

2008 California Sun & Surf International Soccer Tournament

Rules of Competition

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10/31/2007

1. General

This Class I tournament is open to under 9 through under 19 boys and girls teams from CalSouth, USYS National Affiliates, AYSO, US Clubs, and all FIFA foreign affiliates. The application deadline is June 21, 2008. Qualifying applications will be accepted on a first-come, first-served basis. The Tournament Committee reserves the right to accept or reject any application. Decisions are final.

2. Roster

For age groups U11-U16, the roster limit is a maximum of **eighteen (18) players (14 maximum in U9 & U10)**. A Maximum of eighteen (18) guest players is allowed (**14 maximum in U9 & U10**). For age groups U17-U19, the roster limit is a maximum of **twenty-two (22) players**, with a maximum of twenty-two (22) guest players allowed. All players must have a laminated Player Pass from their state or national association. A medical release form is also required. Any player without both of these documents will not be allowed to play. Travel papers are required for USYS teams from outside of CalSouth.

3. Tournament Check-In

Coaches must attend their assigned mandatory check-in meeting on the Friday night prior to their Saturday competition. All rosters, medical release forms, and player ID cards will be verified at check-in. Coaches must submit the completed game card and signed team roster at this time. International teams will need to present laminated photo ID cards, as well as an approval form from their provincial or national association granting approval to compete in the tournament.

4. Game Check-In

Teams must be at their assigned fields at least thirty (30) minutes before their scheduled game times for check-in. Teams must check-in with their field's Field Marshall. The "No Shin-guard, No Play" rule will be strictly enforced. Also, baseball cleats (those that contain a toe cleat) will not be allowed. Players with hard casts will not be allowed to play, even if wrapped. It is the referee's discretion whether soft casts, braces, and other such equipment will be permissible for each game. All players must have appropriate jerseys, with unique numbers prominently displayed on the backs. The player ID cards of the two teams will be collected and verified.

5. Home Teams

The first team listed on the playing schedule is the designated home team. The two teams competing in a game must locate themselves on opposite sides of the field. The home team shall have the first choice of location. Teams shall include players, substitutes, coaches, and spectators. The home team will provide the game ball (FIFA Inspected or FIFA Approved) if one is not provided by the tournament. The designated away team will have the privilege of calling the coin toss. If the referee determines there is a conflict in the jersey colors of the two teams, the home team is required to change to another color jersey. Any home team required to change to another jersey that fails to provide the means of doing so will be in violation of the rules and forfeit for that game.

6. Forfeits

Any team that fails to have seven (7) eligible players on the field at the scheduled game time, in appropriate uniform, will forfeit the game. There will be no grace period. The Tournament Committee will credit a score of 1-to-0 (7 points) to the team that was present, ready to play. A team that forfeits a preliminary round match will also forfeit all other matches and the Tournament Committee will award a score of 1-to-0 (7 points) to the opposing teams. Forfeits during second rounds of competition or later will have no bearing on prior rounds of competition.

7. Game Cards

The Field Marshal shall present the game card to the referee before the start of each game. Referees will enter goals scored, the half-time score, and the final score of the match. Referees will also record any misconduct (Jersey #, first and last name of any player, coach, or spectator ejected or cautioned), and return the cards to the Field Marshal. *See #10. Misconduct Red and Yellow Cards.*

8. Rules of Play

Games will be played according to FIFA Laws of the Game, except as modified by these Tournament Rules of Competition. Table 1 summarizes the significant differences. All Finals games will be regulation length.

9. Substitutions

Free substitution is allowed (with the consent of the referee) at any stoppage. If a coach or parent must enter the field of play (with referee's permission) to attend to an injured player, that player must be substituted—with the exception of the Goalkeeper. In addition, when the game is stopped for a caution, the cautioned player may be substituted.

