

Placer United Jr. Cup 2015 Tournament Rules

FIFA Rules: As modified by USYSA, US Club Soccer and as modified herein.

Registration: A team representative must check-in the team at the MANDATORY CHECK-IN. Failure to register will result in automatic disqualification from the Tournament without a refund of the fee. At the discretion of the Tournament, the disqualified team may be allowed to compete as a "Guest Team." (See Guest Team rule.) Games not played will be classified as "Forfeits and Byes."

Credentials: All US Club Soccer and USYSA teams are eligible to play provided that the proper credentials are presented at registration. The following credentials must be presented at the mandatory credentials check-in:

Official Team Roster - A US Club Soccer official team roster must be presented. Guest players must have US Club loan forms with signatures of both the loaning club and receiving club representative. If using USYSA passes, you must have a completed Travel Notification Form (No. 2651) along with a valid golden rod roster. The form can be found at <http://www.calnorth.org/extranet/>

Medical Authorization Form - Each participating athlete must have an official US Club Soccer medical authorization form. Each form MUST include a parent's signature in both signature locations.

Laminated US Club Soccer Player Card: A valid laminated US Club player cards with a photograph. Player pass cards MUST all be valid, expired cards will not be accepted.

Laminated US Club Soccer Coaches Card: Each team must have at least one properly credentialed adult present on the sidelines of each match. Coach pass cards MUST all be valid, expired cards will not be accepted.

For Non US Club Registered Teams: If you are not a US Club registered team, you may attend our tournament as a non-member by obtaining temporary US Club status and insurance just for our tournament. Visit www.usclubsoccer.com and select the green "Registration" tab and proceed to the "Tournament Team Insurance" Option for further details. USYSA teams do not have to purchase the insurance provided they have the appropriate travel forms from CSYA.

Each team will receive a packet containing rules of competition, schedule, and any updates or new information at the mandatory check-in.

Players Age Group: Teams will play in their 2015/2016 Age Group.

U8	8/4/07 – 7/31/08
U9	8/1/06 – 7/31/07
U10	8/1/05 – 7/31/06
U11	8/1/04 – 7/31/05

Roster Size/Guest Players: This tournament will accept up to three (3) guest players on a roster, with total roster size not to exceed 14 players for any one game. Guest player forms must be submitted at check-in, complete with all signatures. Guest player must have current player pass, medical release of the same year as the rest of the team, to be inspected at check-in.

Guest Teams: Teams that are accepted to the tournament as guest teams shall not advance out of their bracket. The guest team results are predetermined to be 1-0 against the guest team. The opposing team is awarded three (3) points.

Game cards will be provided by the tournament and will include the roster provided in GotSoccer. Teams are required to update their GotSoccer Roster online by August 6th. Players and coaches may not be added once registration is complete.

Check-In: Mandatory check-in will take place on Saturday morning, August 9 at the tournament headquarters. Teams must check in no later than 1 ½ hour before your first game.

Conduct: Good sportsmanship will prevail at all times. Coaches are directly responsible for the conduct of their players, assistant coaches, substitutes, team officials and other spectators affiliated with their team, and will be accountable for continued disruptive action.

Player 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 or cast. **Shin guards are mandatory for all players.**

Prohibitions: The following are **prohibited** at any of the Cup game sites.

- NO Possession or consumption of alcoholic beverages or controlled substances
- NO Dogs
- NO Horns/loud noise makers
- NO Use of tobacco products – Use of tobacco products on the grounds of any public school facility is a violation of California State Law
- NO Fire Arms

Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to comply with the prohibitions listed above. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the Cup and will not be invited to any future Placer United Soccer club events.

Alcoholic Beverages and Controlled Substances: Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the fields being utilized for the event. Any team (including players, coaches, team officials, parents and spectators) found violating this rule will automatically forfeit all games played, face possible expulsion from the event, will not be invited back in future years.

Inclement Weather:

- In the event of inclement weather, the Tournament committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.
- Contingency Plan:
 - Plan A. All games will be played as scheduled. Plan will not change before Saturday.
 - Plan B. Shorten all Saturday games to 2 x 15 or as necessary.
 - Plan C: Plan B plus shorten all Sunday games to 2 x 15 or as necessary.
 - Plan D: In the event the fields become totally unplayable due to inclement weather, it may be necessary to decide some games with kicks from the mark.
- The Tournament Committee will do whatever is necessary to play all games; however, the safety of the players is paramount. Along with safety, damage to the fields will be considered in making the decision to cancel any games.

Refunds: Full refunds will be made to teams not accepted. Accepted teams requesting to withdraw must do so by contacting the tournament director; however, they shall forfeit their entire application fee. No refunds will be given after the deadline and/or acceptance.

There will be no refunds or reimbursements of tournament application fee for cancellation or forfeiture of games.

Tournament Web Site: The tournament web site shall be the final reference for all schedules, scores, rules, policies and procedures. Any conflicts between this site and other published information shall default to this site. The Tournament Committee maintains the right to independently make new and possibly conflicting rules or regulations on the web site at any time.

Suspended Games: If, in the opinion of game officials, a game must be terminated for misconduct of players, bench or spectators and/or unsportsmanlike conduct; the offending team(s) could be suspended from further play and forfeits that game and all remaining games. The score at termination will stand. All previous points earned remain as played. Additionally, the home league, state association and/or FIFA Association will be contacted as appropriate.

Cautions and Ejections: A player receiving two cautions (yellow cards) in a single game is considered to have been 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(s). Any player or coach who is ejected for **violent conduct, serious foul play or assault of a referee (verbal or otherwise)** will not be allowed to participate in the next **TWO** scheduled games and could 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 site 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.

