



2016 Tournament of Champions/Il Torneo dei Campioni Information and Rules

(Updated 7/19/2016)

1. FIFA RULES, as modified by US Club Soccer, and as further modified herein, will apply.
2. SPORTSMANSHIP. Good sportsmanship is expected of all players, coaches, managers, and fans. Coaches and managers are responsible for the conduct of their players, staff, parents, and affiliated spectators. The use of offensive, insulting, or abusive language will not be tolerated.
3. CREDENTIALS: Player and coach passes are required. Acceptable player and coach credentials are current, laminated US Soccer Club player and coach passes or laminated 2015-2016 USYSA (CYSA) passes. All players must present an original and fully completed US Club medical release form, or a CYSA 1601 form signed by a parent or guardian. In addition, pass rings must all be from ONE issuing organization, i.e. all US Club, all AYSO, all CYSA, etc. **Mixed pass rings will not be allowed.** TEAMS: An official roster is required. Acceptable rosters: a printed copy of the (1) US Club Soccer "Kyck" Player Roster, or (2) CYSA golden rod.
4. TEAMS ACCEPTANCE AND PLACEMENT IN DIVISIONS AND BRACKETS: Teams will be accepted based on prior results/records. Team placement in divisions and brackets is based on rankings and seeding as determined by the Tournament Director and the Tournament Committee based on available opponents. Specific Division applications are not accepted. Withdrawal due to disagreement with the placement will not entitle the team to any refund. Adjacent age groups may be grouped in the same division. **NO TEAM WILL BE ACCEPTED UNTIL PAID.**
5. GUEST PLAYERS: Guest players will be allowed on any team attending the tournament to a total of 26 tournament players. All guest players must have the proper credentials per section 3, above. For each guest player from outside their club, the team must present a valid CYSA guest player form or US Club player loan form. The guest player's credentials must be from the same issuing entity as the team's. Maximum number of guests allowed: 3 for 4v4, 5 for 7v7 and 9v9 and 7 for 11v11. Maximum players that may dress for any game is 7 for 4v4, 12 for 7v7, 15 for 9v9, 18 for 11v11. GotSoccer users can use the Club Pass process for players from within their club and Guest Player process for teams outside of their club. Guest players are encouraged to register as guests using their GotSoccer player accounts.
6. CHECK IN. Team representatives must present credentials at least 1 hour prior to that team's first game on the field where that team's first game will be played. Failure to check in will result in an automatic disqualification (without refund of fees) from the Tournament. Games not played will be classified as a "forfeit". In addition to the team check-in all player passes will be checked in 30 minutes prior to each match.
7. HOME TEAM. The team listed first on the schedule is the home team. The designated home team shall supply 3 game official-approved balls for each match. If there is a conflict in team colors, as

determined by the referee, the home team shall switch to an alternate jersey or alternate uniform pieces. Both teams shall set up on the same touchline as designated by the Field Marshal. Spectators will be at least 6 feet back from the touchline on the opposite side of the field from the teams. **No spectators are allowed on the team side or at the goal ends of the field.**

8. **START TIMES AND FORFEITURES** Teams must be at the field thirty (30) minutes prior to the scheduled start time of the game in order to be checked in by the field marshals. Start times may be delayed due to injuries, stoppage time by the referee or any other unavoidable problem. All games will start within five minutes of the scheduled time. If a team has not taken the field with a minimum of seven players for 11v11 (6 for 9v9, 5 for 7v7 and 3 for 7v7) within the five-minute grace period, the game will be forfeited to the team in attendance with at least the minimum players. If neither team takes the field within the five-minute grace period, the game will be deemed a “bye,” and no points will be awarded to either team. The referee and/or Tournament Director may terminate a game at his or her discretion and the Tournament Director may award a forfeit if: (1) a team leaves the field during the game without the approval of the referee; (2) a team is sent from the field by the referee for violent play and/or misconduct by a coach, player, or spectator; (3) a team is deemed to be in gross violation of US Club Soccer rules. If, in the opinion of the referee or the Tournament Director, a game must be terminated for the above reasons, the offending team may, at the sole discretion of the Tournament Director, be suspended from further play and forfeit all remaining games. All previous points earned remain as played.