10. Misconduct, Red and Yellow Cards

Coaches are responsible for the conduct of their team (including coaches, players, and spectators) and may be cautioned or ejected for their misconduct. Any player or coach ejected will not be permitted to participate in the remainder of that game and their team's next scheduled game. At the discretion of the tournament committee, ejected players/coaches may be suspended from participation for the remainder of the tournament. *A red card will result in the deduction of 1 point from the team's total number of points in the standings.* The Field Marshal shall immediately report all

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red cards to the Head Field Marshal and the Tournament Director. In all cases of assault, the Field Marshal ***must collect*** a completed "USYSA Referee's Report" from the referee for the game that the assault took place. ***Note: This report must be filed the same day as the red card was issued.***

For CONCACAF teams, disciplinary action will be reported the US Soccer Federation (USSF) and USSF will transmit the disciplinary action taken or required to the team's provincial or national association.

Facilities may prohibit certain activities (i.e. skateboarding, bringing pets) or limit what may be brought onto the premises (i.e. tobacco, alcohol), these rules are to be followed explicitly.

2007-08 AGE UNDER	BORN ON/AFTER	GAME LENGTH	FINAL'S GAME LENGTH	OVERTIME HALF LENGTH	BALL SIZE
19	8/1/89	60	90	15	5
17	8/1/91	60	90	15	5
16	8/1/92	60	80	10	5
15	8/1/93	60	80	10	5
14	8/1/94	50	70	10	5
13	8/1/95	50	70	10	5
12	8/1/96	50	60	10	4
11	8/1/97	50	60	10	4
10	8/1/98	40	50	5	4
9	8/1/99	40	50	5	4

TABLE 1. SUMMARY OF CALIFORNIA SUN & SURF INTERNATIONAL AGE GROUPS AND GAME LENGTHS

11. Termination

If the referee due to weather, field conditions, or misconduct terminates a game, the Tournament Committee will decide the impact of this termination on the tournament standings.

* It is recognized and understood upon entering the California Sun & Surf International Tournament that adverse weather is an act of God. Further, entrance to this tournament requires acceptance of all decisions regarding use of facilities (therefore, potentially, the outcome of competition) by the Tournament Committee as final without objection, appeal or compensation whatsoever. If deemed necessary and feasible, games may be re-scheduled for play for Monday, August 4, or August 11, 2008.

Refunds will not be issued once teams are accepted.

12. Protest

The California Sun & Surf International Soccer Tournament Committee will accept no protest.

Decisions by referees may not be appealed.

13. Tournament Format, Point System & Team Standings

All ages' preliminary matches (group play) will be round-robin format. Teams are scheduled four matches, with two matches on the first day of competition and two on the second day of competition. Teams that place first in their bracket will advance to the finals, or, when necessary, the top two teams from each bracket will advance to a semi-final match. For semi-finals matches, bracket winners will play the opposing bracket's runners-up.

Games will be officiated only by referees that are certified by USSF or its FIFA affiliates.

Team standings will be determined by a point system. Each team will receive six (6) points for each win, three (3) points for each tie, no points for a loss. In addition, a bonus point will be awarded for each goal scored (maximum three per game), and one point for a shutout. Shut out points are awarded to each team in the event of a 0-0 tie. Total number of points determines the 1st team in each bracket. ***Red Cards will be deducted from a team's point total before determining a team's place finish.***

If necessary, the wild card team is the 2nd place team with the most number of points in the DIVISION. The standard tie-breakers (#14) will be used to resolve wild card selection in the event of a tie on the total number of points between two or more 2nd place teams.

14. Tie Breakers

In the event that teams are tied on points, the tie will be broken by the following factors, in order: 1. Head-to-head record; 2. Least goals allowed; 3. Goal differential (Maximum 4 per game); 4. Most shut-out wins; and 5. Kicks from the Penalty Mark, per FIFA Laws of the Game.

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The championship game cannot end in a tie. If a championship game is tied at the end of regular time, the two teams will play two equal overtime periods. The duration of these overtime periods is given in Table 1. For the overtime periods, choice of ends and the kick off shall be determined by the toss of a coin. If the game is still tied at the end of the two overtime periods, the outcome of the game will be determined by Kicks from the Penalty Mark, per FIFA Laws of the Game.

Some division schedules may include quarterfinal and semi-final games. If these games are tied at the end of regulation time, the games will proceed directly to Kicks from the Penalty Mark, per FIFA Laws of the Game.

15. Championship Awards

First and second place awards will be given to the players of the two top teams in each division.

16. Tournament Headquarters

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