

District 5 2011-2012 Tournament Rules

Dear Players, Coaches, Referees, League Administrators and Parents,

Attached please find the revised rules for this year's Tournament Season. Please take time to review them and become familiar with them.

Alcoholic beverages, pets, mechanical or other noisemaking devices are not allowed at any District 5 Tournament.

If a team does not show for any scheduled game or does not notify the Tournament Director at least 5 days in advance, the league will be fined \$1,000 and must be paid prior to participation in the next tournament. Furthermore coach(s), players and/or league may receive further disciplinary action which may include disqualification from future tournaments as deemed necessary by District 5.

If you have questions before the beginning of Cup Play, please contact your league president for clarification. Once play has begun, the field marshals and the Tournament Director should be your first point of contact.

All coaches must have a CalSouth member pass indicating approved risk management (finger printing clearance) and appropriate coaching level. All coaches in divisions U10 and U12 must have a minimum of a Youth Module III coaching license or higher. All coaches in Division U14 and above must have an 'E' license or higher.

Another important point: Please try to keep the games in proper perspective. While all of us want to be successful, let's not forget that it's supposed to be fun. Any verbal abuse or assault toward anyone including referees and tournament staff will be adjudicated vigorously.

District 5 reserves the right to refuse participation of any coach, player or spectator whose actions prove to be detrimental.

TEAM ENTRIES

- A. Teams entered into play in the Commissioner's Cup shall consist only of first and second place teams within the District 5 recreational play of their respective leagues. In the event that the first or second place team is unable to participate, subsequent teams may be sent to fill in any available playing slots within the tournament as approved by the Director of Tournaments and the District Commissioner. Those teams entered in Commissioner's Cup may not have any more than three (3) retained players during original team draft. The balance of the team shall be picked by a balanced draw. A league may enter up to 2 teams 1 first and 1 second place team in each age group and division. The above rules may be modified by the Director of Tournaments and District Commissioner to ensure an appropriate number of team entries.

- B. Teams must be assembled and activated in CORIS by October 1 to be eligible for all District 5 cup play; teams may still however participate in their league competition if they do not meet this requirement.
- C. Players must be placed on an active team roster by October 1 to be eligible for District 5 cup play; players may still however participate in league play if this requirement is not met.
- D. Teams entered into play in the President's Cup and U18 Open Cup shall consist of outstanding players (All Stars) in their respective age groups and divisions as selected by the individual leagues. Girls playing for a Coed All-Star team cannot also play for a Girls All-Star team; they must decide which division they wish to play in.
- E. Team limitations for all District 5 Tournaments shall not exceed two (2) coaches per team. Players may not exceed the following breakdown by age groups:
 - ❖ U18 -18 players
 - ❖ U16 - 12 players
 - ❖ U14 -15 players
 - ❖ U12 -15 players
 - ❖ U10 -12 players
- F. In keeping with the idea that educated coaches will always keep the players best interest at heart, that winning at all costs is not to be desired, and that our players play the game to have fun, ALL COACHES (HEAD COACHES AND ASSISTANTS) ENTERED INTO THESE TOURNAMENTS MUST HAVE a CalSouth member pass as well as acceptable coaching license and Tournament ID to participate in all games.

COMPETITION

- A. **THERE ARE NO PROTESTS.**
- B. The format of the tournament will be the "World Cup" style with teams competing in even brackets to the extent possible. A ten point system will be used for the preliminary games. There will be no overtime or shoot-outs in the preliminary rounds. Win = 6 points, Tie = 3 point, Loss = 0 point, 1 point per goal is awarded up to 3 goals, and 1 point for shut out.
- C. Every player participating in any District 5 tournament must play at least 50% of the game as monitored by the team, participating league officials, or match officials. Teams that violate the 50% rule will forfeit the game and may be subject to additional disciplinary action.
- D. Coaches and Assistant Coaches are required to have a CalSouth member pass at all games as well as medical release forms with original signatures for all players. All coaches in divisions U10 and U12 must have a minimum of a Youth Module III coaching license or higher. All coaches in Division U14 and above must have an 'E' license or higher, no exceptions!

