the team to any refund in full or portion.TOURNAMENT POINTS AWARDED IN POOL PLAY: Points will be awarded to teams for pool play matches (same as group play or preliminary games) as follows:

6 points for a win
3 points for a tie
0 points for a loss
1 point for each goal scored up to a maximum of 3 goals per game
1 point for shutout (including a 0-0 tie)
9 points for the winning team in the event of a forfeit (2-0)
0 points for both teams if both teams forfeit
1 point will be deducted from the team's total for each red card (ejection) issued to a player
2 points will be deducted from the team's total for each red card (ejection) issued to a coach or manager
POINT DEDUCTIONS Modified-Mercy Rule: 1 point will be deducted from the winning teams earned points based on the final score if the goal differential is 6. An additional point will be deducted for each goal, up to 10 points max can be deducted. Example: Final score Team H: 2 Team A: 11 Winning teams earns pts: 6 -win, 3 -goals= 9 pts BUT the different between 11 and 2 is 8 . The first 5 goals are valid however the remaining 3 are over the limit so 3 pts will be deducted from the total points earned of 9 . Final points earned from this game 6. Point deduction will show as a red card and will not be tied to a player or coach and will not follow your team out of the event.

## TIE BREAKING PROCEDURES

- TOURNAMENT POINTS: If teams have the same number of points at the end of pool play and this affects placement in later games, ties will be resolved using these criteria in the order shown below:

1. Head-to-head competition results
2. Most wins
3. Goal differential
4. Goals for
5. Goals against
6. Most total shutouts
7. Fewest red card ejections
8. If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined. ( 9 rounds/kicks Max)
9. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters.

- SEMI-FINAL GAMES: Will go directly to penalty kicks as described by FIFA. Only players who are on the field at the end of the game may participate in the penalty kicks.
- CHAMPIONSHIP GAMES AND CONSOLATION GAMES: (to determine 3rd vs. 4th place,) that end in a tie in regulation time will:

1. Play two 5-minute overtime periods (with no rest period between). Golden Goal does apply.
2. Penalty kicks as described by FIFA: If the game is still tied after the overtime periods, both teams will take penalty kicks as described by FIFA (best out of 5 rounds/kicks to start then 1 round/kick each). Only the players who are on the field at the end of the last overtime period may participate in the penalty kicks.

LOGISTICS: Teams will set up on the side of the field designated by field marshals, with spectators on the opposite side. Spectators are not allowed on the goal ends of the fields. Each team must have at least one properly credentialed adult present on the sidelines of each match.

PLAYER EQUIPMENT: The following restrictions will apply:

- CLEATS - Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.
- SHINGUARDS - Shinguards are required for all games. They must be worn properly and shall be professionally manufactured and unaltered
- BRACES, CASTS and SPLINTS - Hard casts, braces or splints if properly covered may be allowed at discretion of the referee if, in his/her opinion, it would not pose a danger to any players.
- EYEGLASSES - Players who must wear eyeglasses are encouraged to wear sports goggles. Any glasses worn must be safe, with unbreakable lenses and frames made of unbreakable plastic or sturdy metal.
- JEWELRY - Except for Medical Alert Warning Bracelets (which are to be taped as necessary), absolutely no jewelry may be worn while participating in any tournament play.

PLAYER SAFETY CHECK: Must be completed no later than 30 minutes before your scheduled game.

- Proper player equipment will be checked
- Player identification will be checked against eligible passes
- In some events a wristband or hand stamp system will be used during the player safety check in lieu of passes
- Player jersey number will be verified. No duplicate player jersey numbers allowed on field
- Games will not start until each team completes the Player Safety check
- Your game clock will start at the kick off time even if you are not on the field
- No added time to games for late Player Safety Checks


## GAME LENGTH \& FORMAT:

| The games shall be of the following durations: Division | Group Play, SemiFinals, \& Other Games Half's | Championship \& Consolation | Extra Time Rules for all ages: <br> *No extra time for Semi-Finals |  |
| :---: | :---: | :---: | :---: | :---: |
| U9 - U10 7v7 | $2 \times 20$ minutes | $2 \times 20$ minutes | 2x5 | Penalty |
| U11- U12 9v9 | $2 \times 25$ minutes | $2 \times 25$ minutes | minutes | shootout (All |
| U13-U16 11v11 | $2 \times 30 \text { minutes }$ | $2 \times 30 \text { minutes }$ | Golden Goal | Semi-Finals) |


