



Coppa d'Oro 2015

Tournament Information and Rules

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:

PLAYERS: 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 parents 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. Teams' placement in divisions and brackets is based on rankings and seeding as determined by the Tournament Director and the Tournament Committee. 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.

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 the team must present a valid CYSA guest player form or US Club player loan form. Maximum number of guests allowed: 5 for 8v8 and 7 for 11v11. Maximum players that may dress for any game is 18 (15 for 8v8).

6. CHECK IN. Team representatives must present credentials at least 1 hour prior to that team's first game on Saturday, 12/12/15 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-game check-in on 12/12/15, all player passes will be checked prior to each match.

7. 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.

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 (5 for 8v8) 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.

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

U8 (8v8): Preliminary games and Semifinals: 2x20 minutes. Consolation and Championship: 2x25 minutes.

U9-U10 (8v8): Preliminary games and Semifinals: 2x25 minutes. Consolation and Championship: 2x25 minutes.

U11 (8v8): Preliminary games and Semifinals: 2x25 minutes. Consolation and Championship: 2x30 minutes.

U12-U14: Preliminary games and Semifinals: 2x30 minutes. Consolation and Championship: 2x30 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. If a championship, semifinal, or 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 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.

10. SPECIAL RULES FOR 8v8 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 8v8 games:

Maximum number of players on the field at any time is eight (8), including the goalkeeper.

Opponents must be at least eight (8) yards away from the location of any direct or indirect kick, including start of play.

In addition, the following rules will apply for U8 and U9 divisions only (not U10 or U11):

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

NO PENALTY KICKS. Instead, direct kicks awarded in the penalty area shall be taken from closest point on the '14'-yard penalty line

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 on the field, 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.