



D6 COMMISSIONER'S CUP 2013 TOURNAMENT RULES

December 7th, 8th, 14th & 15th 2013

Within each age group, each tournament group of six to ten teams will be seeded into two flights (A & B) of three, four, or five teams for preliminary play December 7th & 8th. Teams advancing from preliminary play will play a Final's game on the following Saturday or Sunday December 14th & 15th to determine 1st and 2nd place in their group. All members of the teams reaching a final's game will receive awards. The winning team's Coach of each final's game will also receive the **D6 Commissioner's Cup Trophy**.

Normal CCSL CalNorth rules will apply for all games played, as modified by any special tournament rules specified herein.

- Rosters:** **ONLY** those players registered to a team (as indicated by the team's official goldenrod roster) as of the roster freeze date of November 23rd, 2013 may participate. **Guest** players (players registered to another team or added after the roster freeze date) may **NOT** participate in this tournament. Teams may roster a maximum of 14 players (U9 – U11) or 18 players (U12-U19) per game. Teams must have current laminated player and team official passes at each game. Team official rosters, membership forms, and passes will be checked and verified at the Finals.
- Number of Players:** The maximum and minimum number of players on the field from each team shall be:

	Maximum	Minimum
U9 - U11	8	5
U12 - U19	11	7

- Game Length**

	Prelims	Semi's & Finals
U9 - U10:	25 minute halves	25 minute halves
U11 - U12:	30 minute halves	30 minute halves
U13 - U14:	35 minute halves	35 minute halves
U15 – U16:	40 minute halves	40 minute halves
U19	40 minute halves	45 minute halves

In preliminary games ties will stand. If a Semi Final or Finals game is tied at the end of regulation play, the game will be decided by "Kicks from the Mark" as per FIFA laws of the game.

- Delay of Game:** Teams who are not ready for play within 15 minutes of their assigned game time shall be assessed a forfeit. A forfeit will be scored as a 2 – 0 win for the team that did not forfeit. If both teams forfeit the game will be recorded as a 0 – 0 tie but no tournament points will be awarded to either team. A forfeit game will count as part of a team's minimum games guaranteed in this tournament.
- Substitutions:** Unlimited substitutions are allowed with referee approval in the following situations:

Prior to a throw in for one's own team

Prior to a goal kick by either team

Prior to the restart of the game following a goal being scored by either team

Prior to the restart of the game for the second half

Prior to the restart of the game following an injured player being removed from the field (either team may sub)

Prior to the restart of the game following a player being cautioned, the referee will give the coach the choice of substituting the cautioned player

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5. **Home Team:** The team listed first on the schedule is the Home Team. The Home Team shall provide the game ball (if not provided by convener) and change jersey and/or sock colors if necessary. At the Final's game the team listed first will be the Home Team and will change jersey and/or sock colors if necessary. The game ball shall be provided by the tournament.
6. **Game Cards:** All game cards shall be provided by the Convener during preliminary play. The Convener will report all game scores to the tournament scorekeepers by 9:00 PM Sunday evening. The Convener shall retain all game cards and also retain the passes of all players (or coaches) sent off until receipt of additional instructions from the tournament PAD committee. Game cards will be provided by the tournament for all Final's games.
7. **Send-Offs:** Any player who is sent off will automatically be suspended from their next game. Coaches who are sent off shall leave the field and not return for the remainder of the tournament. The Convener will collect the send off report from the referee (with player pass) and notify the tournament PAD Chairperson by **7:00 PM** on the day of the action. Tournament PAD Committee will notify the Convener of total amount of games to be assessed for a player. Any violation of this **WILL** result in added disciplinary action for both player and coach, which could include forfeiture of **ALL** tournament games.
8. **Preliminary Game Scoring:**

THREE (3)	points for each win (including a forfeit win – to be listed as a 2-0 game)
ONE (1)	point for each tie
ZERO (0)	points for each loss
9. **Tie-breaker:** If teams are tied after preliminary play, the following sequential tie-breaker steps are to be used to determine a flight winner (from **ONLY** the teams that are **TIED** in points).
 - a. **Head to Head:** The flight winner is the team winning the head to head game.
 - b. **Goal Differential:** Goals scored minus goals allowed (up to plus or minus **4** goals per game)
The flight winner is the team with **largest** Goal Differential.
 - c. **Goals Against:** Goals allowed up to **4** goals per game. The flight winner is the team with **fewest** goals against.
 - d. **Goals For:** Goals scored up to **4** goals per game. The flight winner is the team with the **most** Goals For.If two or more teams remain tied after all of the above steps, notify the Tournament Committee **immediately**.

Note that each tie-breaker step in the above is separate and applies **ONLY** to teams that remain tied after evaluation of the results of the previous step. A team that loses in a step is no longer in the tied group of teams.
10. **Team Conduct:** Referees will hold coaches responsible for the conduct of their team, assistants, and spectators. The tournament committee expects **ALL** coaches to encourage Fair Play, and enthusiasm without criticism. Note that an excessive goal differential (greater than 6 goals per game) is **NOT** in the best interest of Fair Play. Please clean up after your team after each game.
11. **Failure to Play:** All teams **MUST** play all games assigned in the schedule. Failure to play will result in disciplinary action including a team fine of up to \$350.00 and possible disqualification from next year's D6 Commissioner's Cup Tournament play.
12. **Termination:** If the referee terminates a game prior to completion, the tournament committee **MAY** re-schedule the game to be played again in its entirety, or may consider the game concluded as of the Referee's termination.
13. **Cancellation:** If any game must be postponed notify the Tournament Committee ASAP. Games not played will be re-scheduled and the Final re-scheduled if necessary.
14. **Withdrawal:** Teams who withdraw after acceptance may forfeit part or their entire entry fee.
15. **THERE WILL BE NO PROTESTS HEARD BY THE TOURNAMENT COMMITTEE.**
16. **Have fun:** Enjoy yourselves and encourage all spectators to be respectful of the game...it IS for the kids.