## 2010 Medina Fall Classic Tournament Rules

## TOURNAMENT INFORMATION AND SANCTIONING

The 2010 Medina Fall Classic Tournament is hosted by the Sunnyvale Alliance Soccer Club and sanctioned by US Club Soccer. Tournament Director is George Tharakan ( tournament@sunnyvalesoccerclub.org ). The Tournament Team Application Fee is $\$ 585$. (payable to SASC).
The Tournament dates are Saturday, October 30th, and Sunday, October 31st, 2010.
The Tournament website is http://www.sunnyvalesoccerclub.org/comp/medina tournament.shtml
The Tournament mailing address is Sunnyvale Medina Fall Classic Tournament, c/o Sunnyvale Alliance Soccer Club, P.O Box 2100, Sunnyvale, CA 94087-0100

Tournament Headquarters: Sunnyvale Alliance Soccer Club Soccer Complex, 1095 Dunford Way, Sunnyvale, CA 94087.

## CHECK-IN, CREDENTIALS AND ROSTERS

Tournament Credentials Check-in: Teams must register at the mandatory credentials check-in on Friday evening, Oct 29th, 2010, between 6 pm and 9 pm . Teams failing to register at the mandatory credentials check-in without prior approval of the Tournament Director will forfeit their matches.
Check-in location: The Domain Hotel, 1085 E. El Camino Real, Sunnyvale, CA 94087 (Ph:+1.408.247.0800)
Credentials: Teams must present the following credentials at mandatory check-in:

- Laminated Player Passes for the current seasonal year: US CLUB SOCCER or USYSA with the player's signature (for States that require signatures, as CYSA-North does not) and player's photograph for all players. The passes for each team MUST all be US CLUB SOCCER passes or all be USYSA passes.
- Signed (wet-ink original signatures) Registration \& Medical Release Forms for all players. For CYSA teams with waivers laminated on the back of player passes, player registration 1601 forms are still required.
- Proper Travel Papers and Approved Official Rosters which must be filed with the appropriate State organizations and received by the Tournament Director at the time off application and Check-in.
- Laminated credentials (passes) for the current seasonal year, for all Coaches and Team Officials.
- US CLUB SOCCER Teams:
- Official US Club Soccer Team Roster for the current seasonal year.
- Signed Guest Player forms for all guest players on loan from other US Club Soccer Clubs
- USYSA Teams:
- Official Team Roster issued by the appropriate USYSA State Association. (Goldenrod for CYSA)
- US Club Soccer Tournament Team Roster and Proof of Insurance issued by US CLUB SOCCER Tournament Team Insurance, which is required to be purchased by all nonUS Club Soccer teams. This Roster MUST list all Players including Guest Players.
- Signed Guest Player forms for all guest players not on the Official Team Roster issued by the appropriate USYSA State Association.

Rosters and Guest Players: Teams may roster up to a maximum of eighteen (18) players for each match. A maximum of five (5) guest players are allowed. No player may compete in two age groups in the tournament on the same weekend.
All teams are required to submit their roster online in their GotSoccer Team Account.

## RULES OF PARTICIPATION

FIFA Rules: All matches will be played in accordance with FIFA Laws Of The Game except as specifically superseded by the tournament rules below.


#### Abstract

Match Check-in: Each team must report to the Field Marshal at their assigned playing field for player pass collection and verification and player safety check by the match referees no later than thirty (30) minutes prior to the scheduled start of each match. A player MUST supply the proper player pass to participate. Each player's jersey number must match the jersey number listed for that player on the official match card. A team that fails to field the minimum number of players at the scheduled start time of the match will forfeit the match. For U 12 and above playing 11 v 11 , the minimum number of players required to play the match is seven (7).


Match Cards and Player Passes: Match cards will be provided at the playing field by the Tournament Field Marshals. The Tournament Field Marshal will retain the team passes during the match. Passes will be released to the team at the conclusion of each match when authorized to do so by the match referee and after both coaches have signed the completed match card.
TEAMS MUST RETRIEVE THEIR PASSES BEFORE THEY LEAVE THE PLAYING FIELD.
Home Team: The home team is listed first on the match card and on the tournament schedule. The home team will change jerseys in case of a color conflict. If tournament match balls are not available, the home team will provide the match balls. The match balls shall be subject to match referee approval.

