



Tournament Rules for Simi Valley Spring Cup '09

Hosted by: Simi Academy of Soccer Kickers

General:

In cases not covered by these tournament rules, FIFA's Laws of the Game as modified by USYSA and CYSA South rules will be used. Standards of good sportsmanship will be a major consideration of tournament officials in arriving at disciplinary decisions and resolving fairness issues. Alcoholic beverages are not permitted at field venues. Pets or animals will not be permitted unless allowed by law and only then a leash must restrain them.

Credentials:

Current laminated USYSA/CYSA-S or AYSO player identification cards and medical release forms are required for check-in and games. CYSA-S coaches must have white Administrator Cards. Non CYSA-S teams require approval of loan players. Teams outside of CYSA-S require approved travel papers. Teams, players or coaches without proper credentials cannot participate.

Tournament Web Site:

The tournament web site will be the final word for all schedules, scores, rules, regulations and procedures. Any conflict between the tournament web site and other published information shall default to the tournament web site. The Tournament Director and Committee shall maintain the right to independently make changes, and possibly conflicting rules or regulations on the tournament web site at anytime. Any team dropping after the schedules have been posted will NOT be granted a refund.

Team Check-In/Rosters:

Team credential check-in is MANDATORY 90 minutes before 1st scheduled game at playing venue. Completed game cards/rosters must be turned in and rosters are frozen at check-in. Complete details of check-in will be posted on the tournament web site. Maximum roster size is 18 players, 14 in U9/U10. Unlimited loan players are allowed.

Bracketing/Game Schedules:

All brackets and game schedules are final. It is the intent of the tournament to bracket teams in groups of 4, 8 or 12 in a way to ensure the best possible balance and afford the greatest competition and fairness. Changes may take place based on team entries or subsequent team drops. There will be no compensation for the loss of a game due to a team forfeiting or dropping from the tournament.

1. Match Format/Play Time:

Teams will be scheduled to play a minimum of 3 games.

Play will be based on halves specified below:

AGE	Prelim/Semi's	Finals	Ball
U10	20 Min	25 Min	4
U11 – U12	25 Min	30 Min	4
U13 – U14	25 Min	30 Min	5
U15 – U16	30 Min	35 Min	5

Halftime will not exceed 10 minutes. Preliminary games may end in a tie.

Quarterfinal and semi-final games ending in a tie go immediately to FIFA penalty kicks.

Championship games tied after regulation time play two overtime periods of 10 minutes, 5 minutes for U9/U10; games still tied go to FIFA penalty kicks.

No stoppage of game clock for injuries, unless medical aid is called.
The Field Marshal has the authority to shorten games.

2. Point Scoring:

The following 10point system will be used for standings:

Win = 6 points

Tie = 3 point

Shut out = 1 point, shut out must occur with a win, not a 0 – 0 tie

Loss = 0 points

Goals = 1 point for each goal up to 3 points awarded

0-0 tie is three points, no shut out point

1-0 forfeit is 7 points, no shut out point

One point will be DEDUCTED from a team's total points for each red card received. For a forfeited game, the winner will be credited with a 1-0 win and awarded 6 points; no shut out points will be awarded. A team abandoned by another team during a game will be awarded 6 points. No points will be awarded if neither team shows up.

3. Preliminary Game Tie-Breaking:

Preliminary games may end in a tie. In the case of a tie in points at the end of the Preliminary round, the Tournament Committee will determine final placement using the following criteria in order of priority:

- Head-to-head competition, whenever applicable
- Least goals allowed
- Most goals scored
- FIFA penalty shoot-out

4. Wild Card Position:

In the case where a wild card position is called for, the second place team with the most points of the age bracket as determined by section 2 of these rules shall be chosen. If there is a tie, then section 3 of these rules shall govern.

5. Awards:

Trophies or medals will be awarded to the 1st and 2nd place teams in each age group.

6. Protests:

No protest will be allowed. Referee decisions will be final.