| Team Age <br> Birth Year | Playing <br> Format | Groups Play <br> Game Length | Ball <br> Size | Ref's <br> Group | Ref's <br> Finals | Max <br> Players | Guest <br> Players |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\mathrm{U} 9-\mathrm{U} 10$ | 7 v 7 | $2 \times 20 \mathrm{~min}$ | 4 | 1 | 1 | 14 | 3 |
| $\mathrm{U} 11-\mathrm{U} 12$ | 9 v 9 | $2 \times 25 \mathrm{~min}$ | 4 | $3 *$ | 3 | 16 | 4 |
| $\mathrm{U} 13-\mathrm{U} 16$ | 11 v 11 | $2 \times 30 \mathrm{~min}$ | 5 | 3 | 3 | 18 | 6 |

* During Group Play 1 Referee may need to be used during staff shortages.


## HOME TEAM:

## - Home team provides game balls.

- Home Team: The team listed first on the schedule of games will be the Home Team.
- Jerseys: All teams should have 2 Jersey's. One in a light or white color and one in a dark color both numbered on the back. In the event that both teams have the same colored jerseys, the Home Team will switch to alternate jerseys as determined by the referee. To simplify matters, we strongly suggest the Home Team wear a light color and the visitor wear a dark color. Goalkeepers cannot wear the same color as any team.
- Championship and Consolation games Home Team Determination: Will be generated by the computer system and/or Tournament Committee. Teams with the highest total points of the paired teams is Home Team. If tied with the same number of points, a coin toss by Field Marshal.


## GAME START/MINIMUM PLAYERS:

- All games will start at the scheduled time. The game clock will begin at the scheduled game time, a game starting late will not earn extra time that lost time is void.
- Minimum Players needed to start shall be five (5) for 7v7 games; seven (7) for 9 v 9 and 11 v 11 games.
- All preliminary games will be called not less than five (5) minutes prior to the scheduled start of the following game, regardless of the amount of time played up to that point.
- Teams must report to the Field Marshal not less than 30 minutes before each game for Player safety check-in. Players are considered not eligible to play until the Safety Check has been completed.
- A team must take the field with the minimum number of players (see above) within 10 minutes of a scheduled game time, the game will be forfeit loss to the team not able to field the minimum players.
- A game is deemed "complete" upon completion of at least one half of play regardless of the circumstance.
- Final results will be based on the score at the time the game is ended.
- Preliminary/Group Play games can end in a tie.
- Field Marshals may alter the length of any game at their discretion for any reason


## HALF TIME:

- Half Time will be exactly 5 minutes for all regulation time games.
- The Tournament Director reserves the right to extend the half time under special circumstances.
- Field Marshals may alter the length of any halftime break at their discretion.

SUBSTITUTIONS: Unlimited substitutions during a game are allowed at the discretion of the referee:

- Prior to a throw-in by your team or by opposing team if it first initiated substitution.
- Prior to a goal kick by either team.
- Prior to a kick-off by either team.
- During an injury stoppage of play.
- A player receiving a yellow card caution may immediately be substituted, but this is not required (no other players may be substituted then).
SPECIAL RULES FOR 7v7; 9v9 U9-U12 DIVISIONS: Except for the special rules listed below, the FIFA Laws of the Game as modified by US Soccer will apply:
- Format 7 v 7 and 9 v 9 one player must be a goalkeeper.
- Format 7v7 Goalkeepers shall not punt or drop kick the ball. Passing, throwing or rolling the ball is encouraged.
- Format 7v7 "Colored" play-out line enforced. Opponents must be behind "Colored" line until defending team touches the ball or an offsides call will be called.
- Opponents must be at least eight (8) yards away from the location of any direct, indirect kick, or restart of play.
- Goal kicks will be taken from goal area line (Goal kick line). No ball kicked from a Goal Kick shall pass the "Colored" play out line before being touched by a defender. Re-take the Goal Kick if this occurs.
- Throw-in's can be repeated if proper technique is not used and at the Referee's discretion they may choose to allow playing on after a "bad throw-in" to keep the flow of the game going.
- U11 and younger teams- NO HEADING OF THE BALL. If a player is called for intentionally attempting to head the ball during play an indirect free kick will be awarded to the opposing team.
- Size 4 soccer ball shall be provided by the home team.