- E. Leagues, Coaches and Teams will be held responsible for their actions and the actions of their players.
- Each Team will be allowed only **two (2) Licensed and Risk Managed Coaches.**
- F. The Head Coach and his/her Assistant will have badges that must be worn and visible at all times during each match these passes are not transferrable. Should the administrator be ejected he/she will relinquish their badge to the official at that time and may receive it back for their next eligible game from the scorer's table.
- G. All coaches are to remain within 10 yards of the centerline and within designated area. Coaches are expected to remain in control of themselves and their players and to demonstrate sound sportsmanship. A player, parent, or spectator ejected from a game must leave that game and will not be able to participate nor attend that team's next game. In the event that it is the last game of that tournament the consequence will carry over to the next tournament. Further disciplinary action may be taken by the District Commissioner or CalSouth PAD (Protest Appeals and Discipline) Committee.
- H. If any coach is ejected during a game and the team has no approved assistant coach the team may have a board member with approved license and risk management step in. Any coach ejected from a game will not be eligible to participate nor attend their next game in that division. This includes tournament to tournament suspension. Further disciplinary action may be taken by the District 5 or CalSouth PAD (Protest Appeals and Discipline) Committee.
- Any team that has players, coaches or spectators that enter the pitch during a fight will cause the team to forfeit the remainder of their tournament and possibly make them ineligible for any future District 5 tournaments. Further disciplinary action may be taken by the District 5 or CalSouth PAD (Protest Appeals and Discipline) Committee.
- I. All players must dress uniformly with easily readable jersey numbers with no player names allowed on the uniforms. Sweats under the uniform may be allowed for inclement weather and need to be neutral in color. Uniforms must remain on until the field is cleared of all players. There will be no hair accessories allowed with metal and/or hard plastic; this includes beads, clips and ponytail bands with metal. Any player's refusal to remove such items will remain ineligible until these items have been removed. Metal studs on cleats are only allowed in the U18 age division, and are not allowed in any other age division. Cleats with a toe spike are permitted as long as they do not have sharp edges and are not a danger to other players.
- J. All preliminary, quarter-final, and semi-final games will be as follows:
- ❖ Under 10: 10 min quarters, 5 minute break between halves, running clock at quarter
 - ❖ Under 12: 12.5 minute quarters, 5 minute break between halves, running clock at quarter
 - ❖ Under 14: 12.5 minute quarters, 5 minute break between halves, running clock at quarter

- ❖ Under 16: 25 minute halves, 5 minute break between halves
 - ❖ Under 18: 30 minute halves, 5 minute break between halves
- K. In the event that teams are tied in points at the end of the preliminary round, the tie-breakers shall be as follows:
- ❖ Head to head competition (exception: does not apply if more than two teams are tied or if the teams have not played each other)
 - ❖ Number of goals allowed
 - ❖ Number of goals scored
 - ❖ FIFA Shoot out
- L. Home teams are listed first on the schedule. Each team shall supply a game ball for each match. Should there be a color conflict as determined by the referees, the home team will be required to change jerseys or wear bibs.
- M. All teams will present their players and player passes to the tournament check-in facilities a minimum of one (1) hour prior to their **first** game of the tournament and then to the referees prior to each subsequent game along with the team's game card.
- N. A team has 15 minutes from the scheduled game time to arrive before a forfeit is awarded to the other team with a score of 1-0, with two (2) points awarded.
- O. Substitutions: U10s, U12s & U14s shall be made at the quarter. The referee shall maintain a running clock during quarter. Facilitate substitutions by reminding parents and players that the quarter break is not a rest period or water break. The game will resume when a reasonable amount of time for substitutions has passed as indicated by the referee. If the referee deems that the coach is intentionally delaying the game, the coach may receive a warning for unsporting behavior.
- P. The U-18 Open Cup Tournament will have free substitutions. These may take place at the following occurrences.
- ❖ Any dead ball situation, at the discretion of the center referee.
 - ❖ NO SUBS ON FOULS, EXCEPT FOR YELLOW CARDED PLAYERS.
- Q. For all U-10 through U-14 Tournaments substitutions will be made at the quarter. If a yellow card is issued, the player must leave the field and *may* be substituted. If player is substituted that player may not return until the next quarter (the goalie is an exception to this rule.)
- R. When a coach is asked to come on the field for an injured player, that player must come off the field AND MAY BE SUBSTITUTED same quarter. The player may return that same quarter FOR THE PLAYER THAT SUBSTITUTED FOR THEM as allowed by the referee.
- S. Coaches are solely responsible for the accuracy of team game cards and must sign the match report indicating that everything is correct.
- T. Any team accumulating a third red card during the course of the tournament will forfeit that team's remaining games in the tournament. For purposes of this rule:

