

# SOCAL ELITE FC

## 2019 TOURNAMENT RULES

### REGISTRATION

- For tournament check-in, the team is required to provide the team's official roster (in GotSoccer), player passes/cards, and appropriate Guest Player paperwork. Also, the team must have available for presentation upon request during the tournament: passports or copy of birth certificates, insurance forms, parental permission slips and travel permission slips.
- The players must present picture identification cards issued by the team's Federal Organization Member (USYS, AYSO, other).

### TEAM ROSTERS AND GUEST PLAYERS

- All players, including guest players, must be listed on the team's online GotSoccer roster prior to check-in.
- A player may play on two different teams, provided ALL of the following requirements are met:
  - ❖ Teams are in two different age groups.
  - ❖ Player is age eligible for both age groups.
  - ❖ Player is listed on the GotSoccer roster for both teams prior to check-in.
- There is no limit to the number of guest players a team may bring, provided they do not exceed the roster maximum for their age group and have required paperwork/documents for each guest player.

## **PLAYER JERSEYS / NUMBER**

- Each team must have numbered jerseys for all players, no two players may have the same number.
- Player names, primary and alternative jersey numbers must match the roster posted in team's GotSoccer account. Exceptions to this rule must be approved by the event director.
- Jerseys must be same primary color, but do not have to be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply.
- Home Team is the team listed first (left) on the schedule. Home Team will wear white or lighter-colored jerseys. Away teams are NOT to wear white jerseys. In case of similar jerseys, then the home team changes.
- Pennies may be used over the jerseys to resolve color conflicts as long as the jersey numbers shows through the pennies to the referee's satisfaction.
- Players must wear shin guards that are age appropriate and completely covered by socks. Referees may require players to leave the field to change or correct improper/unsafe equipment.
- Shoes with metal cleats/studs are not allowed.
- Violators will be removed from the field by the referee and are not allowed back on the field of play until the player equipment issue has been corrected.

## **TEAM BENCH**

- Team players and coaches are to be on the opposite side of the field from all spectators. Only rostered players, coaches, assistant coaches, trainers, and team managers are allowed to the sideline bench area.

## **SPECTATOR AREA**

- Spectators are to be on the same half of the field across from their team bench. No one may spectate or loiter behind the goal line and up to the 18 yard line/goal box on either end of the field. SoCal Elite Soccer will not be responsible for bodily injury or property damage.

## **MATCH BALL**

- The home team will present a match ball to the referee for him/her to be used for the official match ball. If a tournament ball is provided it will serve as the primary official match ball.

## **PROTESTS**

- The only protests allowed are for an ineligible player. All protests must be reported in writing, with a fifty dollar check or cash. If a team wins the protest, their protest fee will be returned.

## **MATCH DURATION**

- Teams will play full-length games. Please see #12 (Playoff Rounds) for more details on playoff round rules of play.

<u>Division</u>	<u>Halves</u>	<u>Format</u>	<u>Roster Max</u>	<u>Ball Size</u>	<u>Overtime (Playoffs or Final)</u>
U8-U10	25 minutes	7v7	14	4	Golden Goal, 2 x 5 minutes, then pk's
U11-U12	30 minutes	9v9	18	4	Golden Goal, 2 x 5 minutes, then pk's
U13-U18	35 minutes	11v11	18	5	Golden Goal, 2 x 5 minutes, then pk's

## **SCORING SYSTEM**

- Pool play games may end in a time. Overtime applies only to quarterfinals, semifinals, and finals.
- Scoring system for pool play games will be as follows:
  - ❖ 3 points for a win
  - ❖ 1 point for a tie
  - ❖ 0 points for a loss
- In case of teams being tied on points after all matches are played, the tie breakers are as follows (in order):
  - ❖ Goal Differential
  - ❖ Goals For
  - ❖ Head to Head
  - ❖ Goals Scored
  - ❖ Fair Play (Yellow Card deducts 1 point, Red Card deducts 3 points)
- A forfeit game will be scored at a 3-0 win
  - ❖ The forfeiting team will receive zero (0) points for the match.
  - ❖ The team being forfeited to will receive points for a 3-0 win, and any additional points scored during play at the time of the forfeiture will count towards goal differential.
- The tournament director reserves the right to remove any team from the tournament and/or make them ineligible for the play-off rounds for intentionally forfeiting a game.