SUSPENDED and TERMINATED GAMES: Tournament Officials may suspend and/or terminate games for reason. If a game is terminated, the game may be resumed at the discretion of Tournament officials, but is subject to ending five (5) minutes prior to the next scheduled game start. If a game is terminated due to field issues, or due to the serious injury of a player, play may be resumed at the discretion of the Tournament officials. Tournament officials may also conclude the game, require completion of the game, or utilize penalty kicks to determine the winner of the game, depending upon the circumstance. If in the opinion of Tournament officials, a game must be terminated due to the serious or violent misconduct of players, coaches, or spectators; the offending team may be immediately suspended from further play and all remaining games with forfeit of all points earned. Additionally, the home league, State Association and/or US Club will be contacted as appropriate. Delays of game will only be allowed for an injury to a player that is unable to be moved from the field and/or requiring professional medical attention. Primary regard will be to the safety of the injured player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Preliminary games shall not be extended to affect game start of the next game as described herein. If more than a quarter of preliminary game cannot be completed due to a serious injury suspending game play, the game shall be determined by penalty kicks.

EJECTIONS and CAUTIONS: A player, parent or coach who has been ejected in a single game shall not return for that game and will not be allowed to participate in the next scheduled game. Ejections will be reviewed by the Tournament Director and may result in a more severe penalty, including additional game suspensions in the tournament and potentially contacting of club, league, and playing association for additional penalties. Fighting by players, violent conduct or harassment of referees by players, coaches, parents or spectators will be considered serious misconduct. Each ejection will result in a cumulative deduction from the team's tournament points. Ejection of a player for cautionable offences deemed by receiving a second yellow card will receive a 1-point deduction, coach or a team-affiliated spectator sendoff will result in a 2-point deduction to the team's tournament point totals.

DISPUTES: Game conduct is under complete jurisdiction of the referee. The tournament will not overrule a referee's decision.

PROTESTS: All game results will be considered final. No protests will be allowed.
FORFEIT and BYES: The forfeit game(s) score is a $0-2$ loss. The winner will be awarded nine (9) tournament points (six for the win, two for 2 goals and one for a shutout). Teams failing to report ready to play within ten minutes of the scheduled kick off time will forfeit. Note: Any team deliberately refusing to play any scheduled tournament match (forfeit) not approved by Tournament Director will forfeit all earned points, No advancing to playoffs! The tournament has no financial responsibility to compensate a team whose opponent forfeits.
GAME BALLS: The Home Team will supply the game ball subject to Referee approval.

- Spring/Summer 2017 Only: U8 - U11 will be size 4; U12 and older will be size 5
- Fall $\mathbf{2 0 1 7}$ and forward: U9-U12 will be size 4; U13 and older will be size $\mathbf{5}$

FIELD RESTRICTIONS: Please ensure that your team and their parents are aware of these restrictions and guidelines. Be mindful of the trash your teams leaves behind at the conclusion of your games, collect and dispose of all debris generated by your team in trash receptacles. Anyone caught disregarding these rules can be ejected from the facility by tournament staff and/or the field marshals. Police will be called if pets are found left in vehicles

- SCHOOL SITES \& CITY PARKS:
- No smoking of tobacco or imitation electronic cigarettes devices aka e-cigs
- No alcoholic beverages
- No pet's
- ARTIFICIAL TURF FIELDS: There are additional specific rules to safeguard the life of these fields.
- No food or seeds are allowed onto the fields
- No gum
- No metal cleats or spikes
- No sunshade, team banners or flag poles spikes that go into the ground

TOBACCO \& ALCOHOLIC BEVERAGES: Alcoholic beverages at all tournament venues are prohibited, NO exception.

MEDICAL ASSISTANCE: All injuries shall be reported to the Tournament Director or Field Marshal and an Accident Report Form completed. In case of serious injury, Emergency Services (911) will be called if requested by the referee or the player' coach, manager or parent.

WEATHER: In the event of inclement weather, winners will be decided by tournament points earned up to then for games that have been completed or begun. Tie breakers determined as described elsewhere in these rules. In case of cancellation due to weather, tournament officials retain the right to keep up to one-third $(1 / 3)$ of the registration fee to cover expenses. There will be no make-up games due to weather.

RULES CHANGES: The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be announced at the team check-in. Any situation not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may alter these rules as necessary, and such changes will be final and no appeal will be accepted.

WITHDRAWAL: Withdrawal request must be made in writing and addressed to the Tournament Director. Withdrawal made after the team has been accepted will result in loss of the entire registration fee. Late applications will be assessed a $\$ 75$ late application penalty. Refunds will be decided on a case by case bases.