9. **PLAYING TIMES.** Play will proceed as follows: U07-U08 (no 4v4 option for this event). U09-U10 (7v7 - one-quarter field WITH the build-out line and it’s rules in effect, no GK punting), preliminary and semi-finals, 2x20 minutes; consolation and Championship, 2x25 minutes. U11-U12 (9v9 - one-half field) preliminary and semi-finals, 2x25 minutes; consolation and Championship, 2x25 minutes. U13-U15 (11v11) preliminary and semi-finals, 2x30 minutes; consolation and Championship, 2x30 minutes. U16-U19 (11v11) preliminary 2x30 minutes; consolation and Championship, 2x35 minutes

Half time will be five minutes. Injury time will NOT be added to the length of the game, except under extreme circumstances and at the sole discretion of the referee. In preliminary games, ties will stand. Semifinal games that end in a tie will be decided directly by kicks from the penalty mark (no overtime for semi-finals). If a championship or a 3rd Place Consolation game is tied at the end of regulation play, two 5-minute overtime periods will be played. Golden Goal rule will apply. If the game is still tied at the completion of the overtime periods, the game will be decided by kicks from the mark as per FIFA laws of the game. At the discretion of the Tournament Director, overtime periods may be shortened or eliminated if the game has been significantly delayed at the start. The length of any game may be shortened to shorter but equal halves if the referee or Tournament Director deems it necessary due to field conditions, weather, or darkness.

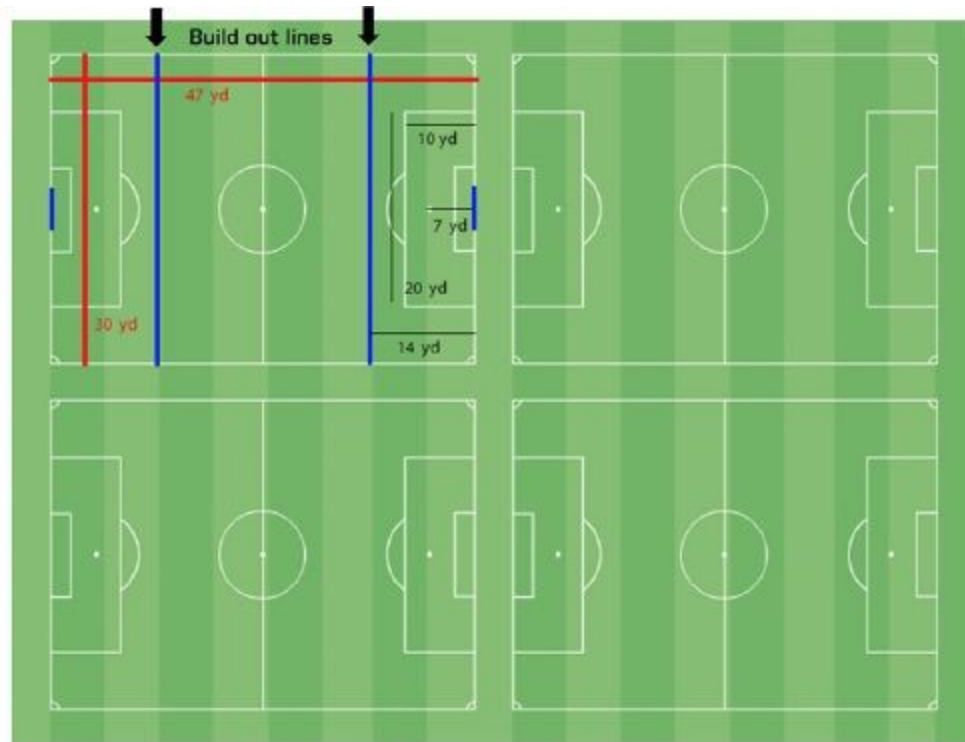
10. **SPECIAL RULES FOR 4v4, 7v7 and 9v9 DIVISIONS** Except for the special rules listed below, the FIFA Laws of the Game as modified by US Club Soccer will apply and by these tournament rules shall apply to 4v4, 7v7 and 9v9 games: Maximum number of players on the field at any time is 4, 7 or 9 (based on age group), including the goalkeeper for 7v7 and 9v9 (no goalkeepers for 4v4). Opponents must observe the required distance from the location of any direct or indirect kick, including start of play. **In addition, please be aware of the following:**

U07-U08 **4v4 No Goalkeepers, no penalty kicks.** No heading. (No 4v4 in the 2016 event)

U09-U10 **7v7 Play-out line must be observed, no GK punting.** No heading.

