

2015 Northern California Spring Showcase

Hosted by Juventus Sport Club

Rules on Registration, Credentials, Check-in, etc.

Questions during the tournament may be answered by any of the field marshals or by members of the tournament committee, who, if they are not at the fields, will be stationed at tournament headquarters at Red Morton. The Tournament committee has the authority to rule on any situation(s) not covered by these rules.

TOURNAMENT HEADQUARTERS

Red Morton Park (between the 3 fields, near the snack shack)
1400 Roosevelt Ave, Redwood City, CA 94061

POSTING OF RESULTS

Match scores and assigned points will be posted at each field. Teams should verify their scores and postings. The ultimate scores/standings record will be kept on the website. In case of a discrepancy, the official game card signed by the referee shall prevail.

SCHEDULES

The online system will reflect the official schedules. Teams should verify their schedules often and up to 2 days prior to the start of the tournament.

REGISTRATION

ON-LINE REGISTRATION

Teams must register on-line and pay before the registration deadline in order to be considered for acceptance. Late registrations may be accepted at the discretion of the Tournament Director. A \$75 late registration fee will be applied.

ACCEPTANCE

Teams will be accepted based on their record. Placement in divisions and brackets will also be made based on the teams' records as well as geographical mix. Team placement in divisions is made by the Tournament Committee and it is not open to appeal.

WITHDRAWAL

Withdrawal must be done via email to the Tournament Director. There is no penalty for withdrawing before January 10th, 2015. A \$100 administrative fee will be charged to any team withdrawing after January 10th, 2015. Withdrawing after acceptance (which may be prior to Jan 10th) or after January 16th, 2015 will result in loss of the entire registration fee - regardless of the possibility of a replacement team being found/accepted. Disagreement with the team placement and withdrawal for that reason will not entitle the team to a refund.

CHECK IN

Team representatives must present credentials at least 60 minutes prior to that team's first game on Friday, 3/6/15 (for teams playing Friday), or Saturday, 3/7/15 (for most teams), **at the marshal tent 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" and "Bye." In addition to being checked at the pre-tournament check-in, all player passes will be checked 30 min prior to the beginning of each match.

Optional Friday evening check-in – Teams willing to be checked in on Friday will have the option to do it. Details will be published in a timely manner.

CREDENTIALS

Players/Coaches Passes: Player and coach passes are required.

Acceptable player and coach credentials are current, laminated US Soccer Club player/coach passes or laminated 2014/2015 USYSA (CYSA) passes.

Medical Release Forms: All players must present an original and fully completed US Club medical release form, or a CYSA 1601 form (or an equivalent medical release registration form approved by that team's league or association), signed by a parent or a guardian.

Team Roster: An official roster is required. Acceptable rosters: (1) a printed copy of the online US Club Soccer Player Roster, or (2) a CYSA golden rod, or equivalent from the team's league or association.

Loan/Guest Forms for all guests must be presented at check-in.

Players may be added to the official roster up until the official check-in. Once a team has been checked in, its Team Roster is frozen and no player may be added.

ROSTERS

Teams may register a maximum of twenty-six (26) players. A team may use up to the approved number of guest players, but it is still limited to the twenty-six players total. A maximum of eighteen (18) players from the registered total may be used for any one game.

GUEST PLAYERS

Teams may have a maximum of **seven (7)** guest players. A guest player is a player not on the team's US Club roster or golden rod, or equivalent league roster. All guest players must have the Appropriate Guest Player or Player Loan Forms.

GUEST TEAMS

The Tournament may accept a team as a *Guest Team* in order to fill a late vacancy in a Flight. Guest Teams cannot advance out of their Bracket. Guest Team game results are predetermined to be a 2-0 against the Guest team.

GAME CHECK-IN

After initial check-in, teams must check-in with the field marshals at the game sites at least **thirty (30) minutes** prior to each team's scheduled games. A team representative must present the team's Player Passes to the Field Marshal so that the team may be checked in to play. The Field Marshal will verify player and equipment. Any player not in approved equipment will not be allowed to play until corrected. The Field Marshal will retain the team's Player Passes until completion of the game. A team who fails to properly check-in with the Field Marshal will forfeit that game.

GAME CARDS

Field Marshals will issue a game form for each game and deliver to the referee. The referee will complete the card and return it to the Field Marshal after the game.