

## TOURNAMENT RULES OF COMPETITION

The Long Beach Youth Soccer Organization would like to welcome the players, coaches, referees, parents and friends to the 2018 Long Beach Mayor's Cup Soccer Tournament and thank everyone for attending. Below is the necessary information and rules of the tournament.

**GENERAL:** This is a Class I & III Tournament that is open to all Boys and Girls U9 – U19 from Cal South, AYSO, and all organizations affiliated with USSF. Qualifying applications will be accepted on a first-come, first-serve basis. The Tournament Committee reserves the right to accept or reject any application. All decisions, judgments and rulings of the tournament referees and officials are final. **NO PROTESTS WILL BE ENTERTAINED OR ALLOWED.**

**ELIGIBILITY:** Teams will play in Calendar Year age brackets for 2018 – 2019 season. Teams are required to have valid 2018 - 2019 player passes issued by their respective USSF organization.

- U9 - U10 will play 7 v 7 with no exceptions.
- U11 – U12 will play 9 v 9 with no exceptions.
- U12 - U19 will play 11 v 11 with no exceptions.
- Teams must be affiliated with FIFA and/or USSF; players and coaches must have laminated cards
- Unlimited loan players will be permitted with a maximum roster size of U9-U10, (14 players), and U11-U14, (18 players).

**CHECK-IN:** Teams must check in 60 minutes prior to their first game on Saturday morning, November 24, 2018. Failure to check in for any scheduled match will result in automatic disqualification, without a refund of the Tournament Fee.

- At the team's first check-in a completed and signed Team Roster shall be submitted by the Coach or Team Manager, who must certify that all players are USSF registered players.
- At the team's first check-in laminated Player Cards obtained from the teams USSF organization will be required. All Player Cards will contain a color identification photo.
- At the team's first check-in a medical release form for each player will be required.
- Prior to all subsequent matches the Coach or Team Manager will present their Player cards to the Field Marshal who will hold the Player Cards during the match, which will then be returned to the Coach or Team Manager at the conclusion of each Match.
- The Coach or Team Manager will retain and hold the medical release forms.
- The Coach or Team Manager will present the Match Card to the Field Marshal at the conclusion of each match so that the score can be recorded, which must be signed by the Coach or Team Manager. The Match Card will be returned to the Coach or Team Manger after the score is recorded.
- At the conclusion of the final game the Match Card will be turned in to the Field Marshall and retained by the Tournament.

## **ROSTERS:**

- Maximum roster sizes are: U9/U10 - 14 players, and U11/U19 - 18 players.
- International teams traveling with more than 18 players must receive the approval of the Tournament Director for a roster size exemption.
- At the team's first check-in a completed and signed team roster must be submitted by the Coach or Team Manager who must certify that all players are USSF registered players.
- There will be no additions to the team roster once a team's first game has begun.
- Player cards or medical releases may be accepted after check-in by a Field Marshal, but only if player is listed on the official team roster at time of initial check-in.
- No player may compete in the tournament on more than one team

## **GAME PROCEDURES:**

- Player ID cards and rosters will be verified upon check-in.
- All teams must have a licensed coach or carded administrator at every game.
- U9-U10 will play 7 v 7, U11-U12 will play 9 v 9, U12-U19 will play 11 v 11.
- All teams shall consist of a minimum number of players on the field in order for the game to be played; otherwise the match will be recorded as a forfeit. The minimum number of players is 5 players for 7 v 7/U9-U10, 6 players for 9 v 9/U11, and 7 players for 11 v 11/ U12-U19.
- The Field Marshal shall pull and hold player cards for any player receiving a Red Card.

**ENTRY DEADLINE AND REFUNDS:** All credit card information or checks must be received by the application deadline of November 11, 2018. The tournament has the right to extend the entry deadline. Once acceptance E-Mails have been sent out, team credit card payments will be processed and checks will be deposited. Teams withdrawing after being accepted will not receive a refund. If the tournament is cancelled due to an Act of God or inclement weather, a \$100 processing fee will be withheld from each team's refund in order to cover fixed costs occurred prior to the cancellation date.

**TOURNAMENT FORMAT:** The teams will be grouped in brackets by age and level of play based on the available teams that have signed up in each age group. However, in the event of an odd number of teams or other unforeseen circumstances, the Tournament reserves the right to make bracket adjustments. Each team will play a minimum of three (3) games as follows:

**FOUR TEAM DIVISIONS:** Each team will play the other teams in the Pool for a total of three (3) Preliminary games. The two teams with the highest point totals will play in the Championship Game.

**FIVE TEAM DIVISIONS:** Each team will play the other teams in the Pool for a total of four (4) Preliminary games. The team with the highest point total will receive the Championship Award. The team with the second highest point total will receive the Finalist medals. There will be no Championship Game.

**SIX TEAM DIVISIONS:** Each division shall consist of two (2) Pools of three (3) teams. There will be two games played by each team in Pool play. The Winner of Pool A will play the Second Place team of Pool B in Semifinal Game 1, and the Winner of Pool B will play the Second Place team of Pool A in Semifinal Game 2. The Winner of Semifinal Game 1 will play the Winner of Semifinal Game 2 in the Championship Game. There will be a Consolation game involving the 3rd Place teams.

**EIGHT TEAM DIVISIONS:** Each division shall consist of two (2) Pools of four (4) teams. Each team will play the other teams within its Pool for a total of three (3) Preliminary games. The Winner of Pool A will play the Winner of Pool B in the Championship Game.

