2026 Placer United Girls Cup – Tournament Rules

Age Groups: 2026-27

U11	8/1/15 – 7/31/16
U12	8/1/14 – 7/31/15
U13	8/1/13 – 7/31/14
U14	8/1/12 – 7/31/13
U15	8/1/11 – 7/31/12
U16	8/1/10 – 7/31/11
U17	8/1/09 – 7/31/10
U19	8/1/07 – 12/31/09

FIFA rules will apply unless noted below. It is expected that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of fair play and will conduct themselves in accordance with the Tournament Rules.

Tournament Format: All teams will be guaranteed three matches which can include a semi-final and/or a consolation game. Finals would be a fourth match.

Division Configurations:

- **Four Team Division**: Play each other once and the top two-point getters will play in the final.
- **Five Team Division**: Will consist of one bracket of 5 teams. The teams will play two seeding matches on Saturday. On Sunday, the top four teams with the most points (regardless of bracket) will play in the semi-final with the winners playing in final. The loser of the #1v#4 semifinal will play the 5th place team in a consolation match.
- **Six Team Division**: Two brackets of three will play a three-game crossover and play all teams in the opposite bracket. The top two-point getters will play in the final regardless of which bracket they are in.
- **Seven Team Division:** Will consist of three brackets with Group A consisting of 3 teams and Group B/C with two each. Group A will play round robin on Saturday with Group B and C playing crossover. For Sunday, the top 4 teams with the most points play in the semifinals with the winners playing in the final. Additionally, 5th will play 6th with the winner playing against 7th in consolation matches.
- **Eight Team Division**: Two brackets of four will play their three group games and the top team from each bracket will play in the final.
- **Nine Team Division**: Three brackets of three will play two preliminary games with their bracket on Saturday. The winner of each group and the highest placing 2nd place team will advance to the semifinals with the winners playing in the final. The remaining 2nd place teams will play a consolation match with the winner playing 3rd place in backet C. 3rd place Bracket A will play 3rd place Bracket B in a consolation match.

Protests: Protests will be allowed only for paperwork and credential issues. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final. Disputes will be handled by the Tournament Committee and Tournament Director. Referee decisions may NOT be disputed. Once a game has been played, protests will not be allowed.

Credentials: Laminated US Club player ID cards or USYSA equivalent will be required. In addition, virtual cards through the GotSport App will be accepted. All cards MUST be valid. All teams must provide a US Club and/or USYSA team roster. Players may only be rostered on one team for the duration of the tournament, regardless of their club affiliation. The only exception applies to goalkeepers, and only under special

circumstances. If a team's rostered goalkeeper becomes injured and no other goalkeeper is available on that team's roster, a replacement goalkeeper may be permitted **with prior approval from the Tournament Director**. A goalkeeper serving as a replacement **may not play for another team within the same bracket or division** of play. **ONCE AGAIN, PLAYERS MAY PLAY FOR ONLY ONE TEAM DURING THIS TOURNAMENT. TEAMS IN VIOLATION OF THIS MAY FORFEIT MATCHES.**

Roster Size: Teams may register a maximum of 26 players for the U13 and U19 age groups with a maximum of 18 players suited up per game. For U11 and U12 teams, you may have a maximum of 18 player with 16 players suited up per game. The maximum number of guest players allowed is 5 per team.

Player's Credentials and Equipment: The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, metal objects, jewelry, or headbands may be worn. No casts of any kind are permitted.

Player picture identification cards are to be present and available at all matches. No pass, no play. Passes will be checked by the field marshal prior to each match.

PLAYERS MUST BE ON THE PRINTED GAME CARD, PLAYERS NOT ON THE OFFICIAL GAME CARD WILL NOT BE ABLE TO PLAY.

The shirt number of each player must be the same as the player's shirt number on the game card or roster.

Home Team: Home teams will be listed first on the scoreboard and in the program. The home team is responsible for game balls (if tournament balls are not available). It is preferred the home team wear their dark uniform and away team wear their light uniform. Home teams will be required to change uniforms in the event of a conflict.

Away Team: The "away" team is listed second on the schedule.

Online Check-In Requirements: All required documents must be uploaded to your GotSport account by the check-in deadline. Once your documents are approved, your players will appear on your game cards. Failure to check in may result in disqualification from the tournament without a refund. At the discretion of the tournament, disqualified teams may be allowed to compete as a "guest team." Games not played will be classified as "forfeits and byes." Forfeits and byes will be scored as a 3-0.

