

TOURNAMENT RULES

2020 Surf Cup - AZ

REGISTRATION AND CREDENTIALS

GENERAL: This is a Class I Tournament; open to USSF, USYSA, US Club Soccer, and FIFA affiliated teams sanctioned by US Club Soccer.

REGISTRATION: There will be no in-person check-in for this event. On-line check-in information will be emailed and communicated to all Team Contacts prior to the event.

By registering your team, you are committing to play all games scheduled for your team. If your team does not show for a game without an extraordinary excuse (catching a flight is not an extraordinary excuse), your team will not be invited back to any of our events. Games not played will be classified as a forfeit under the rules below. Games will not be rescheduled due to flight arrival or departure times. ALL teams are committed to ALL playing games, as scheduled.

CREDENTIALS: This is a US Club sanctioned event. All team managers or the coach must carry valid laminated Player I.D. Cards with photographs and signed Medical Release Forms/Player Registration Forms. It is up to you to comply with all of your State Association's rules. Teams in Region IV of USYSA do not need any additional paperwork. U.S. teams registered through AYSO, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, an approved roster from the US Club website) for the organization to which they are affiliated. All players must have a laminated or State Association approved player card to participate. **No player card, no play.**

Players must use valid player cards from the 2020/21 season.

ROSTERS:

For U15 (2006) – U19 (2001) age groups for 11v11 games

- Up to twenty-two (22) players (USYSA) may register but only eighteen (18) players can dress per game
- Up to twenty-four (24) players (US Club) may register but only eighteen (18) players can dress per game
- For all other non USYS or US Club registered teams, you may roster up to twenty-four (24) players but only eighteen (18) can be in uniform per game.

For U13 (2008) - U14 (2007) age groups for 11v11 games

- Up to eighteen (18) players

For U11 (2010) – U12 (2009) age groups for 9v9 games

- Up to sixteen (16) players

For U10 (2011 and younger) age group

- Up to twelve (12) players for 7v7 games

RULES OF PLAY

FIFA Laws of the Game will apply as described herein.

All 7 v 7 and 9 v 9 games will be played using the US Soccer mandated rules for the 2020/21 season.

7 V 7 games:

Deliberate heading is not allowed in 7v7 games. If 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 nearest point to where the infringement occurred

Build out line:

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

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.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

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 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.

Punting nor drop kicking the ball by the GK is allowed.
Goals may not be scored directly from kick-off.

Substitutions are unlimited and can occur at any stoppage.

9 v 9 games:

Deliberate heading is NOT allowed in 9v9 games for the U11(2010) birth year games. If 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 nearest point to where the infringement occurred.

Deliberate heading IS allowed in the 9v9 games for the U12(2009) birth year games.

Punting or drop kicking the ball by the GK WILL BE ALLOWED. However, the punt may not go past midfield or an in-direct free kick will be given to the opposing team at midfield.

Goals may not be scored directly from kick-off.

There is no build out line on 9 v 9 games.

Substitutions are unlimited and can occur at any stoppage.

MATCH REGULATIONS

TEAMS MAY ONLY ARRIVE 30 MINUTES PRIOR TO THE START OF THEIR GAME AS A COVID POLICY.

Duration of halves per games, team size, and ball size are as follows:

<u>Division</u>	<u>Prelim *</u>	<u>Semi Finals/Finals**</u>	<u>Players</u>	<u>Ball Size</u>
U-18 - U-20(gap year)				
(2001,02,03)	40 Minutes	35 Minutes	11v11	5
U-17 (2004)	40 Minutes	35 Minutes	11v11	5
U-18 (2002)	40 Minutes	35 Minutes	11v11	5
U-17 (2003)	40 Minutes	35 Minutes	11v11	5
U-16 (2005)	40 Minutes	35 Minutes	11v11	5
U-15 (2006)	40 Minutes	35 Minutes	11v11	5
U-14 (2007)	35 Minutes	35 Minutes	11v11	5
U-13 (2008)	35 Minutes	35 Minutes	11v11	5
U-12 (2009)	30 Minutes	30 Minutes	9v9	4
U-11 (2010)	30 Minutes	30 Minutes	9v9	4
U-9 and U-10				
(2011/2012)	25 Minutes	25 Minutes	7v7	4

* Preliminary Games. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

** Semi-Final or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who is the winner.

HALF TIME: Halftime will be exactly five (5) minutes for all age groups.