**TOURNAMENT PLAY:** Tournament games shall adhere to the following durations:

<b>Division</b>	<b>Group/Semi</b>	<b>Final</b>	<b>Halftime</b>	<b>Ball Size</b>
U13-U19	30 min halves	30 min halves	5 min	5
U11-U12	30 min halves	30 min halves	5 min	4
U9- U10	25 min halves	25 min halves	5 min	4

**TOURNAMENT SCORING:** Teams will be awarded pool play points on the following basis:

- Six (6) points for each Win.
- Three (3) points for each Tie.
- Zero (0) points for each Loss.
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout.
- MINUS THREE (-3) POINTS FOR EACH PLAYER OR COACH EJECTED.
- A 0-0 tie will be scored as Four (4) points for each team (3 for tie, 1 for shutout)
- A forfeit will be scored as a 2:0 and awarded Eight (8) points.

Any team who forfeits any pool game will have the score recorded as a 0:2 loss. The Tournament is not responsible for the teams who do not attend their scheduled games. No refunds will be given for games that are not played due to no-shows or teams forfeiting.

**TIEBREAKER SYSTEM:** In the event of a tie in points at the end of Pool play, the tie shall be broken based on the following criteria (beginning with Step 1, and then proceeding to Step 2 if necessary, and so on until a determination can be made):

Step 1: The winner in head to head competition.

Step 2: Fewest goals against.

Step 3: Most goals for.

Step 4: Most total wins.

Step 5: Most shutouts.

Step 6: If a tie still exists after Steps 1 through 5, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Semifinal or Championship game.

Step 7: If a three-way tie exists within a Pool after Steps 1 through 5, a three way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

For Semifinal Games, should there be a tie at the end of regulation, then the teams shall proceed immediately to FIFA Penalty Kicks to determine a Winner. There will be no over-times played.

For Championship Games there will be a 2 x 05 minute overtime periods for ages U09-U10, and 2 x 10 minute overtime periods for ages U11-U19, to determine a winner (no golden goal). If the game stays tied, a winner will be determined through FIFA penalty kicks.

**AWARDS:** The winning team of Each Division will be presented with a Long Beach Mayor's Cup Championship Trophy. Individual player medals will be presented to the champions and finalists at the completion of the game.

All participants will receive a Mayor's Cup pin.

**RULES OF PLAY:** All games shall be played by FIFA rules as modified by USYSA and Cal South. The Tournament Director will resolve any situations or issues not explicitly covered by the rules. The Tournament Director will make final decisions relating to the interpretation of the Tournament rules. However, the Tournament Director may delegate authority to the Venue Director or Field Marshal if the Tournament Director is not available.

**GAME CHECK-IN:** At least thirty minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and game card, so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the team Player Cards until completion of the game. The Match referee shall retain the Match Card to record the score and note misconduct. Each Coach or Team Manager will be required to initial the Match Card noting the score for that game before the Player Cards will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game.

**START OF GAME:** The game clock will start at the time defined in the Tournament Schedule regardless of whether the teams have taken the field. No additional time will be added to the clock if actual play subsequently starts.

**PLAYERS' EQUIPMENT:** It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Hard casts are not allowed per Cal South rules. Shin guards are mandatory for all players.

**SUBSTITUTIONS:** Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times:

- Any dead ball for either team.
- At halftime.

**COACHING:** All Coaches have total responsibility for the conduct of their players, substitutes, and spectators on their sideline at all times. Coaching from the sidelines is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS:** A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition, which results in a 3 point deduction. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed, at a minimum, to participate in the next TWO scheduled games, and may be ejected from the Tournament at the sole discretion of the Tournament. Any player or coach who assaults a referee will be expelled from the Tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of Tournament Officials a game must be suspended, the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of Tournament Officials a game must be terminated for misconduct, whether by players, coaches, or spectators, the offending team may be suspended from further play and forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY"), the resumption of play for that game will be at the discretion of the Tournament Officials. Tournament Officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstances, and taking into account the potential effect of the game results on the standings of the teams.

**INJURY:** Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field. The delay will result in appropriate time being added to the full time based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. All preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "SUSPENDED AND TERMINATED GAMES."

**HOME TEAM:** The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball. The game ball will be subject to Referee approval. The Visiting Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Visiting Team cannot supply alternate jerseys the game will be forfeited. The Home Team will have the selection of which goal they wish to defend at the start of the game. No two teams will play from the same side of the field, with the Home Team selecting the side of the field they wish to occupy.

**FORFEITS AND BYES:** Teams failing to report and ready to play within fifteen minutes of the scheduled kick off time will forfeit the game. Byes will be scored and tournament points awarded the same as a forfeit. Teams may also forfeit for the following reasons:

- Visiting Teams unable to supply alternate jerseys.
- Failing to check in with the Field Marshal prior to the start of the match.
- Any Team for actions which cause a game to be terminated will forfeit.

**PROTESTS: NO PROTESTS WILL BE ALLOWED.**

**DISPUTES:** Game conduct is under the jurisdiction of the Referee and the tournament will not overrule a referee's decision.

**INCLEMENT WEATHER OR ACT OF GOD:** In the event of inclement weather or Act of God, Division Championships will be decided based on points earned prior to the stoppage of play in the event a rain out date is not played, at the sole discretion of the Tournament.

## **VENUE RULES AND RESTRICTIONS:**

- Smoking is not permitted in the immediate vicinity of any playing site.
- No pets are allowed in the immediate vicinity of any Long Beach Unified School District playing site. Pets are allowed while on a leash at Heartwell Park but shall not be allowed to interfere with the field of play. The Tournament may request the removal of any pet that is deemed to have interfered with the field of play.
- No alcoholic beverages shall be allowed in the immediate vicinity of any playing site. No person shall be permitted to appear on or in the vicinity of any playing site in an intoxicated condition.
- Violations of the law and local ordinances are under the jurisdiction of the Long Beach Police Department or other appropriate agencies, and not the Tournament Officials. Proper authorities will be contacted as deemed necessary by the Tournament.