## **INTENTIONAL AND UNINTENTIONAL FORFEITS**

- Forfeits may be declared for the following reasons, but not limited to:
  - ❖ A team has not arrived and on field after ten (10) minutes of the scheduled start time.
  - ❖ Teams with less than the minimum number of players within ten (10) minutes of the scheduled start time refusing to take the field.
  - ❖ Game abandonment
  - ❖ Players, coaches or spectators refusal to leave the complex (See #14)

<u>Format</u>	<u>Minimum to Start</u>
7v7	5
9v9	6
11v11	7

## **11. GAME CARDS OR GAME REPORTS**

- All Game Cards will be turned in to the tournament staff by the referees. Please verify that the referee has accurately recorded the field number, game time, team names, score, and misconduct (red and yellow cards).

## **12. PLAYOFF ROUNDS**

- If two teams are tied in points after their pool play games are completed, the following tiebreaker procedures will be used to determine the team advancing:
  - ❖ Goal Differential
  - ❖ Goals For
  - ❖ Head to Head
  - ❖ Goals Scored
  - ❖ Fair Play (Yellow Card deducts 1 point, Red Card deducts 3 points)

- These tiebreakers procedures will be applied, in order, to the teams tied on points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine the factors above will apply (with exception of the fair play tiebreaker).
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- Please allow 30-60 minutes after completion of games before scores and standings are posted.

### **13. SUBSTITUTIONS**

- There will be free substitutions, with the referee's consent at the following times:
  - ❖ A player receiving a yellow card (the player carded only)
  - ❖ Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
  - ❖ Prior to a goal kick
  - ❖ After a goal by either team
  - ❖ After an injury by either team when the referee stops the play
  - ❖ At half-time by either team

### **14. SEND OFF DISCIPLINARY**

- An official send off is when the referee ejects the coach, player, or spectator from the remainder of the game AND fills out a misconduct report. Any send-off should be reported to the Tournament Director immediately following the match. Any players, coaches, or spectators sent off by the referee must leave the complex in a timely manner by, at least, going to the parking lot or tournament headquarters and having NO form of communication with the team. If their parent or guardian is not in attendance, they may report to the tournament headquarters with a team manager or team parent until the game has concluded.

## **15. MATCH SUSPENSIONS**

- Tournament committee and/or Tournament Director have the right to adjust match suspensions.
- Any player or coach officially sent-off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with the same team.
- Any players receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team.
- Any players, coaches, or spectators sent-off for fighting, spitting, or is the player's second tournament send-off, is subject to expulsion from the remainder of the tournament.

## **16. REFEREE**

- All referee game decisions are final.
- The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
- Tournament Director decisions are final in all matters. No appeals will be allowed beyond that point.
- In the event the referee or linesmen are missing from the field, report immediately to your field coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".
- There will be NO use of any Video Assistant Referee (VAR) system or spectator video in SoCal Elite Soccer tournaments.

## **17. WEATHER**

- In the event that a game needs to be stopped due to inclement weather, lightning, etc., you will be instructed by one or all of the following methods:
  - ❖ Notification System utilized by playing facility
  - ❖ Notified by SoCal Elite Soccer staff
  - ❖ Notified by Referees

- ❖ Air Horns
- ❖ Email

- In case of lightning, game will be suspended until 30 minutes after the last lightning or thunder has left the vicinity (roughly 6 mile radius). Inclement weather is always a possibility and such weather may result in delayed, abbreviated, or canceled games. The tournament committee will attempt to reschedule games to insure that each team will play a full schedule for the tournament or league. Games may be shortened or postponed or scheduled at a different site in order to meet this goal. The Tournament Director and Site Coordinators have authority to suspend games due to weather.
- If a game has played one full half (is, at least, AT halftime) but is stopped short of full time, other than acts on the part of one of the teams or its spectators (see #10), the game shall be considered complete.
- In the event of inclement weather or park closure, the format for tournament play and/or completion of the tournament will be determined by the Tournament Director. Every attempt will be made to avoid cancellation. All communications with regard to schedule changes / modifications will be made directly with the coach and team manager / contact listed within GotSoccer.
- Once game time temperature exceeds 90 degrees, the Tournament Director may institute water breaks. The water breaks would occur in 1st and 2nd halves of play and the official time will not stop.

#### **18. REFUND AND PAYMENT POLICY**

- All teams not accepted by the tournament will be refunded in full within fifteen (15) days of the notification of rejection, or notification to the teams accepted, whichever comes first.
- SoCal Elite Soccer honors a no-refund policy. All payments are final. Refunds may only be issued by the Tournament Director and Tournament Committee.



## **19. PLAYING GUIDELINES**

### **U11 and Younger Guidelines:**

Players in U11 age groups and younger shall NOT engage in heading. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

### **7v7 Standards of Play**

#### Build Out Line

- The build out line promoted playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the position of the opponents and the consequences of how play resumes.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

- The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.