

2019 DISTRICT II FALL CUP TOURNAMENT RULES

(Updated and Revised August 1st, 2019)

The District II Cup will be played under FIFA "Laws of the Game" as modified by CYSA and this tournament.

REGISTRATION

On-line registration before the registration deadline guarantees acceptance. Teams may register on-line after the deadline but will be waitlisted and in case of acceptance they must pay an additional \$100 late registration fee.

No checks will be accepted – credit cards only. You will not be charged until you are accepted.

Team Acceptance and Placement in Divisions and Brackets

Teams will be accepted based on prior results/records. Team fees will be charged upon Acceptance (not Application). Teams' placement in divisions and brackets is based on rankings and seeding as determined by the Tournament Director and the Tournament Committee. Specific Division applications are not accepted. Withdrawal due to disagreement with the placement of the team will not entitle the team to any refund. Adjacent age groups may be grouped in the same division in the interests of improving competition.

Credentials

Team check-in will occur 45-60 minutes before the first game of the weekend. One team official (adult) will need to check in once for the tournament. Players do not need to be present at the team check-in. More information to follow regarding the check-in procedures.

Each team must have the proper credentials and must produce them if requested by the Hosting League or District II Cup Officials. Passes may be checked before each match.

Teams can play on USYS/Cal North/CYSA, US Club Soccer or AYSO credentials. Teams cannot mix credentials - the entire team (including any guest players) must hold USYS/Cal North/CYSA, US Club Soccer or AYSO passes. See the specific requirements below regarding the team's credential requirements.

All Credentials must be valid for the 2019-2020 year.

A player can only play or guest for one team during the tournament. Max of 4 guest players per game.

	Age Group	Max Roster	Match Day Roster
For 4v4 Teams	U8 *	18 Players	12 Players
For 7v7 Teams	U9 – U10	18 Players	14 players
For 9 v 9 Teams	U11 – U12	18 Players	18 players
For 11 v 11 Teams	U13	18 Players	18 players
For 11 v 11 Teams	U14 – U19	22 Players	18 players

CAL NORTH/CYSA Registered Soccer Teams – Credential Requirements

You must have the following at Tournament check-in and available throughout the entire tournament:

- Laminated Cal North/CYSA passes for all players and team officials for the 2019-20 soccer year.
- Only credentialed adults may be in the technical area during a game.
- Team's current official 2019-20 Cal North/CYSA Goldenrod roster.
- Signed Medical Release form for each player.
 - Back of the pass is completed and signed (ink or eSign).
 - OR completed and wet ink signed ORIGINAL 1601 player registration form.
- Additional requirements for Guest Players: A guest player is ANY player that is not listed on your Official Team Roster.
 - The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

US CLUB Registered Soccer Teams - Credential Requirements

You must have the following at Tournament check-in and available throughout the entire tournament:

- Laminated US Club Soccer passes for all players and team staff valid through 7/31/2019.
- Only credentialed adults may be in the technical area during a game.
- Copy of team's 2018-19 US Club Soccer official roster.

- US Club Soccer Player registration form – must be the original form, completed and wet ink signatures from player and parent where required. Photocopies will not be accepted .
- Additional requirements for Guest Players: A guest player is ANY player that is not listed on your Official Team Roster.
 - Guest players from within your club do not need additional documents.
 - Guest players from another club require an original, completed and signed US Club Soccer Player Loan #R007 form.
<http://usclubsoccer.org/members-area/forms-documents/>
 - Note that US Club requires the form to be submitted PRIOR to the start of the competition.
 - The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

AYSO Registered Soccer teams – Credential Requirements

You must have the following at Tournament check-in and available throughout the entire tournament:

- Laminated AYSO Soccer passes for all players and team staff valid through 7/31/2019.
- Only credentialed adults may be in the technical area during a game.
- Copy of team's 2018-19 AYSO official roster
- The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

Game Start

All games will start at the scheduled time. If a team has not taken the field with the minimum required players within 5 minutes of a scheduled game time, the game will be forfeited to the team with the minimum required players present. The tournament has no financial responsibility to compensate a team whose opponent forfeits.

All preliminary games will end 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. A game is “complete” upon completion of at least one half of play regardless of the circumstances of termination during the second half. Final results will be based on the score at the time the game is called. Preliminary games can end in a tie.