GAME CHECK-IN: Referees will perform safety checks prior to the start of each game. Field marshals will maintain game reports. Team managers **must bring all player cards to every game**, but do not need to provide player cards to field marshal or referee unless asked to do so. All semifinal and final matches will involve a full roster check-in. Tournament staff will conduct spot checks throughout the weekend and in response to requests from other teams in the age group. If a team is unable to produce player cards upon request will be disqualified. Any coach or player receiving a red card or being sent off from a game will have his player card surrendered to the referee until the required suspension has been served.

SUBSTITUTIONS: Teams may substitute only with the referee's permission at any stoppage of play. Substitutions shall be unlimited.

PLAYERS' EQUIPMENT: Casts will be allowed at Referee discretion. Referee's will perform safety checks prior to the start of each game.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) 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 receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for **violent conduct** will not be allowed to participate in the next **TWO** scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

SUSPENDED AND TERMINATED GAMES: If in the opinion of the referee a game must be suspended (for reason), 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 the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will 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.

INJURY: Additional time will not be added to the game for injuries. All games will be played on a running clock.

TOURNAMENT COMPETITION

REFEREE DECISIONS: The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss

In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Best goal differential in overall competition
3. Most goals for
4. Most total wins
5. Most shutouts
6. If a tie still exists after steps 1 through 5, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the event three or more teams are tied in points at the end of bracket play or in the determination of a wild card team, the tournament will look to eliminate or advance teams based on applying criteria 2 through 6 above until teams are advanced or eliminated. After applying each tiebreaking criteria, the tournament will attempt to fill the spot(s) available from the remaining teams. If a tie prevents all spots from being filled, the teams who qualify will be advanced, the teams not involved in the tie for the remaining spots will be not be advanced, and the teams tied for the remaining spots will be evaluated under the next criteria on the list. In the event that all tiebreaking procedures have left three or more teams tied, team names will be randomly selected by draw by at least two tournament officials present the result of which will then be communicated to each team manager.

PLAYOFF QUALIFICATION FOR CROSS PLAY BRACKETS:

For teams in cross-play groups (groups in which you play all of the teams in another group, rather than from your own group), teams advancing to the playoffs will be determine by the most points earned amongst teams in both groups. For example, if the point totals for Group C are 9, 7 and 1 and the totals for Group D teams are 6, 4 and 1 then the top two teams from Group C will advance. Cross play groups are a combined group split in to two groups and thus the top two point holders will advance. Should there be teams tied in points then the tie-breakers above apply.

As an example, in the following scenario in which there are 3 wild cards available and five teams tied with 5 points:

Team	GF	GA	GD
Team A	12	3	+9
Team B	4	1	+3
Team C	5	2	+3
Team D	3	0	+3

Team E	5	6	-1
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[GF = Goals For, GA = Goals Against, GD = Goal Differential]

The tournament will apply criteria 2 (goal differential) to the above teams to fill three spots. Team A fills the first spot, but three teams are tied with a +3 differential. Team E is eliminated, and Teams B, C and D are evaluated under the next criteria (goals for). Teams B and C are awarded the final two spots.

HOME TEAM: The Home Team will be the team who appears first on the game schedule. HOME TEAM WEARS WHITE/or LIGHT colored jersey. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff. The game ball will be supplied by the Tournament. The game balls will be subject to Referee approval.

VISITING TEAM: The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEY. The Visiting Team shall be awarded the initial kickoff.

SPECTATORS: We are strongly advising one parent per family, as the 6 ft apart with a full 360 degrees social distancing mandate will be strictly enforced. Please note, siblings under 15 are not impacted by this guideline. All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team “mirroring” their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

FORFEITS: An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.

With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited, by mutual consent the teams may elect to play a shortened match that must end at the originally scheduled end time for the match.

PROTESTS: No protest or appeal process exists for disputes on or off the field.

DISPUTES: Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee’s decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

GUEST TEAMS: The Tournament may accept a team as a “Guest Team” in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 loss against the Guest Team. The opposing team is awarded three points.

All participants and spectators that violate VENUE RULES and COVID GUIDELINES will be removed from premises and not be allowed to return.

REFUND POLICY: In the event of inclement weather or other circumstances out of the tournament's control leading to a complete cancellation of the event in which no games are played, Surf Cup Sports may refund a maximum of 25% of the tournament's registration fees.

TOURNAMENT PLAY

All age groups and divisions are guaranteed three (3) games.

APPEALS/FAIR PLAY

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted into any Surf Cup Sports event in the future. Other teams from the cheating team's club will also be banned from Surf Cup Sports events and if already accepted to a future event will be withdrawn and refunded. The coach and manager from the team caught cheating will be banned from Surf Cup Sports events indefinitely and will be referred to their State Association for further disciplinary actions.