U11-U12 **9v9 Goal kicks are taken from the goal area.** No heading for U11.

A quick overview of the build-out line, shown here in blue, on ONE 7v7 field, four of which fit on an 11v11 field:



The 7v7 field uses a 'build-out line', which is 14 yards from the goal line, just beyond the penalty area. The USSF states that the build out line is used "...to promote individual skills and facilitate game flow", "...to promote playing the ball out of the back in an unpressured setting."

Rules related to the 'build-out line'

- "When the goalkeeper has the ball, either during play (from the opponent) or for a goal kick, the opponent must move behind the build-out line."

- Once the opposing team is behind the build-out line, the goalkeeper may pass, throw or roll the ball to a teammate (no punting).

- After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line and play resumes as normal.

11. SUBSTITUTIONS. Free substitutions are allowed, but teams may substitute only at the following times (including overtime) and only with the referee's permission:

- Prior to a throw-in in your favor or in the opponent's favor if it originated its own substitution.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury to either team, when the referee stops play.

- During half time.
- A player who has received a yellow card may be immediately substituted.

12. MANDATORY REST PERIODS. Teams must be given a minimum rest period of two hours between games. The rest period will commence when a team's match ends and will end when the team's subsequent match begins.

13. EJECTIONS. A player receiving two yellow cards in a single game is considered as having received a red card. A player given a red card (or two yellow cards) in one game shall be expelled from that game and shall not be replaced. Any player, coach, assistant coach, or registered team official who is sent off or receives a red card will automatically be suspended from that team's next game in the tournament. At the discretion of the Tournament Director, violent conduct or extreme abuse, dissent, or disrespect ejections may result in suspension from more than one game, up to the remainder of the tournament.

14. SCORING SYSTEM. Teams shall be awarded points on the following basis, to a maximum of 10 points per game:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for a loss
- One (1) point for each shut out
- One (1) point for each goal, to a maximum of 3 per game
- 0-0 tie is scored as 4 points (3 for the tie plus 1 for a shut-out)
- Nine (9) points to a team winning by forfeit (2-0)
- Minus one (-1) point for each red card received by a player.
- Minus two (-2) for each expulsion received by a coach, team official, or team-affiliated spectator.

OFFICIAL SCORES will be posted online, as soon as possible after the game. GAME CARDS: The field marshals will provide game cards to the referee prior to the start of the game. If requested, each team shall provide the marshal with a game card sticker containing the team's roster just prior to pre-game check-in. Coaches should review game cards for accuracy at the match's end and sign off on the card. Be sure scores are correctly documented.

15. TIE-BREAKING PROCEDURE. In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified: a.) Head-to-Head competition – team that won the head-to-head competition between the teams that are tied will advance (should there be a tie in tournament points between three or more teams, the tie-breaking procedure begins with (b), below. b.) When and if two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at (a), above c.) Team with most Wins d.) Team with the highest goal differential advances (goals scored minus goals allowed, not to exceed a differential of 4 goals in any one match) e.) Team with most goals scored advances (not to exceed 5 goals for any one match) f.) Team with fewest goals allowed advances g.) Team with fewest send-offs advances h.) Kicks from the penalty spot as per FIFA rules. The team with the most successful kicks advances. i.) Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters. In divisions with 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 preliminaries will not play each other in these games if avoidable. If

required to prevent this situation, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that it did not play in preliminaries(i.e. Only the lowest-point qualifiers will be swapped. Under no circumstances the top seeds (S1/S2) will be paired in these games.

16. AWARDS. A team trophy and individual medals will be given to each division champion and for divisions of six or more teams, medals to each division finalist (1st and 2nd place).

17. INCLEMENT WEATHER. If deemed necessary by the Tournament Director, games may be shortened or cancelled due to weather conditions.

18. SAFETY AND MEDICAL ASSISTANCE. All players must wear shin guards. Players without shin guards may not play. In accordance with USSF directives, officials who observe players who sustain a significant blow to the head or body or who complain about or exhibit symptoms consistent with having suffered a concussion or are otherwise suspected of having sustained a concussion, must be evaluated and cleared by a healthcare professional before the player will be allowed to return to play. Any injuries shall be reported to the Tournament Director or field marshal so that an accident report may be completed. In case of serious injury, 911 will be called if requested by the parent, coach, or referee. Tournament headquarters will be notified of any medical emergency.