DURATION OF GAMES

The duration of the District II Cup games shall be as follows:

Preliminary and Semifinal games

U8 to U12	20 minute halves
U13 to U19	30 minute halves

Consolation/Championship games

U8 to U12	25 minute halves
U13 to U19	35 minute halves

All ties in preliminary games will stand. Semifinal games, if tied, will go straight to FIFA kicks from the mark. In case of a tie in a championship or consolation game, up to two 5-minute overtime periods will be played (Golden Goal rule will apply). If still tied after OT, championship and consolation games will be decided by kicks from the mark.

Time limit: preliminary games will be concluded five (5) minutes prior to the scheduled start of the next game, regardless of the amount of time played in each half.

Preliminary Games - Points Awarded

- 6 points for a win
- 1 point for each goal up to 3 goals
- 1 point for a shut out WIN (zero goals against)
- 3 points for a tie (0-0 is a tie & shutout, 3+1=4 points)
- 9 points for the winning team in the event of a forfeit (recorded as 2-0 win)
- 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 send-off (ejection) issued to a coach or manager
- 1 point will be deducted from a team who wins a game with a goal differential greater than 7

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 listed below;

- Head-to-head competition results (when applicable)
- Most total wins
- Goal differential (goals scored less goals allowed) with a maximum of 4 Goal Differential per game
- Most goals scored (maximum of 4 per game)
- Fewest goals allowed
- Most total shutouts (0-0 is NOT a shutout for tie breaking procedures)
- Fewest red card ejections
- If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined.
- Coin Toss by the Tournament Director or designate.

Multiple teams ties:

- Should more than two teams be tied, the above list of tiebreakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie-breaking criteria after one team has been eliminated.
- If the above procedure does not produce a winner, PKs will be used. If more than two teams were tied and the above procedure eliminated any from the contest that result stands.
- If only two teams are tied, a shootout between them will take place based on the FIFA rules (11 players pre-designated).
- Should three or more teams be tied, a round robin shoot-out will be utilized as follows: Five (5) shots will be taken by each team against the keepers of all the other opposing teams. Before the shootout, the coaches will designate minimum five (5) and

maximum eleven (11) players to take the PKs. None of these players can take a 2nd PK before all the other designated players took their first regardless of the opposing goal keeper.

3-team tie

- Team A 5 Players versus Team B Keeper Team B 5 Players versus Team C Keeper Team C 5 Players versus Team A Keeper.
- Team with most goals scored, wins. If tie persists, repeat in reverse order – coaches may designate 5 to 11 other players.

4-team tie

- Team A 5 Players versus Team B Keeper Team C 5 Players versus Team D Keeper Team A 5 Players versus Team C Keeper Team B 5 Players versus Team D Keeper Team D 5 Players versus Team A Keeper Team C 5 Players versus Team B Keeper
- Team with most goals scored, wins. If tie persists, repeat in reverse order – coaches may designate 5 to 11 other players.
 - If only three teams are tied after the round of PKs described above, follow the 3-team tie procedure – coaches may designate 5 to 11 other players.
 - If only two teams are tied, a shootout between them will take place based on the FIFA rules (11 players pre-designated).

Post Bracket Play Pairing

In divisions with quarter-finals, semi-finals, or any other pairing, criteria for team placement will be as specified in each division's schedule. Teams that have already

played each other in pool play will not play each other in these games (including quarter-final and semi-finals) if avoidable. If required to prevent this, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that it did not play in Preliminary (Group) games.

Coach Conflicts

The tournament committee recognizes that Coaches may have two or more teams participating in the tournament. The tournament committee will strive to eliminate schedule conflicts for these coaches. Teams with a coach conflict must list the same coach, (spelled identically) as the head coach on the team's GotSoccer account, for each team as part of the on-line application. We often cannot eliminate all conflicts for coaches with three or more teams on one weekend. We cannot accommodate coach conflict requests that are brought to our attention after the schedule has been posted due to different coach names listed on the team accounts.

We often cannot eliminate all conflicts that occur due to a coach that has two or more teams in Championship or Consolation matches on Sunday afternoon.

GUEST PLAYERS

The Guest player must be rostered on a team within the same registration District as the team on which the player will be guesting. No guesting between USYS/Cal North/CYSA, US Club Soccer or AYSO.

- Guest players may guest play at the same Division or higher (e.g. a player rostered on a bronze team may

- guest play on any bronze or higher team at the player's soccer age or older).
- Maximum four guest players allowed.
 - A player may play on only one team during the course of the weekend.

