



TOURNAMENT RULES

1. FIFA Laws

All games will be played in accordance with US Soccer Rules, except as specifically superseded by tournament rules or Fremont Youth Soccer rules.

2. Team acceptance

- a) The tournament committee reserves the right to accept or reject any team application.
- b) No team shall be deemed accepted unless email notification has been sent from the tournament committee.
- c) Once accepted by the tournament, the application fee is non-refundable. All FYSC teams are required to have 2 team volunteers or meet the requirements put forth by the tournament committee.
- d) Participation fees returned by the bank will NOT be re-deposited. The amount of the check plus a \$45 fee (cashiers check or money order) must be received in the FYSC office 7 days after the team representative is notified.
- e) Registration for the tournament is \$400/\$350.

3. Roster and Player Documentation

You must participate with your current roster and all players on your roster must be given the opportunity to participate. You may add up to (5 or 7 - depending on age group) guest players. Guest players must be registered players. All teams must comply with the tournament rules, and Tournament Director decisions are final. Documentation is required to support the age of the player. The documentation will be in the form of a validated Association roster/guest player roster form, showing date of birth, confirmed by a Club Registrar, President or Director of Coaching.

PLAYERS CAN ONLY APPEAR ON ONE ROSTER AND PLAY FOR 1 TEAM FOR THE DURATION OF THE TOURNAMENT.

4. Guest Players

Teams are allowed maximum of (5 or 7 - depending on age group) guest players. Guest players must be registered as a member of an association of USYSA or US CLUB SOCCER. Players must play with their own team, if their team is participating in the tournament.

5. Eligibility

All teams and players must be registered with a member association of USYSA or US CLUB Soccer. Each team must present a validated/stamped current state approved roster. Out of state teams must have an approved permission to travel.

6. Divisions and Advancements

Determined upon the number of entrants, the tournament committee reserves the right to combine age divisions when necessary.

3 Team Divisions – 3 games guaranteed. 2 games in each group, 3rd place in Flight A plays 3rd place in Flight B. 1st in Flight A plays 2nd in Flight B (1st semi final), 1st in Flight B plays 2nd in Flight A (2nd semi-final). Winners of semi final play each other in the final. Losing semi-finalists play each other in a 3rd/4th place play off.

4 Team Divisions - 3 games guaranteed, with the top two teams advancing to a championship match.

5 Team Division - 4 round robin games against all other teams. Champion and Finalist awarded on points.

6 Team Division - 2 group games against teams in the bracket. Bottom 2 teams play 3rd game. Top 4 teams advance to semi-finals (1st vs 4th & 2nd vs 3rd) winners advance to championship game. Second placed teams play 3rd/4th play-off. **8 Team Division** - 3 group games against other teams in bracket. Top teams advance to championship.

7. Respect Code

Coaches have a duty to ensure that game scores are not run up. We will not be counting any goals past the +5 mark differential and request that EVERYONE adheres to ensuring that it is a fun environment for the ALL THE KIDS!

8. Division Standings

For the purpose of determining bracket standing and semi-final participants, the following point system will be used:

Win = 3 points, Tie = 1 point, Loss = 0 points

In the event of a tie, bracket winners and/or runner-ups will be determined, progressively, as follows:

- a) Head-to-Head competition,
- b) Least goals allowed,
- c) Goal differential (max counted per game is +5)
- d) Most goals scored (max counted per game is +5)
- e) FIFA kicks from the mark.

In the event of a bye, or a forfeit, tie breaking rules b, c, and d will be based on games actually played among common opponents. Any team that forfeits a game cannot advance to semi-final or final games, nor be champions on points.

Ties for purposes of team standings and points

Ties will stand at the end of regular play for preliminary and consolation matches. For semi-final and championship matches, in the event of a tie, teams will be given a five minute rest, and then the winner of the match will be determined using the penalty kicks from the mark.

Penalty Kick Shootout

Prior to starting the Penalty Kick shootout, the referee must ensure that each team has the same number of eligible players in the center circle. If one team finished the game with fewer players, the other team must reduce the numbers of players eligible to participate in the shootout, so that both teams have the same numbers of players.

- a) All participating players will meet at the center of the field. A coin toss will determine who kicks first.
- b) The referee will decide which goal will be used.
- c) Five players will be selected from each team to participate in the first round. Teams must have EQUAL number of players eligible to kick. (If a team is playing short due to a red card, the other team will reduce its player count accordingly)
- d) With teams alternating, each team will take 5 kicks. The team scoring the most goals will be declared the winner.
- e) If the teams remain tied, the remaining players will kick until a winner is determined.
- f) Each team may select any of their participating players to serve as goalkeeper. The keeper may be changed at any time by one of the participating players. In the event that the goalkeeper becomes injured, a player not currently on the field may replace him.

9. Substitutions

Substitutions may be made with the permission of the referee based upon FIFA rules. All age groups will have unlimited substitutions and players may re-enter the game. The substitute must wait until the player they're replacing is off the field before entering the game. Players must enter and exit at the halfway line, on their team side of the field. No substitutions will be allowed for a player sent off. Substitutions will be allowed as follows:

- Before a throw-in by either team
- Before a goal-kick by either team
- After a goal by either team
- When the referee has stopped play to attend to an injured player of either team
- At half-time
- Before either overtime period
- At the time of a yellow-card infraction, the carded player may be replaced (the opposing team may substitute at this time as well)

- If a keeper is sent off with a red card, that player must leave the field and the team play down. A new keeper must then be designated either from the current field players or a substitution.

10. Conduct

Any player, coach, or team supporter sent off during this tournament will be reported to the team's home state association. Upon receipt of the report, the team's home state association and/or league may impose additional sanctions. Matter involving referee assault or abuse will be reported immediately to the host state association as required by USSF Policy 531-9. Any player sent off from a game (red carded) will not be replaced and will not be allowed to participate for the remainder of the game, and at least the team's next game. Two yellow cards issued to the same player during a match are equivalent to a red card, and the above rule applies. Any coach sent off from a game will not be allowed to coach in the remainder of the game and the team's next two games.

A coach, player or team supporter sent off during a game must immediately leave the vicinity of the field and not be visibly present at the next game. A send off for serious verbal or physical altercations will result in the player, coach or team supporter being expelled and subject to be banned from tournament facilities. Coaches are responsible for the conduct of their players and sideline team supporters. Coaches not taking responsibility for their sideline's conduct may be cautioned or ejected. State rules state that coaches, players, or spectators ejected must not be within "sight or sound" of the playing field. In accordance with FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off.

11. Start and finish of games

All games will be started and finished by the referee on field. Teams must be on field prior to their kickoff time. A team must have minimum of seven (7) players present in order to begin a game. A game forfeited will be scored 3-0 and the winning team awarded 3 points. It is requested that teams be present 20 minutes before the scheduled start time to aid in the timely start of play.