Certified athletic trainers (ATCs) will be on duty. Seek your field marshal for assistance locating the nearest ATC.

19. REFUNDS. **Teams that withdraw from the tournament after acceptance are subject to withdrawal penalties ranging from \$100 to the full registration amount.**

20. TOURNAMENT CANCELLATION. Should the tournament be canceled due to inclement weather, acts of civil disobedience, war, destruction of facilities, or other circumstances deemed by the Tournament Committee to be beyond the control of the hosting club, the tournament may retain up to 33% of the entry fee once the tournament's expenses are verified and approved by the Tournament Committee. Any refunds will be postmarked and mailed to the teams within 45 days after the tournament date.

21. PROHIBITIONS. Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at or near any of the tournament fields or complexes. No dogs or pets of any kind are allowed. No horns, bells, or noisemakers of any kind are allowed at or near the tournament fields or complexes at any time. No rude, profane, or inappropriate behavior (at the discretion of tournament officials) is allowed. Any parent, spectator, coach, or player directing any inappropriate comments (at the discretion of the tournament officials) toward a referee or other tournament official will be asked to leave the tournament area, and that person's team may be subject to penalties, and/or expulsion from the tournament. Any team (including players, coaches, managers, parents and affiliated spectators) found violating these rules may (at the discretion of tournament officials) suffer penalties, forfeit all games played, face possible expulsion from the tournament, and may not be invited to any future tournaments hosted by Juventus Sport Club. Use of tobacco products is prohibited within 100 ft of the tournament grounds. Use of tobacco products on the grounds of any public school facility is a violation of California State Law.

22. DISPUTES and PROTESTS. All game results will be considered final and no protest of their outcome is allowed. The Tournament Director will settle all disputes and his or her decision shall be final.

23. RULES NOT COVERED. The Tournament Director shall make decisions as appropriate for any situation that arises that is not covered by these rules. The Tournament Director's decision will be final with no appeals allowed.

24: OTHER RULES

Equipment

- Game Balls - Game balls will be provided by the Home Team and are subject to Referee approval.
 - All balls for U09-U12 will be size 4
 - All balls for U13 and older will be size 5
- Cleats - Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.
- Shinguards - Shinguards must provide adequate protection for the player and be sized suitably. Players wearing shin guards that are too small will not be allowed to play.
- Casts & 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 the discretion of the referee if, in his or her opinion, it would not pose a danger to other players or the player him/herself. 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.
- Eyeglasses - Players who must wear eyeglasses are encouraged to wear sport 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.

Field Restrictions

- Artificial Turf Fields - There are specific rules to safeguard the longevity of our fields. The rules are typically posted at the entrance to the fields. No food will be allowed onto the fields,

particularly seeds or any kind of gum as these are especially harmful. Please ensure that your team and their parents are aware of these restrictions and guidelines and follow them. Tournament staff will be observing that these rules are followed. Anyone caught disregarding these rules can be ejected from the facility by tournament staff and/or the field marshals.

- Alcoholic Beverages - Alcoholic beverages at all tournament venues are prohibited, without exception.
- No Littering - Please respect the fields made available to the tournament. At the conclusion of your games, please collect and dispose of all garbage generated by your team in trash receptacles or in the garbage bags provided by the tournament. Aim to leave the facility nicer than than it was when you arrived. Your cooperation is greatly appreciated.

Miscellaneous

- Medical Assistance - All injuries shall be reported to the Tournament Director or Field Marshal so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the referee or by the player's coach, manager or parent. Tournament Headquarters will be notified of the medical emergency.
- Weather - In the event of inclement weather, winners will be decided upon based on tournament points earned up to then for those games that have been completed or begun, with tie breakers determines as describe elsewhere in these rules.
- Rules Changes - The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be announced through Tournament contacts in Gotsoccer and by way of update to the official rules on the Tournament Website. Any situation not covered by these rules will be resolved by the Tournament Committee or Tournament Director. The Tournament Committee may alter these rules as necessary and any such changes will be final and no appeal will be accepted.
- Other - The Tournament Committee will make all other determinations.