

# Stockton Cup 2020

## Rules of play

It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

### **Protests:**

No protests will be allowed during this tournament. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final.

### **Credentials:**

Laminated 2019/2020 player ID cards will be required. All teams must provide a team roster. Birth certificates must be available upon request.

### **Medical Release:**

All players must have signed medical release forms at team check in and throughout the tournament.

### **Players Age Groups:**

The tournament will host U6-U19 age groups for boys and girls.

### **Roster Size:**

Teams may register/roster a maximum of 18 players for the U16, U17, and U19 age groups with a maximum of 18 players suited up per game: 18 players for the U11 through U15 age groups, 14 for U8-U10 and 10 for U6. A team may use up to 5 guest players but any team utilizing guest players is still limited to the stated maximum roster size. Note: Rosters are frozen once the first game is played and no additional players may be added after the competition has started.

### **Player's Credentials and Equipment:**

The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, casts, metal objects, jewelry, or headbands may be worn. Soft cast are permitted with the permission of the referee.

- Player picture identification cards are to be present and available at all matches.
- Identification cards are required to be checked by the referee prior to each match
- The shirt number of each player must be the same as the player's shirt number on the game card or roster.

**Home Team:**

Home Team will be listed on the scoreboard and in the program. The home team is responsible for game balls unless provided by tournament and if there is uniform conflict the home team will change uniforms.

**Team Check- In & Registration:**

Teams must register at the Mandatory check-in & registration. Mandatory Registration is the Friday evening or 1 hour prior to the first day of tournament play. Failure to check-in may result in disqualification from the tournament without a refund of the fee. At the discretion of the tournament, the disqualified team may be allowed to compete as a "Guest team." Games not played will be classified as "Forfeits and Byes."

**Requirements for Check-In & Registration:**

At the Mandatory Registration, teams must provide the required credentials. All US teams must provide valid laminated Player ID Cards with photographs and signed medical Release forms.

- Teams from the United States:

The players must present picture identification cards issued by the teams Federation Organization Member.

Teams must provide proof of approval of the team's participation from the teams Federation Organization Member.

Team from outside the State Association where the tournament is located must provide proof of permission to travel.

- Foreign Teams:

Players must present passports at registration or, if not from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.

Teams are required to have and present player picture identification cards.

Teams are required to have letter from the Provincial or National Association approving the team's participation in the tournament.

**Conduct:**

All coaches have total responsibility for the conduct of their players, bench, friends and spectators at all time. Coaching from the sidelines (giving direction to one's own team) is permitted provided:

No mechanical devices are used.

The tone of voice is instructive and not derogatory.

Each coach or substitute remains within 10 yards of 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.

Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams can be removed from the tournament per the Tournament Committee if they feel team sideline is out of control.

No alcohol permitted at the tournament

No smoking

No animals (Only Service Animals allowed)

### **Cautions & Ejection's:**

A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played. For flagrant violations, longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director. The tournament director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team with no communication of any manner. Players may sit with the team but may not be in uniform. Suspended Coaches must be "Out of Sight & Sound of the Field".

### **Suspended Games:**

If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned. Additionally, the home league and state association will be contacted as appropriate.

### **Substitutions:**

Unlimited substitutions allowed in all ages group. However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions are allowed only at the following times (including over-times):

Substitutions by either Team are allowed at any stoppage of play with the permission of the referee.

### **Side Lines:**

Both teams and coaches will be on the same sideline directed by the field marshal or referee unless otherwise notified. All spectators will be on the opposite sideline.

### **Forfeitures & Byes:**

Games not played will be classified as "Forfeits & Byes". Teams failing to report ready to play within Five (5) minutes of scheduled kick-off time forfeit that game. All teams who Forfeit will have the game scored 0-1 loss. The winner will be awarded 8 tournament points for a win (6 for the win, one for the goal, and one for the shutout). A team needs at least 5 players for a U6-U8, a team needs at least 6 players for a U9-U10 match and 7 players for a U11-U18 match for the game to get started. Teams taking actions which cause the game to be terminated will forfeit.

### **Disputes:**

Tournament Committee will handle all disputes that are non-referee decisions and make all final decisions.

Decisions by referees may not be appealed and any decision on a dispute will be final and may not be appealed.

## 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. In the discretion of the tournament and its staff all Preliminary games will be terminated 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.

## Home Team:

The home team appears first on the game schedule. The Home Team will supply game ball, unless supplied by the tournament. The game ball is subject to referee approval. The home team will be required to switch to an alternate jersey, if the referee declares color conflict.

## Playing Times:

Play will be based on halves as specified below:

Bracket	Prelims & Qtr.	Semi Finals	Finals Overtime for	Finals (Qtr. & Semi's Direct to PK'S)	Ball Size
U-17/19	40 Mins	40 Mins	40 Mins	2 halves x 10 Mins	5
U-16	40 Mins	40 Mins	40 Mins	2 halves x 10 Mins	5
U-15	35 Mins	35 Mins	35 Mins	2 halves x 10 Mins	5
U-14	35 Mins	35 Mins	35 Mins	2 halves x 10 Mins	5
U-13	35 Mins	35 Mins	35 Mins	2 halves x 5 Mins	5
U-12	30 Mins	30 Mins	30 Mins	2 halves x 5 Mins	4
U-11	30 Mins	30 Mins	30 Mins	2 halves x 5 Mins	4
U-10	30 Mins	30 Mins	30 Mins	2 halves x 5 Mins	4
U-9/U-8	25 Mins	25 Mins	25 Mins	2 halves x 5 Mins	4
U6	20 Mins	20 Mins	20 Mins	2 halves x 5 Mins	3

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

All Preliminary games will be terminated 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 termination.

A preliminary game can end in a tie.

Quarterfinals & Semi-Final Games ending in a tie will go directly to FIFA Kicks from the Mark to determine a winner.

**CHAMPIONSHIP GAME**, if tied after regulation, will play two (2) 10-minute equal sudden death golden goal overtime halves or two (5) minute equal sudden death golden goal overtime halves for U8-U10 (first team to score "wins", Golden Goal).

**CHAMPIONSHIP GAME**, if tied after overtime, will proceed immediately to FIFA Kicks from the Mark procedure to determine the winner. In the event of an injury, time may be added on at the option of tournament officials.

Half-time:

Half-time will be exactly five (5) minutes. Please help officials with this request.

### **Tournament Points System:**

3 Points for each Win

1 Point for each tie

0 Point for each Loss

### **Score Reporting:**

Scores after each game will be reported by the referees reporting the scores to the Field Marshall

### **Tie Breakers:**

In the event of a tie, the winner will be determined as follows:

1. The winner of head to head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most Shut outs
6. If a tie still exists after steps 1 through 4, FIFA Kicks from the Mark will be taken 15 minutes prior to the scheduled start of the Semi-Final game. If a 3-way tie exists within a bracket after steps 1-5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Kicks from the Mark with the third team. The coin flip and time of the FIFA Kicks from the Mark will be determined at the fields.
7. If a team advances as a wildcard and is set to play a team from the same group, the tournament most likely will move the wildcard team to play opposite semifinal.

### **Acts of God:**

Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement games, the tournament will endeavor to reschedule such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God there will be no refund or credit of fees.