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.

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 his designee and the decision will be final.

PROTESTS: NO PROTESTS WILL BE ALLOWED

Substitutions: Unlimited substitutions are allowed with referee approval in the following situations:

1. Prior to any throw-in
2. Prior to a goal kick by either team.
3. After a goal, by either team.
4. At the start of second half of play
5. After an injury, either team per FIFA Rules

Note - Referees may add extra time to the end of a game if they consider a team to be acting in an "unsporting way" (time wasting).

Brackets: Brackets shall be in flights of 3 or more teams. Barring a team forfeiting or dropping from the tournament, each team shall play a minimum of 3 games. Tournament Committee reserves the right to amend brackets and games to accommodate unexpected changes, i.e. team no-show.

Four Team Divisions: Teams will play each team in the bracket (3 games). Two teams with highest points will compete in championship game.

Five Team Divisions: Teams will play each team in the bracket (4 games). The team that ends with the most points will be champion. Second highest will finish as finalist.

Six Team Divisions: Each team will be guaranteed 3 games. Teams will be divided into 2 flights of 3. Each team will play the 2 preliminary round games against the other teams in their flight. Top 2 teams from each flight will advance to semi final games, (A1vB2/B1vA2) 3rd place teams will cross over flights for the 3rd game (i.e. #3 from A plays #3 from B). The winner of each semi will compete in the championship game.

Eight Team Divisions: Will be divided into two (2) flights of four (4) teams. Each team will play three (3) preliminary round games against the other teams in their flight. Top 2 teams from each flight will advance to championship game.

Twelve Team Divisions: Will be divided into four (4) Brackets of three (3) teams. Each team will play the others within its Bracket for a total of two (2) preliminary games. Top team in each bracket will play in semi-finals (A1vD1, B1vsC1). Remaining brackets will cross over to consolation games (A2vsD2 etc.).

Home Teams: The team listed first on the schedule is the home team. Conflicts in jersey color will be resolved by the home team being required to change jerseys. Home team must provide game balls.

Start Times/Forfeitures: Teams must be at the field 30 minutes prior to the scheduled game start time to be checked in by the tournament field marshals. Players from each team must present themselves, with their player passes, to the field marshal for their assigned field. All games must be started within five minutes of their scheduled start time. If a team has not taken the field with a minimum of 6 players within the five-minute grace period, the game will be forfeited to the team in attendance with a minimum of 6 players on the field. If neither team complies with this procedure, no points will be awarded to either team.

The referee may terminate a game at his discretion and the tournament staff may award a forfeit if:

1. A team leaves the field of play during the game without referee approval.
2. Alcoholic beverages or controlled substances are observed.
3. A team is sent from the field by the referee for violent play, and/or misconduct by the coaches, players or fans. This rule may also be enforced by the tournament staff at any time during tournament matches.

Injury Delays: Delays of the game due to injury, regardless of the amount of injury time, will result in no more than five (5) minutes being added to the full game time. However, the referees will be responsible for ensuring that any additional time will not interfere with the next scheduled game starting on time. Refer to "playing times".

Playing Times: Play will be based on halves as below:

Age Group	Preliminary (!)	Semifinals (!)	Finals (!)	OT (Championship Only)
U8 (6v6)	20 Min	20 Min	20 Min	2x5 Min
U9-11 (8v8)	25 Min	25 Min	25 Min	2x5 Min

(!) All preliminary games will be terminated not less than 5 minutes prior to the scheduled start of the next game regardless of the amount of time played in each half to that point. A game is "complete" upon completion of one half regardless of the circumstances of termination during the second half with the final results based on the score at termination. A preliminary game may end in a tie. Semifinal games ending in a tie will proceed directly to penalty kicks to determine a winner. Championship games will go to two (2) five minute overtime periods. If still tied after playing two 5 minute periods, will go directly to penalty kicks.

Scoring: Tournament points will be awarded to and deducted from each team based on the following system:
Three (3) points for each win
One (1) point for each tie
Zero (0) points for a loss

Forfeit games shall be scored as a 1-0, 3 points to the team not forfeiting. If a team withdraws from the tournament before completing all preliminary games, all games they played shall be considered a forfeit.

In the event of a tie: In case of a tie in tournament points within a flight after preliminary games, the winner shall be determined based on the following procedure:

1. Head to head results off head to head competition, winner advances
2. Goal differential (goals scored minus goals allowed). A maximum of four goals will be counted.
3. Team with the most goals scored advances (up to a maximum of four goals)
4. Team with the fewest goals scored against them advances
5. Team with the most wins advances
6. Team with the most shut-outs advances
7. If a tie still exists after steps 1 through 6, FIFA Penalty Kicks from the Mark will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Semi-Final game or in some cases Final game.

Three team ties: Should there be a tie between three or more teams, and teams are still tied after steps 1 through 6... a three-way coin toss will be conducted to determine the order of which teams will shoot PKs. The teams that tie in the coin flip will compete in FIFA Penalty Kicks from the mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team. The coin toss and time of the FIFA Penalty Kicks will be thirty (30) minutes prior to the Semi-Final or in some cases Final game.

In the event two of the three teams are from the same bracket, the coin toss will be bypassed and the two teams from the same bracket will compete in FIFA Penalty Kicks from the mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team.

Awards: Individual player awards will be awarded to each player and coach of the first and second place teams. A Championship cup trophy will be awarded to the winning team in each age group.

- First Place: Championship Team Trophy and Individual Player Award
- Second Place: Individual Player Award