

TOURNAMENT RULES

2021 San Diego Surf College Cup

REGISTRATION AND CREDENTIALS

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

REGISTRATION: Team managers are required to upload or enter their full team roster by the date communicated by the Tournament Director. Team Managers are not required to check in prior to their games, but are required to be in possession of all player cards during every game on the sideline. Tournament staff may request that all players be individually checked in prior to any game. Failure to present player cards when requested will result in a game forfeit.

By accepting a spot in the tournament, 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. Your games may be scheduled as early at 7:30am on the first day of play and may end as late as sunset on the final day of play.

CREDENTIALS: This is a US Club sanctioned event. All U.S. teams must provide valid laminated Player I.D. Cards or virtual player cards with photographs, and signed Medical Release Forms. Your USYS State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with your State Association's rules. Teams in Region IV of USYS 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. International teams must provide a certified team roster, League Identification Cards, medical release forms, Travel Papers, and/or Passports. In the event an International team does not have League Identification cards, passports for each player must be provided. **-No player card, no play.**

Players should use valid player cards from the 2021/2022 season.

ROSTERS:

U15 (2007) – U19 (2003/4) age groups can roster up to 26 players but only 18 players may be in uniform and participate in each game.

GUEST PLAYERS: Teams may use an unlimited amount of guest players as long as they are sanctioned under the same association as the rest of the team (USYS or US Club), but are still subject to the maximum roster size rules above. Meaning – guest players must have the same type of player card as the team they are guest playing for. If a team is using USYS player cards (from any state) then the guest player MUST have a USYS player card (and it can be from any state). If a team is using US

Club player cards then the guest player must also have a US Club player card (US Club cards also include boys and/or girls ECNL player cards). Team Managers can see and invite guest players through the tournament portal by clicking on College Cup in the left sidebar, then Update Team, then Roster.

RULES OF PLAY

FIFA Laws of the Game will apply as modified by US Club as described herein.

MATCH DURATION/TEAM SIZE

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

Division	Half Length	Field Size	Ball Size
U-18/19 (03/04)	40 Minutes	11v11	5
U-17 (05)	40 Minutes	11v11	5
U-16 (06)	40 Minutes	11v11	5
U-15 (07)	40 Minutes	11v11	5

GAME CHECK-IN: Referees may 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. Failure by the Team Manager to surrender the player/coach card will result in a forfeit or possible tournament expulsion.

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

PLAYERS' EQUIPMENT: It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. 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, friends 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 amplification 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, uses profanity or incites, in any manner, disruptive behavior.

SIDELINE BEHAVIOR: College Cup has a zero tolerance policy for disruptive sideline behavior for both coaches and parents. Any activity that tournament staff deems to be inappropriate for a youth sports game will result in immediate ejection and ban of the parent, and an immediate ejection of the coach. It is the coach's responsibility to control his teams' sidelines. Examples of inappropriate behavior include, but are not limited to, communicating directly with the other team's players or coaches, cursing, communicating in a derogatory way with the opposing team's parents, derogatory shouting at the referees, alcohol consumption, and any other behavior that a reasonable person would be embarrassed if a video of their behavior is posted on YouTube.

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 in 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 unless determined by event official. All games will be played on a running clock.