All guest player forms must be submitted to events@placerunited.com

Signed Agreement Sheet: Complete and submit the agreement sheet at this link: https://system.gotsport.com/forms/3347402F1

Event Roster: Upload your official event roster to GotSport. All players must be on this roster by Wednesday, October 21st deadline.

On-Site Check-In at the Tournament: The only on-site check-in needed is for player passes

When to Check-In: A team manager or coach should visit the Field Marshal tent at your game location 45 minutes before each match.

What to Bring: Please have your physical or digital player passes ready for each player. All participating players must also be present at check-in. Digital pass cards can be shown using the GotSport app or website.

Requirements for Check-In & Registration: All teams must provide the required credentials to include:

- US Club/USYSA Official Roster
- Hotel Verification Form

Rosters will be frozen at midnight, Wednesday, October 21st.

Conduct: All coaches have total responsibility for the conduct of their players and bench at all times. Coaching from the sidelines (giving direction to one's own team) is permitted provided:

- No mechanical devices (including drones) are used (games may be filmed);
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line
- No coach, player or substitute makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or team officials.
- No coach, player or substitute uses profanity or incites, in any manner, disruptive behavior.
- Mechanical noise making devices are not allowed.

Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams may be removed from the tournament per the Tournament Committee if they feel team sideline is out of control.

Cautions & Ejections: A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played. For flagrant violations, longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director. The tournament director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team and will have no communication of any manner. Players may sit with the team but may not be in uniform. Suspended coaches must be "Out of Sight & Sound of the Field". PLEASE NOTE, UNDER FIFA and US CLUB TOURNAMENT Sanctioning Rules, Red Cards can NOT be appealed. All sending offs are a mandatory one game suspension. If a player or coach is suspended beyond one match, that ban may be appealed. The one game suspension is mandatory and may not be appealed. No points are deducted for sending offs, coach, or player.

Suspended Games: If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned. Additionally, the home league and state association will be contacted as appropriate.

Substitutions: Unlimited substitutions. However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions may occur during any stoppage of play.

Substitutions by either Team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time wasting" nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.

Side Lines: Both teams and coaches will be on the same sideline directed by the field marshal or referee unless otherwise notified. All spectators will be on the opposite sideline.

Forfeitures & Byes: Games not played will be classified as "Forfeits & Byes". Teams failing to report ready to play within thirty (30) minutes of scheduled kick-off time forfeit that game. All teams who forfeit will have the game scored 0-1 loss. The winner will be awarded maximum tournament points for a win (3). A team needs seven players for a U13-U19 match and five players for U11-U12 matches to get started. Teams taking actions which cause the game to be terminated will forfeit.

Disputes: Tournament Committee will handle all disputes that are non-referee decisions and make all final decisions.

Decisions by referees may not be appealed and any decision on a dispute will be final and may not be appealed.

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.

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

U11-U12 – 25-minute halves, 50 minutes full

U13-U19 - 30-minute halves, 60 minutes full

SEMI FINAL AND FINAL MATCHES WILL GO STRAIGHT TO KICKS FROM THE MARK. No extra time will be played.

All teams will be scheduled for a minimum of 3 games.

A match 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 termination.

Half-time: Half-time will be exactly five (5) minutes. Please help officials with this request.

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".

Tournament Points System:

3 Points for each win
1 Point for each draw
0 Points for a loss

(Points are not deducted for red cards)

Score Reporting: Scores after each game will be reported by the Field Marshals or the Tournament Director. If the score is misprinted on the internet, please contact the Tournament Director ASAP.

Tie Breakers: In the event of a tie, the winner will be determined as follows:

1. The winner of head-to-head competition.

2. Goal Differential (there is no limit on goal difference)

3. Goals For (there is no limit on goals scored)

4. Goals Against (there is no limit on goals scored)

5. Most Wins

6. Penalty Shoot Out

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.

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 Friday.
    - Plan B. Shorten all Saturday games to 2 x 20 or as necessary.
    - Plan C: Plan B plus shorten all Sunday games to 2 x 20 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. Full refunds will be provided to teams that withdraw from the tournament **prior to acceptance and/or the application deadline**. 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 forfeiture of games. In the event the tournament is cancelled, teams will receive a partial refund of their application fee after expenses for the tournament have been covered.