



## 2016 Northern California Spring Showcase

v. 2/27/2016.1

### Playing Rules

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

#### 1.0 GAME RULES

The tournament shall be governed by FIFA Laws of the Game as modified by USSF and US CLUB and as described herein.

#### 2.0 GAME BALLS

Game balls may be provided by the tournament. If tournament game balls are unavailable, the Home Team will supply the game balls subject to Referee approval. All balls shall be size 5.

#### 3.0 DETERMINATION OF WINNERS

Teams will earn points based on the results of the preliminary matches. Points will be awarded as follows:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal scored up to a maximum of 3 goals per game
- 1 point for teams that shutout their opponents (shutout points are awarded for a 0-0 tie)
- 9 points for the winning team in the event of a forfeit (2-0 win)
- 0 points for each team if both teams forfeit
- 1 point will be deducted from the team's total for each red card (ejection) issued to a player.
- 2 points will be deducted from the team's total for each ejection issued to a coach or team spectator during the tournament.

#### 4.0 TIE BREAKING PROCEDURES

If teams have the same number of points at the end of the preliminary rounds, ties will be resolved using the following criteria in this order:

1. Head-to-head competition results
2. Most Total Wins
3. Goal differential (goals scored less goals allowed; maximum 4 per game)
4. Most goals scored (maximum 5 per game)
5. Fewest goals allowed
6. Most Total Shutouts
7. Fewest Red card ejections (player and coach)
8. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters. Semi-final, Consolation and Championship games that end in a tie in regulation will be extended, after a 5-minute rest period, **by two full 5-minute overtime periods (no golden goal)**. If the game is

tied at the end of the overtime periods, both teams will take penalty kicks as described by FIFA until a winner is determined. Only the players on the field at the end of the overtime period may participate in the penalty kick shootout. Except for the Final, any post-preliminary game, in which the preset format matches up teams that have already met in the preliminaries, will be altered to avoid playing each other again. A team that qualified for post-preliminary games will not lose its qualification status due to the described alteration of team pairings. The match-ups alteration will be limited to swapping the lowest seeded teams (the top two seeds will not meet in Semifinal)

## 5.0 LENGTH OF GAMES

Field Marshals may alter the length of any game at their discretion – this includes shortening the games in order to adhere to the field schedule and prevent running out of daylight. In the preliminary rounds, games tied at the end of regulation time will be recorded as ties. The games shall have the following durations:

### **Tournament** Format

Division	Preliminary	Semi-final	Final and consolation
U12-U13	2x30 min halves	2x30 min halves	2x30 min halves
U14-U15	2x30 min halves	2x30 min halves	2x35 min halves

### **Showcase** Format – 4 guaranteed games:

Division	Preliminary	Semi-final	Final and consolation
U16-U19	2x30 min halves	2x30 min halves	2x30 min halves

## 6.0 HALF TIME

Half Time will be exactly 5 minutes. The Tournament Director reserves the right to extend the half time under special circumstances.

## 7.0 GAME START

All games will start at the scheduled time. Teams must report to the Field Marshal prior to the scheduled game's start time as described previously. If a team has not reported to the field, ready to play, with a minimum of nine (9) players within 5 minutes of the scheduled game time, the game will be forfeited to the team with at least nine (9) players in attendance. All Preliminary Games will be called not less than 5 minutes prior to the scheduled start of the following game, regardless of the amount of time played up to that point. A game is "complete" upon completion of at least one half of play regardless of the circumstances of termination during the second half. Final results will be based on the score at the time the game is called. Preliminary games can end in a tie.