Length of Matches: U12 age groups will play 25 minute halves in group play and semi-final matches and will play 30 minute halves in 3rd place and championship matches.
U13 and above age groups will play 30 minute halves in group play and semi-final matches and will play 35 minute halves in 3rd place and championship matches.
The half-time interval will be five (5) minutes.
Player Substitutions: Unlimited substitutions are allowed with referee approval at the following situations:

- Prior to a throw-in by the throw-in team only
- Prior to a goal kick by either team
- Prior to the restart of the match following a goal by either team
- Prior to the restart of the match after half-time and either overtime periods.
- Prior to the restart of the match following the removal of an injured player from the field by either team
- Prior to the restart of the match following a player being cautioned. The referee will give the coach the choice of substituting only the cautioned player, (the player could re-enter the match at his/her team's next substitution opportunity)

Ejections: Any player that is sent-off (shown a red card) will automatically be expelled from the match and can not be replaced. The sent-off player will also automatically be suspended from their next match.
Any Coach, Assistant Coach or Team Official that is dismissed for irresponsible behavior, will automatically be expelled (suspended) from that match and will also automatically be suspended from their next two matches.
The Tournament Director and/or Disciplinary Chair may issues further punishment in the form of match suspensions for violent conduct. Individuals ejected (sent-off or dismissed) will have a Send-Off Report and action taken at the Tournament sent to their State Association.
A Coach, Assistant Coach or Team Official that is suspended can not be present at or position themselves near their team's matches during their suspension. The minimum distance that the suspended coach or team official must be from the playing field is 200 yards. The coach may not coach or give direction or instruction to the team in any manner including electronically.

Rules of Conduct: The following rules of conduct apply:

1. Good sportsmanship is expected of all players, coaches, friends and spectators.
2. The technical areas (team bench areas) will be established on the same side of the field during
matches.
3. Only credentialed players, coaches, and team officials are allowed in the technical areas
4. Spectators must occupy the opposite side of the field from the technical areas
5. Coaching will not be permitted except from the technical areas
6. The team Coach has complete responsibility at all times for the conduct of their players, substitutes, all team coaches, all team officials, friends and spectators
7. If in the opinion of the match referee, or Tournament Officials, a match must be terminated for misconduct of players, substitutes, coaches, team officials, friends or spectators, the offending team may be suspended from further play and will forfeit that match as well as all remaining matches. In this situation, all points earned from previous matches are retained.
8. The possession, distribution or consumption of controlled substances and alcoholic beverages is not permitted on Tournament grounds. Coaches, Team Officials, Players or team friends and spectators found in violation of this rule will result in the forfeiture of the matches played by their team and suspension of their team from the Tournament.
9. The use of tobacco products is prohibited at this Tournament.
10. Dogs are prohibited on Tournament grounds. Failure to remove a dog from the area of the soccer field when asked to do so will result in the match referee being instructed to abandon the match.
11. All portable shelters (EZ Ups, tents, etc.) must be secured with either stakes or sand bags.
12. Teams must remove the trash from around their area after their match.

Rescheduling of Matches: In the unusual event that a significant loss of match time is experienced through no fault of the participating teams, any lost match time may be rescheduled at the discretion of the Tournament Director. The rescheduling of lost match time shall be subject to field and/or daylight availability. The Tournament defines significant loss of match time as more than half of the match. An example of an unusual event would be a major injury to a player, which prevented the use of the playing field. An accumulation of time delays due to minor/moderate injuries to several players would not constitute an unusual event nor will these delays be considered lost match time. An accumulation of delays resulting from the normal course of a match will not be considered lost match time. A match will be considered official when one half has been played. When only one half can be played, the official score will be the score at the end of the first half.

Tie Breaker Rules for Advancing From Group Play: In the event that two teams are tied at the end of group play, the team that will be advanced is decided by the following tie breaker rules:

1. Head-to-Head (if applicable, the team that won the encounter advances)
2. Goal Differential (max of 4 per match - the team with the highest Goal Differential advances)
3. Most Goals Scored (max of 4 per match - the team with the most goals scored advances)
4. Fewest Goals Allowed (the team with fewest goals allowed advances)
5. Fewest Send-Offs (the team with the fewest send-offs advances - send-offs include player red cards and coach dismissals)
6. FIFA kicks from the penalty mark (the team that wins kicks from the penalty mark per FIFA advances)

## Tie Breaker Rules for Semi-Finals, 3rd-Place and Championship Matches:

In semi-final matches, if the score is tied at the end of regulation, the match will be decided based on kicks from the penalty mark per FIFA Laws Of The Game.
In championship and 3rd-place matches, if the score is tied at the end of regulation, two (2) overtime periods of five (5) minutes each will be played to completion (no golden goal). If the score is still tied at the completion of the overtime periods, the match will be decided based on kicks from the penalty mark per FIFA Laws Of The Game.

Division Sizes and Play-Off Qualification: Below are the rules for determining the play-off qualifying teams based on the number of teams in the brackets and the number of brackets in the division.

