

TOURNAMENT RULES

SAN DIEGO SURF CUP REGISTRATION AND CREDENTIALS

REGISTRATION: Teams must register at the MANDATORY REGISTRATION. Mandatory Registration is Friday evening prior to the first day of play. Teams will be notified of the time and location of the Mandatory Registration. 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: At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide valid laminated Player I.D. Cards with photographs, and signed Medical Release Forms. USYSA teams from outside Cal South must also provide approved Travel Papers which must include a roster listing all players authorized to travel. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. U.S. teams registered through AYSO, Super Y League, USSF or US Club Soccer must provide the appropriate travel documentation 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 Passports. In the event an International team does not have League Identification Cards, a photograph of each player should be provided in addition to the passport. All players must have a laminated approved player card to participate. No player card, no play.

ROSTERS: USYA and US Club teams may register a maximum of twenty-two (22) players for the U-16, U-17, and U-19 age groups and USSF registered teams may have an unlimited number of registered players, but all teams will have with a maximum of eighteen (18) eligible per game; eighteen (18) players for the U-11 through U-15 age groups, and fourteen (14) for U-10. A team may use up to eight (8) guest players (6 for Under-10) but any team utilizing guest players is still limited to the stated maximum roster size.

RULES OF PLAY

FIFA Laws of the Game will apply as modified by USYSA and Cal South as described herein.

Duration of Games & Overtimes, by Halves, and Ball Size are as follows:

<u>Division</u>	<u>Prelim & Qtr-F*</u>	<u>Semi Finals</u>	<u>Finals</u>	<u>Overtime**</u>	<u>Ball Size</u>
U-19	30 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U-17	30 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U-16	30 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U-15	30 Minutes	35 Minutes	35 Minutes	10 Minutes	5
U-14	25 Minutes	30 Minutes	35 Minutes	7 Minutes	5
U-13	25 Minutes	30 Minutes	35 Minutes	7 Minutes	5
U-12	25 Minutes	30 Minutes	30 Minutes	5 Minutes	4
U-11	25 Minutes	30 Minutes	30 Minutes	5 Minutes	4
U-10	25 Minutes	25 Minutes	25 Minutes	5 Minutes	4

* Preliminary and Quarter Final Games. All Preliminary Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. 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. Quarter-final games ending in a tie will go directly to FIFA Kicks From the Mark to determine who advances.

** Quarter-Final games tied after regulation play will not have extra time. Semi-Final or Final games tied after regulation will have overtime added. However, during overtime, the team which scores the first goal is declared the winner (Golden Goal). If no goals are scored during two equal overtime periods, the match is decided by FIFA Kicks From the Mark, which will immediately follow the overtime.

HALF TIME: Half Time will be exactly five minutes.

GAME CHECK-IN CONDUCT: Prior to the start of each scheduled game, each team must present to the referee the team's player cards so the team may be checked in to play and the game started as scheduled. A team who fails to report within five minutes of a scheduled kick off will forfeit the game. Prior to the start of each game, U-16, U-17 and U-19 as well as all USSF registered teams will designate on the game card those players who will not be eligible for that game in order to make each game's roster a maximum of eighteen. All players must have an approved laminated player card. No card, no play.

SUBSTITUTIONS: Teams may substitute only with the referee's permission and only at the following times (including overtimes):

Except as provided by USYSA or Cal South, substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition. Substitutions may be made, with the consent of the referee, at any stoppage in play. (USYSA Rule 302 Cal South Rule 2.9)

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.

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 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 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). A player who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games. 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. Tournament Points will be deducted for all ejections.

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.

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: Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

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:

- Six (6) points for each Win
- Two (2) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout
- **MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.**
- A 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)

In the event of a tie 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. Fewest goals against.
3. Most goals for.
4. Most total wins.
5. Most shut outs.
6. If a tie still exists after steps 1 through 5, FIFA Penalty Kicks From the Mark will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarter-Final or Semi-Final game.
7. If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. 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 flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Quarter-Final or Semi-Final games.

If ties exist in the determination of a wild card team, criteria 2 through 7 will be applied.

HOME TEAM: The Home Team will be the team which appears first on the game schedule. The game ball will be supplied by the Tournament. The game ball will be subject to Referee approval. 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 side of the field they wish to play from. No two teams will play from the same side of the field.

FORFEITS: All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal, and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys will forfeit. Teams failing to check in at the Mandatory Registration will forfeit. Teams taking actions which cause a game to be terminated will forfeit.

PROTESTS: NO PROTESTS WILL BE ALLOWED.

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.

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 against the Guest Team. The opposing team is awarded eight points.

POLO CLUB RULES: All participants and spectators must strictly adhere to Polo Club rules:

1. Stay away from the stables and horses at all times.
2. No dogs are allowed at the Polo Club.
3. Keep off of above ground sprinklers and irrigation equipment.
4. Drive cars only in designated areas.
5. No artificial noisemakers are allowed during the tournament.
6. No participants or spectators are allowed on the fields prior to 7:00 am.

All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

TOURNAMENT PLAY

TWENTY TEAM DIVISIONS. Each Division will consist of five (5) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket along with three (3) Wildcard Teams advancing to the Quarter-Finals. The Wildcard Teams will be the next three (3) highest points (after bracket winners) in all five (5) brackets. Games 1: Winner A will play Wildcard #3, Game Two: Winner B will play Winner D; Game 3: Winner C will play Wildcard #2, and Game Four: Winner E will play Wildcard #1. If Wildcard is from same bracket then Surf Cup will adjust Quarter-Final games so bracket Winner does not play Wildcard from same bracket. The Semi-Final games will be played as the winner of Game 1 (1A/WC3) against the winner of Game 2 (1B/1D); and the winner of Game 3 (1C/WC2) against the winner of Game 4 (1E/WC#1). Semi-Final winners will meet for the Championship.

SIXTEEN TEAM DIVISIONS. (The typical division.) Each Division will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games with the top two teams in each Bracket advancing to the Quarter-Finals (using the system described in Determining Winners). Winner A will play Second D, Winner B will play Second C, Winner C will play Second B, and the Winner D will play Second A. Semi-Final games will be played as the winner of Game 1 (1A/2D) against the winner of Game 2 (1B/2C), and the winner of Game 3 (1C/2B) against the winner of Game 4 (1D/2A). The Semi-Final winners will meet for the Championship.

TWELVE TEAM DIVISION will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in semi-final Game 1, and the winners of Brackets B and C will play in Semi-Final Game 2. The Wildcard Team will be the second place team with the highest points in all brackets. If the Wildcard Team comes from Bracket A, then the Winner A will play Winner B, and the Winner C will play the Wildcard. The Semi-Final winners will meet for the Championship.

EIGHT TEAM DIVISION will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the second place team of Bracket B in the Semi-Final Game 1, and the winner of Bracket B will play the second team of Bracket A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.