TOURNAMENT COMPETITION

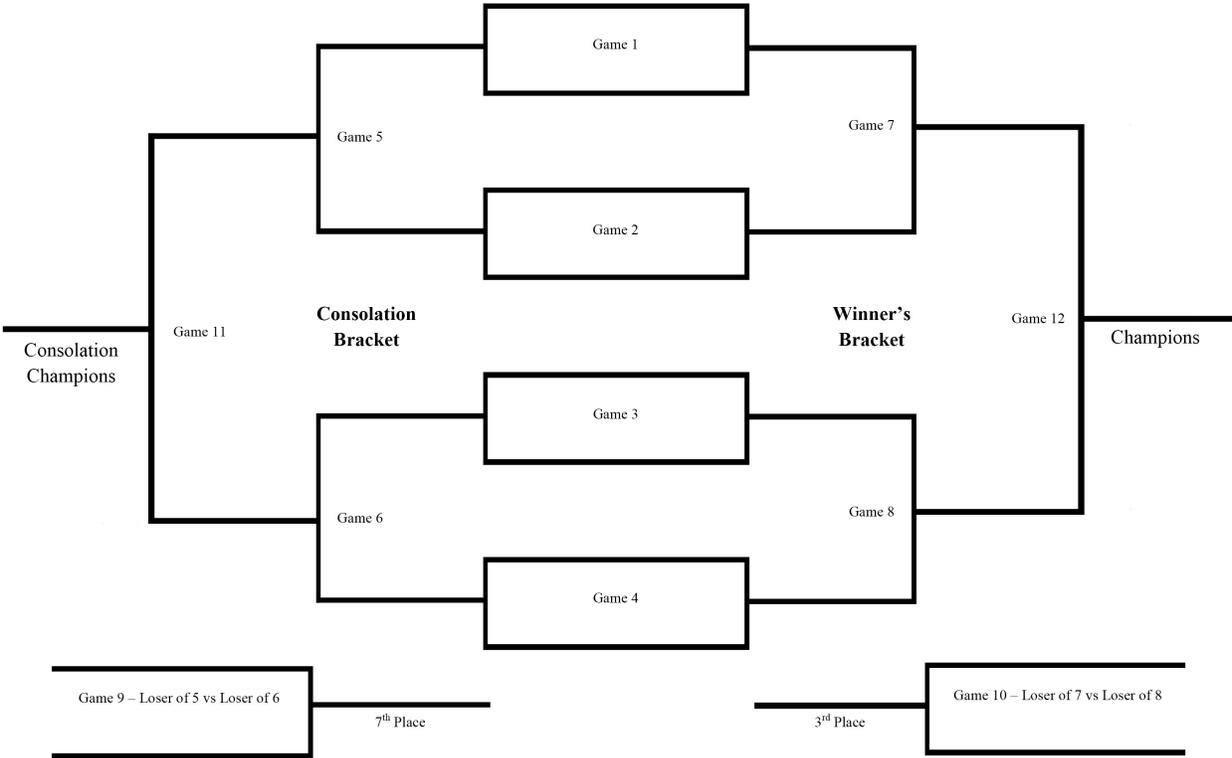
REFEREE DECISIONS: The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

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

- Three (3) points for each win
- Zero (0) points for each loss

In the event two teams are tied in points at the end of a match, the teams will promptly move to the Kicks From The Mark shootout area and participate in a shootout to determine the winner. Every match must produce a winner. If a team fails to arrive in the designated area in a reasonable amount of time following their match, they will be deemed the loser of the match. All such decisions will be made by tournament staff and are final.

COMPETITON FORMAT: All flights will be either 4 or 8 teams, and after the first day, matchups will change for the following day based on the results of each match. Below is a visualization of the tournament format:



Please note that your schedule will change based on the results of every match, and all teams are guaranteed three matches.

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 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. Once game balls are lost or stolen, home team will provide a game ball to be used.

VISITING TEAM: The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEY. The Visiting Team will be required to switch to alternate jerseys to

accommodate a color conflict as declared by the referee. The Visiting Team shall be awarded the initial kickoff.

SPECTATORS: 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. This is a request and not a requirement, and if spectators do sit on the opposing teams side of the field, we ask that they keep any cheering to a minimum so as not to antagonize the opposing team’s parents. 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 fails to check in at Mandatory Registration.
4. A team whose actions as determined solely by the referee cause the game to be terminated.
5. A team engages in unsportsmanlike play.

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. All referee decisions, despite how unfair you believe them to be, are final.

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.

SURF SPORTS PARK RULES: All participants and spectators must strictly adhere to Park rules:

1. No dogs are allowed at the Surf Sports Park
2. Keep off of above ground sprinklers and irrigation equipment.
3. Drive cars only in designated areas. Follow all signs and Parking Attendants. No overnight parking. Cars left overnight are subjected to being towed at owner’s expense.
4. No artificial noisemakers are allowed during the tournament.
5. No participants or spectators are allowed on the fields prior to 6:30 am.
6. Parking fee \$10.00 per car per day. Motorhomes not allowed due to parking restrictions.

SOCAL SPORTS COMPLEX RULES: All participants and spectators must strictly adhere to Complex rules:

1. Stay off the slopes and fences.
2. No dogs are allowed at the So Cal Sports Complex.
3. Drive cars only in designated areas. Follow all signs and Parking Attendants.
4. No overnight parking. Cars left overnight are subjected to being towed at owner's expense
5. No artificial noisemakers are allowed during the tournament.
6. No participants or spectators are allowed on the fields prior to 6:30 am.
7. Parking fee \$12.00 per car per day. Motorhomes \$30.00/day. No overnight camping allowed.

All participants and spectators that violate the above rules 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.

APPEALS/FAIR PLAY

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. 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 in to 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 the Surf Sports Park and So Cal Sports Complex indefinitely and will be referred to their State Association for further disciplinary actions. Examples of cheating are, but are not limited to, using an ineligible player, using means to intentionally stall gameplay, colluding to fix a match score, bribing a referee, intimidation of players, and using unfair tactics that are unsportsmanlike.