

Playing Rules

Northern California Spring Showcase

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.

GAME RULES

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

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.

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.

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. 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)

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:

Bracket	Preliminary	Semi-Finals	Final & 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:

U16-U19	2x30 Min Halves
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HALF TIME

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

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.

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.

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.

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
- 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.

LOGISTICS

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

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.

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.

DISPUTES

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

PROTESTS

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

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.*

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.

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.

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.

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 announced at the team check-in. 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.

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

Cleats	Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on the turf fields.
Shin guards	Shin guards are required for all tournament play. They must be worn properly and shall be professionally manufactured and unaltered. Shin guards must cover a minimum $\frac{3}{4}$ of the shin. Players wearing shin guards that are too short will not be allowed to play.
Casts and Splints	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.
Braces	It is strongly recommended for the safety of the player, that a player does not wear a brace during tournament play. 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.
Eyeglasses	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.
Jewelry	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

Tournament Format – ages U12 through U15

Three games guaranteed – bracket play and Final/Consolation. Trophies/medals will be awarded to Finalists and, if applicable, medals to the 3rd and 4th Place Consolation Game participants. Divisions with 6 teams or less will only hold the Final.

Showcase Format – ages U16 through U19

Four guaranteed games. No trophies or medals will be awarded.