- ❖ The game during which the third red card was issued will be played to completion unless terminated by the Referee, District Commissioner or the DC's designee.
- ❖ The accumulation of red cards will be for cards issued to players and/or coaches.

U. **Championship Game Overtime Procedures:** When ending in a tie the following will apply:

- ❖ U10 Division: 4 5-minute overtime periods 'Golden Goal'. 1st quarter played with 8 players, 2nd quarter one player is removed. 3rd quarter one additional player removed. 4th quarter one additional player removed. Players picked to play in overtime will not be substituted except for injury. Any red cards issued will result in team playing short for remainder of the game. 50 % play rule does not apply to overtime. If still tied: FIFA Shoot Out.
- ❖ U12 & U14 Divisions: 4 5-minute overtime periods 'Golden Goal'. 1st quarter played with 11 players, 2nd quarter two players are removed. 3rd quarter two additional players are removed. 4th quarter two additional players are removed. Players picked to play in overtime will not be substituted except for injury. Any red cards issued will result in team playing short for remainder of the game. 50 % play rule does not apply to overtime. If still tied: FIFA Shoot Out.
- ❖ U16 Division: 4 6-minute overtime periods 'Golden Goal'. 1st and 2nd quarter's played with 7 players. 3rd quarter will remove 1 player to play with 6. 4th quarter one (1) additional player will be removed. Players picked to play in overtime will not be substituted except for injury. Any red cards issued will result in team playing short for remainder of the game. 50 % play rule does not apply to overtime. If still tied: FIFA Shoot Out.
- ❖ U18 Division: 2 12-minute overtime periods 'Golden Goal'. 1st quarter played with 11 players, 2nd quarter two players are removed. 3rd quarter two additional players are removed. 4th quarter two additional players are removed. Players picked to play in overtime will not be substituted except for injury. Any red cards issued will result in team playing short for remainder of the game. 50 % play rule does not apply to overtime. If still tied: FIFA Shoot Out.

Kicks from the Penalty Mark

- A. Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn.
- B. Procedure
 - ❖ The referee chooses the goal at which the kicks will be taken. No coaches or parents are allowed on the field until the end of the game.
 - ❖ The referee tosses a coin and the team whose captain wins the toss has the choice of which team kicks first.

- ❖ The referee keeps a record of the kicks being taken.
- ❖ Subject to the conditions explained below, both teams take five kicks.
- ❖ The team's alternate taking kicks.
- ❖ If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- ❖ If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals; kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- ❖ A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- ❖ With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
- ❖ Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- ❖ An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

REFEREES

- A. If a referee(s) does not show up for any scheduled game, the responsible league will be charged \$35 per referee per game.
- B. Within the limits of the availability of certified referees, a three-man system will be used or lacking the required referees, the use of District 5 assigned referees.
- C. All referees will be in proper uniform when working a game and will wear an alternative shirt when not. Cold weather gear may be worn with black being the neutral color.
- D. The referee must review the player identification cards against the team roster/game card prior to each game. The referee must compare pictures on the CalSouth player pass to the players checking in.
- E. All referees must arrive at least 30 minutes before their scheduled game time and field to give pre-game instructions.
- F. All referees will turn in all match reports after each game. The match reports must be signed by both coaches and referee teams before being turned in. If there were any problems with the game (i.e., ejection's), a complete match report must be completed in writing and turned in after the game to the tournament booth. Referees will not "take back" ejections or cautions once issued.

- G. All leagues are responsible for providing a minimum of a three (3)-man referee team for all tournament play whether teams from that league have or have not been eliminated from the tournament. Failure of a league to notify the District Referee Coordinator of a potential shortage of referees at least 5 days prior to the tournament may result in disciplinary actions by the District Commissioner.
- H. Field and goal size will comply with USYS guidelines.