## 8.0 SUSPENDED and TERMINATED GAMES

Tournament Officials may suspend and/or terminate games for reason. If a game is terminated, the game may be resumed at the discretion of Tournament officials, but is subject to ending 5 minutes prior to the next scheduled game start. If a game is terminated due to field issues, or due to the serious injury of a player, game play may be resumed at the discretion of the Tournament officials. Tournament officials may also conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance. If, in the opinion of Tournament officials, a game must be terminated due to the serious or violent misconduct of players, coaches, or spectators; the offending team

could be suspended from further play and forfeits that game and potentially all remaining games. All previous points earned remain as played. Additionally, the home league, State Association and/or US Club will be contacted as appropriate. Delays of game will only be allowed for an injury to a player that is unable to be moved from the field and/or requiring professional medical attention. Primary regard will be to the safety of the injured player. The delay may result in appropriate time being added to the full game time, depending on the judgment of the referee. Preliminary games might not be extended if they affect start time of the next game as described herein. The result of a preliminary game, which is suspended due to serious injury in the first half, shall be determined by penalty kicks as described by FIFA.

## **9.0 MEDICAL ASSISTANCE**

All injuries shall be reported to the Tournament Director or Field Marshall so that an Accident Report Form can be completed. In the case of serious injury, Emergency Services (911) will be called if requested by the player's parent, coach, tournament official or referee. Tournament Headquarters will be notified of the medical emergency.

In accordance with USSF directives, officials who observe players who sustain a significant blow to the head or body or who complain about or exhibit symptoms consistent with having suffered a concussion or are otherwise suspected of having sustained a concussion, must be evaluated by a healthcare professional before the player will be allowed to return to play.

Certified athletic trainers (ATCs) are on duty. Seek your field marshal for assistance locating the nearest ATC.

## **10.0 SUBSTITUTIONS**

Unlimited substitutions during a game are allowed at the discretion of the referee:

- Prior to a throw-in by your team or by opposing team if it initiated the substitution ('me, too' rule).
- Prior to a goal kick by either team
- Prior to a kick-off by either team
- During an injury stoppage of play, only the injured player may be substituted
- After a yellow card caution is issued (cautioned player only). Substitution for the cautioned player is permissible but not required.

## **11.0 LOGISTICS**

Teams will play from the same side of the field, with the spectators on the opposite side.

## **12.0 SPORTSMANSHIP**

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents and spectators. A coach may not enter the field of play except on a referee's signal. Coaches, players, parents and spectators shall not harangue, harass or attempt to distract players, referees or assistant referees. Infraction of these rules will result in a warning followed by an ejection. Appropriate disciplinary action will be determined by the Tournament Director for infringements of this tournament rule.

## **13.0 EJECTIONS and CAUTIONS**

A player, parent or coach who has been ejected in a game, will not return for that game and will not be allowed to participate in the next scheduled game. Ejections will be reviewed by the Tournament Director and may result in a more severe penalty, including additional game suspensions in the tournament and potentially contacting of club, league, and playing association for additional penalties. Fighting by players, violent conduct or harassment of referees by coaches, parents or spectators will be considered serious misconduct. Each ejection will result in a cumulative deduction from the team's tournament points. Any ejection of a coach or a team spectator will result in a two-point deduction from the team's tournament points.

#### **14.0 DISPUTES**

Game conduct is under the jurisdiction of the referee. The tournament officials will not overrule a referee's decision.

#### **15.0 PROTESTS**

All game results will be considered final. No protests will be allowed.

#### **16.0 FORFEIT and BYES**

All teams that forfeit will have the game(s) scored a 0-2 loss. The winner will be awarded nine tournament points (six for the win, two for 2 goals and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. The tournament has no financial or other obligation to compensate teams that may end up playing fewer games than the number guaranteed due to an opponent's forfeit.

