

2018 D2 Rec Fall Cup

Guidelines & Rules

The Tournament will be played under FIFA rules as determined by CalNorth/CYSA with the following changes and additions:

1. Credentials:

A team representative should have Player 1601's Reg forms, team Roster and the roster and/or medical release forms. Player passes or 1601's will be required for all guest players.

2. Team Check-In:

Teams must check-in 20-30 minutes before each game at the site headquarters for credential and equipment check. Milpitas Complex, will be the Headquarter. Marshals will check players. Golden Rod or 1601's will be required in case the team does not have player passes.

3. Substitution:

Substitutions are allowed, as provided by CYSA rules.

4. Ejection:

A player receiving a red card will automatically not be allowed to participate in his or her next Tournament game.

A coach receiving an ejection will automatically not be allowed to participate in his or her next Jamboree - Tournament game.

5. Game Start:

Games will be started within 5 minutes of the schedule time. If a team has not taken the field with a minimum players (see below) within 5 minute grace period, they will forfeit the game to the other team in attendance, if they have the required number of players on the field. Referees will be instructed to strictly enforce this provision.

6. Number of Players:

For U8: 7v7, including goalie; 4 players minimum to start the match and to continue play.

For U10: 7v7, including goalie; 4 players minimum to start the match and to continue play

For U12; 9v9, including goalie; 5 players minimum to start the match and to continue play

For U14: 11v11; 7 players minimum to start the match and to continue play

7. Field Size: (these are approximate) & Goal Size

- . U8: 50 yds. x 35 yds, 6' x 12'
- . U10 and U12: 70 yds. x 35-50 yds, 7' x 21'
- . U14: 100-105 yds. x 50-65 yds, 8' x 24'

8. Teams:

Teams designated as home teams on the schedule will provide the game ball and will change jerseys in case of a conflict.

Players and Coaches shall occupy one side of the field and reside in the technical area during the game. All spectators shall be on the side opposite of the players and coaches or on bleachers on either side of the stadium field.

9. Tournament Headquarters:

Tournament headquarters will be located at the Milpitas Sports Complex. Tournament contact will be Niranjana Gupta - 408-348-4509

10. Length of Games:

- . Under 8 2 - 20 minutes halves
- . Under 10 2 - 20 minutes halves
- . Under 12 2 - 25 minutes halves
- . Under 14 2 - 25 minutes halves

Semifinal games, if tied, will go immediately to FIFA kicks from the mark.

Consolation/Championship games, if tied, will have two 5-minute OT periods and kicks from the mark, if necessary.

11. No Blowout Games:

In order to maintain reasonable scores in games, the Jamboree - Tournament score for each game will not be above a five-goal differential.

Suggestions for holding down score:

- . Shift forward players into positions on the back.
- . Impose a condition on your players before they can shoot (e. g. 6 - 8 consecutive passes).
- . Designate one of players as the only player who can shoot on goal.
- . Prohibit players from shooting on goal, give them a different objective.

12. Field Marshals:

Field Marshals will be at each site.

13. Alcoholic Beverages:

Possession or consumption of an alcoholic beverage is expressly prohibited at all Parks

and school sites in the City of Milpitas. Team members or parents found violating this rule would result in their team forfeit all games and will be suspended from the Tournament.

14. Protest:

Tournament logistics preclude the possibility of considering protests. The results of all games are final.

15. Awards:

Every player that participates in the Tournament will receive a tournament pin.

U8 - U8 will play Jamboree style, 3 games only. Scores will not be kept and points/awards will not be awarded.

U10, U12 and U14 - All teams are guaranteed three (3) games. The division sizes will be determined based on the number of teams registered. Trophies will be awarded to 1st and 2nd places.

Medals will be awarded to 1st through 3rd place depending on the division.

16. Points for U10 thru U14 will be awarded as specifies below:

- . Win - 6 points, loss - 0 points, tie - 3 points.
- . Goals - 1 point each to a maximum of 3.
- . Shut out - 1 point. (0-0 tie is considered a shut-out)
- . Forfeit - 9 points to opposing team, posted as a 2-0.
- . Red card - 1 point deduction each player red card;
- . 2 point deduction each coach for ejection.

17. First Aid:

All teams are responsible for providing their own first aid kits. Field Marshals do not have first aid kits. If the injury is serious, 911 can be called.

18. Weather:

Rain-out and extreme heat policies are enforced on all fields. In general, light rain or high temperatures may cause games to be shortened in length. Constant, heavy rain may delay or cancel a game or Tournament, as deemed necessary by the Referee Coordinator or Tournament Director. The Tournament Director reserves the right to shorten or suspend games, and change playing sites in order to complete the Tournament during harsh or inclement weather. In the event of inclement weather, winners will be decided based on tournament points earned up to then for those games that have been completed or begun, with 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

19. RIGHT TO CHANGE

The District II Cup Chairman or DII Board of Directors reserves the right to change any rule. If a change occurs, an update will be posted on the District II website no later than five (5) days before the weekend of the competition.

20. SPORTSMANSHIP

GOOD SPORTSMANSHIP IS EXPECTED OF ALL PLAYERS, COACHES, PARENTS, AND SPECTATORS THROUGHOUT THIS TOURNAMENT.

PLAY ON!!

Niranjan Gupta