

2019 D2 Rec Cup Guidelines & Rules

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

U8-U12 – NO HEADING

U10 – US Soccer PDI rules will be used – build-out line, etc

1. Credentials

A team representative should have Player 1601's Reg forms, 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. Substitutions

Substitutions are allowed at any restart with the permission of the referee, as provided by CalNorth/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

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

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

Build Out Line rule will apply

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

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

Note: The U14 teams are allowed to include up to 2 U15 players.

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**

- U8-U10 - 2 x 20 minutes halves
- U12-U14 - 2 x 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. **Protests**

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

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

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. **Tie-breaking criteria**

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

- a. Head-to-head competition results
- b. Most total wins
- c. Goal differential (goals scored less goals allowed) with a maximum of 5 GD per game
- d. Most goals scored (maximum of 5 per game)
- e. Fewest goals allowed
- f. Most total shutouts
- g. Fewest red card ejections
- h. If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined.
- i. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters.

18. **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.

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