#### **17.0 HOME TEAM**

The team listed first on the schedule for the preliminary round of games will be the home team. For Championship and Consolation games, the team with the highest total points of the paired teams will be the home team. If both teams have the same number of points, a coin toss by the Field Marshal/Referee will determine the home team. In the event that both teams have the same colored uniforms, the home team will be asked to change. Uniform guideline: *To simplify matters, we strongly suggest that the home team wears their dark colored uniform and the visiting team wears their white or light colored uniform.*

#### **18.0 WEATHER**

In the event of inclement weather, winners will be decided based on the points earned up to that point for those games that have begun, with any tie breakers being as determined in the rules herein. In the event of game cancellations, the teams will be reimbursed on a prorated basis minus the expenses for the games not played if that number of games is less than the minimum guaranteed.

#### **19.0 TOURNAMENT CANCELLATION**

Should the tournament be canceled due to inclement weather, acts of civil disobedience, war, destruction of facilities, or other circumstances deemed to be beyond the control of the hosting club, the tournament may retain up to 33% of the entry fee once the tournament's expenses are verified and approved by the Tournament Committee. Any refunds will be postmarked and mailed to the teams within 45 days after the tournament date.

#### **20.0 RULES CHANGE**

The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be updated on the official rules form at the event website. All situations not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may make alterations to these rules as necessary and such changes will be final and no appeal will be accepted.

#### **21.0 OTHER**

The Tournament Committee will make all other determinations.

## Field Rules

### RULES REGARDING TURF FIELDS

There are specific rules to safeguard the life of the fields. The rules are typically posted at the entrance to the fields. No food will be allowed onto the fields particularly seeds of any kind or gum, as they are especially harmful to the fields. Please make sure your team and their parents are aware of these restrictions and guidelines. There will be staff that will be observing that the rules are being obeyed. Anyone caught disregarding the rules can be ejected from the facility by the staff and/or the field marshals.

### ALCOHOLIC BEVERAGES

Alcoholic beverages at all tournament venues are prohibited, without exception.

### NO LITTERING

Please respect the fields made available to the Tournament. At the conclusion of your games, Please collect and dispose of all garbage generated by your team in trash receptacle or in the garbage bag provided by the Tournament. Your cooperation is greatly appreciated.

### PLAYER EQUIPMENT

<b>Cleats</b>	Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on the turf fields.
<b>Shin guards</b>	Shin guards are required for all tournament play. They must be worn properly and shall be professionally manufactured and unaltered. Shin guards must appropriately cover the shin. Players wearing shin guards that are too short will not be allowed to play.
<b>Casts/splints</b>	Dangerous equipment and devices include, but are not limited to orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, shall not be eligible to participate in any tournament game.
<b>Braces</b>	Braces may be allowed at discretion of the referee if in his opinion, does not pose danger to players. The brace must be properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, and hard plastic or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other players.
<b>Eye glasses</b>	Players who must wear eyeglasses are encouraged to wear sports goggles. Players must wear glasses that are safe. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy material.
<b>Jewelry</b>	Absolutely no jewelry may be worn while participating in any tournament play. Only Medical Alert Warning Bracelets may be worn; which are to be taped as necessary.

### TOURNAMENT FORMAT

Teams U12-U15 will have three bracket games guaranteed, plus a final or consolation game, if earned.

Trophies/medals will be awarded to Finalists. Divisions with 6 teams will not have a consolation match (only a final). Teams U16-U19 will have four guaranteed games. No trophies or medals will be awarded.

### **Registration, Credentials and Check-in Rules**

#### **TOURNAMENT HEADQUARTERS**

Hoover Park  
Spring Street  
Redwood City, CA 94061

#### **POSTING OF RESULTS**

Match scores and assigned points will be updated in GotSoccer and available on-line. Teams should verify their scores and postings. 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**

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, 2016. A \$100 administrative fee will be charged to any team withdrawing after January 10th, 2016. Withdrawing after acceptance or after January 11th, 2016 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 Saturday, 3/5/16, 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. Contact the Tournament Committee at [tournaments@juventus-sc.org](mailto:tournaments@juventus-sc.org).

#### **CREDENTIALS**

##### *Players/Coaches:*

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. 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.

**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 US Club Soccer “Kyck” 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.