7. Pre-Game Requirements:

1. Laminated player passes with photo and signature must be presented to the field monitor or designated staff member, who will check them against the approved team roster.
2. The home team chooses side.
3. Home teams will be listed first (left most) on the schedule, and will be responsible for changing jerseys should there be a color conflict.
4. Unless supplied by the Tournament Committee, the designated Home team shall supply three (3) game balls. These game balls will be subject to Referee approval.
5. Shin guards are mandatory.
6. A team's inability to field at least seven (7) players, five (5) in U9 and U10, at starting time will result in that team's forfeiture of the game.
7. No player may be added to a roster after the initial roster at check-in. All players to play during the tournament weekend must be on the roster from game one.

8. Game Requirements:

1. Coaches shall stay within ten (10) meters of the midfield line. Partisan spectators should stay on their team's side of the field. Coaches are responsible for the behavior of themselves; their players, parents/spectators, and others associated with their team.

2. A team that does not have at least seven (7) players, five (5) in U10, on the field during play will forfeit the game.
3. Substituted players will enter and leave play at the mid field line.
4. The following substitution rules apply:
 - Unlimited substitution will be allowed at any stoppage of play by either team.
 - The referee has the discretion to require a coach to substitute for a cautioned (yellow card) or injured player. That player may be substituted back in at the next legal substitution.
5. The clock will not stop for injuries of discipline incidents except in extraordinary circumstances at the referee's discretion.
6. The referee's report will constitute the official game record.

9. Post-Game Requirements:

1. The referee will turn in the game report, initialed by each team coach, either to the Field Monitor or to the Field Marshal at the Tournament Field Headquarters.
2. Coaches are responsible for checking the game results and bracket standings posted at Tournament Field Headquarters and for reporting perceived errors to tournament officials there for review and possible correction.
3. Complaints about refereeing, opponent behavior, field conditions, etc. should be addressed to the Head Field Marshal and not to the Field Monitors who have no discretionary power in these matters.

10. Under10 Requirements:

1. Will play with a maximum of eight (8) players per team, including the goalie, on the field. A minimum of five (5) players is required to complete a game.
2. Maximum of fourteen (14) players on a roster.
3. U9/10 regulation size goals will be used.

11. Disciplinary Actions:

1. Harassment of the referees will not be tolerated. Spectators or Coaches may be asked to leave the field at the discretion of Tournament Officials.
2. A player or coach receiving a red card will be suspended for the remainder of that game and the next game. The tournament committee may extend the suspension as it deems fit. Substitution for a red-carded player will not be allowed in the offended game per CYSA and USYSA rules. The players' card will be retained at tournament headquarters. Before playing again, the player, or team administrator, must come to the tournament headquarters to retrieve their card.
3. Fighting will not be tolerated for any reason. CYSA rules and disciplinary procedures will be followed for any offender.
4. A yellow-carded player may be substituted at the time of the offense. They may reenter the field of play per the tournament substitution rules.
5. Two (2) yellow cards in a single game are considered as a red card for the purposes of awarding points for the tournament competition.
6. If the referee terminates a game, the Tournament Committee shall decide the outcome of the game.
7. If unexpected termination of play is due to the misconduct of one or both teams, coach(s) and/or parents, the Tournament Committee will try to ensure that the offending team(s) will not benefit from the termination.
8. Any team refusing to complete a game after being told to do so by the referee will forfeit the game and will be reported to their respective home league and state association.
9. All interpretations of the rules and decision made by referees, Field Marshals, and Tournament Committee will be final. **NO PROTESTS WILL BE ALLOWED.**

12. Weather and Field Problems:

In the event of inclement weather, or an act of God, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

13. Contingency Plan:

1. All games will be played as scheduled. Plan will not change before Saturday
2. Shorten all first round games (2 halves/15-minutes each)
3. Shorten first and semi-final games
4. Kicks from the mark

The Tournament Committee will do whatever is necessary to play all games; however, the safety of the players is paramount. Along with safety, damage to the fields will be considered in making the decisions to cancel any games. In the event of complete tournament cancellation, attendees will receive a refund of their tournament registration fee minus pre-tournament expenses incurred by the tournament. In the event of a no show, all money collected will be forfeited. Refunds other than to inclement weather will be at the discretion of the Tournament Director.