

2017 Peninsula Cup Tournament Information and Rules

1. FIFA RULES, as modified by US Club Soccer, and as further modified herein, will apply.

Except for the special rules listed below, the FIFA Laws of the Game as modified by US Club Soccer and by these tournament rules shall apply.

Heading is banned in this tournament.

When a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area (6 yard box), the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

5v5

Ball Size: #4 regulation Ball

Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper

Maximum Roster: No limit

Substitution Limit: None

Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper

substitutions can only be made when the ball is out of play and with a referee's consent)

All the Free Kicks are INDIRECT. Penalty Kicks will only be used for tie-breakers – Final/Consolation
Offsides – There is no offside in 5v5.

THROW-IN – A KICK-IN will be taken in place of the throw-in.

Goal Kick: From inside the penalty area, the goalkeeper rolls the ball into play. Ball must be played within own half or touch the

ground within own half. Ball must clear the Penalty Area for an opponent to play it.

A teammate may play the ball within the PA.

7v7

Max roster size – 14

Max # of Guests – 3

Ball size – 4

Build Out Line – it will not be used.

Keeper's punts and goal kicks will have to be first played within own half of the field.

Goal kicks will be taken from anywhere within the 14-yard penalty area.

NO Penalty Kicks – Instead, direct kicks in the penalty area shall be taken from closest point on the 14-yard penalty line. Penalty kicks will be allowed at the end of tied play-off games.

Maximum number of players on the field at any time is seven(7), including the goalkeeper.

Any team not having at least 5 players on the field at the beginning of the game or during the game shall forfeit.

Opponents must be seven (7) yards away before any direct or indirect kick (including start of play) is allowed.

9v9

Max roster size – 16

Max # of Guests – 4

Ball size – 4

Maximum number of players on the field at any time is nine (9), including the goalkeeper.

Any team not having at least 7 players on the field at the beginning of the game or during the game shall forfeit.

Opponents must be seven (7) yards away before any direct or indirect kick (including start of play) is allowed.

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:

PLAYERS: Player and coach passes are required. Acceptable player and coach credentials are current, laminated US Soccer Club player and coach passes or laminated 2016-2017 USYSA (CYSA) passes. All players must present an original and fully completed US Club medical release form, or a CYSA 1601 form signed by parents or guardian.

TEAMS: An official roster is required. Acceptable rosters: (1) a printed copy of the on-line US Club Soccer Player Roster, or (2) a CYSA golden rod.

4. GUEST PLAYERS. Guest players will be allowed on any team attending the tournament to a total of 10(5v5), 14(7v7), & 16(9v9) tournament players. All guest players must have the proper credentials per section 3, above. For each guest player the team must present a valid CYSA guest player form or US Club player loan form.

Maximum number of guests allowed: 4(7v7), 5(9v9).

Maximum players that may dress for any game is 10(5v5), 14(7v7), & 16(9v9).

5. CHECK IN. Team representatives must present credentials at least 45 Min. prior to that team's first game on Saturday, 4/29/17 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 being checked at the pre-tournament check-in, all player passes will be checked prior to each match.

6. HOME TEAM. The team listed first on the schedule is the home team. 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 opposite the teams. No spectators are allowed at the goal ends of the field. If necessary, the designated home team shall supply the balls for each match.

7. 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 five players within the five-minute grace period, the game will be forfeited to the team in attendance with at least seven 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.

8. PLAYING TIMES. Play will proceed as specified below:

U7-U8(5v5): Preliminary games and Semifinals: 2x20 minutes. Consolation & Championship: 2x20 minutes.

U8-U9(7v7): Preliminary games and Semifinals: 2x20 minutes. Consolation & Championship: 2x20 minutes.

U10-U11(9v9): Preliminary games and Semifinals: 2x25 minutes. Consolation & Championship: 2x25 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.

Note regarding Semifinals pairings – If based on predetermined criteria teams that met in the preliminaries are matched-up to play in a Semifinal, the lowest seeds in the two Semifinals will be swapped(unless the swap creates an identical situation).

In preliminary games, ties will stand. If a Semifinal game is tied, the winner will be determined by PKs – No overtime. If a championship or a consolation game is tied at the end of regulation play, two 5-minute overtime periods will be played. **Golden Goal rule applies.** If the game is still tied at the completion of the overtime periods, the game will be decided by penalty kicks 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.

9. 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.

10. 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.

11. 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.

12. 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.
- Minus one (-1) point for EVERY goal over a 6 goal differential win. Example: 7-0/8-1 – minus 1 point, 8-0 – minus 2 points.

OFFICIAL SCORES will be posted on the website 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.

13. 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 5 goals in any one match)
- e) Team with most goals scored advances (not to exceed 6 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.

14. AWARDS. A team trophy and individual medals will be given to each division Champion and Finalist. In eight or more teams divisions, in addition to the Finalists awards, medals will be given to the third and fourth place teams.

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

16. SAFETY AND MEDICAL ASSISTANCE. All players must wear shin guards. Players without shin guards may not 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.

17. REFUNDS. Teams that withdraw from the tournament after the registration deadline but before being accepted will be assessed a \$100 administrative fee. Once accepted, if a team withdraws, the complete registration fee will be forfeited.

18. 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 US Club Tournament Committee to be beyond the control of the hosting club, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by the US Club Tournament Committee. Any refunds will be postmarked and mailed to the teams within 45 days after the tournament date.

19. 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 Peninsula Soccer 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.

20. 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.

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