WITHDRAWAL, FINES, FORFEITS, PENALTIES, AND REFUNDS

Withdrawal

On-line registration represents a clear commitment to participate. Withdrawal requests must be sent via email to the District II Cup Chairman. Withdrawal after on-line registration has been completed will be penalized as follows:

- Any team that withdraws 1 month prior to the first game shall receive a refund of their entry fee less an administrative charge of \$100.00.
- Any team that withdraws less than a month before the first game forfeits the entire entry fee – even if a suitable replacement team is found.

Forfeits

- The tournament is not financially responsible for games not played due to a forfeit.
- If a team forfeits one or more games it will not be accepted in future District Cups.
- Any team which fails to have 7 eligible players with player passes on the field within 5 minutes of the scheduled start will forfeit the game.

Financial responsibilities

Leagues are responsible for any of their teams failure to respect its financial responsibilities.

DIVISION SIZES, MATCHES, WINNERS, TROPHIES

All teams are guaranteed three (3) games. The division sizes will be determined based on the number of teams registered. In older age groups, consolidation of 2 age groups may take place. Medals will be awarded to 1st through 4th places for divisions of 7 teams or more and to 1st and 2nd places for divisions of 6 teams or less.

INJURY TIME

There will be NO injury time, except in championship, consolation and semifinal games.

HOME TEAMS

Home teams are listed first on the schedule. The home team is required to change jerseys in case of color conflict. Players and coaches from both teams will occupy the same side of the field. All spectators will occupy the opposite side of the field.

SUBSTITUTIONS

Unlimited substitutions at any stoppage of play are allowed at the discretion of the referee.

CAUTIONS AND EJECTIONS

- Stern disciplinary actions will be taken for red card suspensions during District Cup.

- A player who is ejected from a game (red card) will automatically be suspended from the team's next game.
- A coach who is ejected from a game (red card) will automatically be suspended from the team's next 2(two) games.
 - The penalty for coaches will be double the corresponding penalties for players.
- Ejections will be reviewed by the District II Cup PAD and, depending on the infraction(s), additional penalties may be imposed.
- All red cards will be forwarded to District II Board. Penalties not served during District II Cup will be served on League or Tournament games.

Special Rules for Small Sided games

Except for the special rules listed below, the FIFA Laws of the Game as modified by US Soccer will apply.

The following tournament rules shall apply to ALL Small Sided games (U8-U12):

- Opponents must be at least eight (8) yards away from the location of any direct or indirect kick, including start of play.
- NO HEADING RULE WILL APPLY

In addition, the following rules will apply for U8 thru U10 divisions only (not U11 or U12):

Build Out Line

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

Offside

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line

- Players can be penalized for an offside offense between the build out line and goal line

Free Kicks, including Penalty Kicks will use FIFA Rules.

- One re-throw will be granted if the throw-in was done incorrectly Final/Consolation PKs
- If the Final or 3rd Place Consolation game goes to PKs, the FIFA rules regarding 5 PKs will be modified to limit the number to 3 PKs.

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. Shinguards must cover a minimum $\frac{3}{4}$ of the shin, but they do not have to be longer than 10". The shin runs from the ankle to the knee. Players wearing shinguards that are too short will not be allowed to play.

CASTS and SPLINTS - All players, coaches, parents, and referees are required to take reasonable precautions concerning player safety. This includes preventing players from wearing any equipment or device that is dangerous to themselves or others. Dangerous equipment and devices include, but are not limited to, orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, shall not be eligible to participate in any tournament game.

BRACES - It is strongly recommended for safety reasons that a player not wear a limb brace during tournament play. A brace may be allowed at discretion of the referee if, in his/her opinion, it would not pose a danger to any players. The brace must be properly covered for the entire match. Elastic-type supports without any metal, carbon fiber, and hard plastic or like devices are permitted, provided the referee does not deem the support to be potentially harmful to other players.

EYEGASSES - 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.

UNIFORMS - Jerseys, shorts and socks must be predominantly matching in the spirit of the uniform.

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

SUSPENDED GAMES

If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches or spectators, the offending team may be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. The home league of the offending team will be contacted for further action.

If, in the opinion of the game officials, the game may be resumed, the game will be subject to being ended at five (5) minutes prior to the start of the next game.

DISPUTES

NO PROTESTS ARE ALLOWED; GAME RESULTS WILL STAND. Referees' judgment calls and send-offs may not be protested or appealed.

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.

SPORTSMANSHIP

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