- Twelve (12) team Division with three (3) Brackets of four (4) teams
- Each team plays three (3) group play matches within their Bracket and advance as follows:
- Finals match: Bracket Winner (1st in points) vs. Bracket Winner (2nd in points)
- 3rd-Place match: Bracket Winner (3rd in points) vs. Bracket Runner-Up (1st in points)
- Awards will be presented for 1st, 2nd, 3rd, and 4th places.
- Ten (10) team Division with one (1) Bracket (A) of four (4) teams and two (2) Brackets (B and C) of three (3) teams
- Each team in the three (3) team Brackets plays two (2) group play matches within their Bracket and advance as follows:
- Semi-Final match: Bracket B Winner vs. Bracket C Winner
- Other match A: 2nd place in each Bracket
- Other match B: 3rd place in each Bracket
- Each team in the four (4) team Bracket plays three (3) group play matches within the Bracket and advance as follows:
- Finals match: Bracket A Winner vs. Semi-Final match Winner
- 3rd-Place match: Bracket A Runner-Up vs. Semi-Final match Loser
- Awards will be presented for 1st, 2nd, 3rd and 4th places
- Eight (8) team Division with two (2) Brackets of four (4) teams.
- Each team plays three (3) group play matches within their Bracket and advance as follows:
- Finals match: Bracket Winners
- 3rd-Place match: Bracket Runners-Up
- Awards will be presented for 1st, 2nd, 3rd, and 4th places
- Seven (7) team Division with one (1) Bracket of seven (7) teams
- Each team plays two (2) group play matches resulting in standings 1st through 7th.
- Teams advance into Semi-Finals, 3rd-Place and Finals as follows:
- Semi-Finals A: 1st vs. 4th and Semi-Finals B: 2nd vs. 3rd
- Finals match: Semi-Finals Winners
- 3rd-Place match: Semi-Finals Losers
- 5th, 6th and 7th continue as below:
- Other match A: 5th vs. 6th
- Other match B: Winner of Other Match A vs. 7th
- Awards will be presented for 1st, 2nd, and 3rd places.
- Six (6) team Division with two (2) Brackets of three (3) teams.
- Each team plays two (2) group play matches within their Bracket and advance as follows:
- Two Semi-Final matches: Bracket Winner vs. other Bracket Runner-Up
- Finals match: Semi-Finals Winners
- 3rd-Place match: Semi-Finals Losers
- 3rd place team in each bracket plays a third match
- Awards will be presented for 1st, 2nd, and 3rd places
- Five (5) team Division with one (1) Bracket of five (5) teams
- Each team plays four (4) group play matches resulting in standings
- Tie-breaker rules determine final standings
- Awards will be presented for 1st, and 2nd places
- Four (4) team Division with one (1) Bracket of four (4) teams.
- Each team plays three (3) group play matches and advance as follows:
- Finals match: 1 st in points vs. 2 nd in points
- Awards will be presented for 1st and 2nd places

Point System: The following point scoring system will be used

- Seven (7) points for a win
- Three (3) points for a tie
- Zero (0) points for a loss
- One (1) bonus point for a shut-out [including 0-0 tie]
- One (1) bonus point for each goal scored up to a maximum of four (4) goals per match
- Minus One (-1) point for each Player Send-Off (red card) per player per match
- Minus Two (-2) points for each Coach or Team Official dismissal (send-off/ejection)
- Zero (0) points if neither team shows for a match

Start Times and Forfeits: A team that fails to take the field, ready to play at the scheduled kick-off time or that can not field the minimum number of players needed to play a match at the scheduled kick-off time will forfeit the match.
Teams that fail to register at the mandatory credentials check-in or that take actions that cause a match to be terminated will forfeit. A team that forfeits will have their match(es) scored as a 0-1 loss resulting in the winner being awarded nine (9) points - seven (7) for the win, one (1) for the shut-out, and one (1) for a goal.

Final Match Score: All completed matches will be considered final as determined by the match referee. The Coaches must review the score indicated by the match referee on the match card before signing the match card and signing the match card will indicate coach agreement with the recorded final score.
The match referee will sign the match card before returning it back to the Field Marshal. The final score on the match card can not be disputed once the match card has been turned over to the Field Marshal. The Field Marshal will report the match result to the Tournament Headquarters. The match referee will report send-offs and submit send-off reports to the Tournament Headquarters.

## Protests: NO PROTESTS WILL BE ALLOWED. ALL MATCH RESULTS ARE CONSIDERED FINAL.

Late Withdrawals and No-Shows: The Tournament Director may amend Divisions and Brackets in the event that a team pulls out of the tournament at the last minute or is a no-show. The Tournament Director will ensure that the remaining teams are provided with the best possible competition for the good of the game.

Inclement Weather: In case of inclement weather or unsuitable field conditions, matches may be shortened, may go to FIFA kicks from the penalty mark, or may be cancelled. The decision to conclude a match using the methods described will be decided by the Tournament Director and the decision will be final.

Refunds: There will be no refunds or reimbursements of the tournament application fee for cancelled or forfeited matches. There will be no refunds or reimbursements of the tournament application fee for withdrawing teams.

Decisions and Disputes: Decisions relating to the interpretation of the Tournament Rules can only be made by the Tournament Director in consultation with the Tournament Committee. Decisions of the Tournament Director will be final. Disputes relating to the interpretation of the Tournament Rules will be resolved by the Tournament Director or their designee along with the Coaches and/or Team Officials that are registered with the involved team(s). Coaches or Team Officials that are not registered (credentialed) with the involved team(s) may not represent the involved team(s).

Tournament Committee: The Tournament Committee shall consist of the Tournament Director and any other pre-designated Tournament Officials.

