

CHAMPIONS CUP 2024 RULES

REGISTRATION: NO FRIDAY EVENING CHECK-IN. We require all Team Managers or Coaches to report to their field site's Field Marshal registration table ONE FULL HOUR prior to their first scheduled game for team check-in. Failure to check in will result in automatic disqualification (without a refund of the fee) from the tournament. Games not played will be classified as "Forfeits".

Current laminated Player Cards will be required of all players as proof of age and must be available for inspection at initial check-in and at the start of each game. We will accept **2024-2025** Player Cards from the Teams Federation Organization Member (US Club, USYSA, Cal South, USSSA, USSF, AYSO, SAY Soccer and other...). USYSA Teams from outside USYSA Region IV must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by the team's State Association. All Travel Papers must be submitted to the Tournament Director prior to check in. Any player not listed in the Travel Papers, including any amendments properly executed by the team's State Association, will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. All teams must provide the Player I.D. Cards from a valid State Associations listed on this application. **All cards must be from the same association, THERE WILL BE NO MIXING OF CARDS. GUEST PLAYERS Club Passing are fine. *****NO PLAYER CARD = NO PLAY*******

Teams will be required to always keep medical releases on hand in case of emergency.

REFUNDS: There will be no refunds given after the stated application deadline. Prior to the application deadline, refunds will be made less any administrative fees that have been incurred.

ROSTERS: Teams may register a maximum of eighteen (18) players (16 players for U7-U12). A team may use up to five (5) guest players, but any team utilizing guest players is still limited to the eighteen player maximum (16 for U7-U12).

RULES OF PLAY: All games will be played under FIFA rules with US Club adjustments for youth competition with the following additions and clarifications:

GAME FORMAT: Each team will play a minimum of 3 games. Preliminary Games can end in a tie. Finals games tied after regulation will go straight to FIFA Penalty Kicks. The winner of the kicks will determine who is awarded the Champion Trophy. Penalty Kicks will immediately follow the game.

Duration of Games and Overtimes (by halves), and Ball size are as follows:

Division	Pool Play	Semi Finals	Finals	Ball Size
U14 (2011)	35	35	35	5
U13 (2012)	35	35	35	5
U12 (2013)	30	30	30	5
U11 (2014)	30	30	30	4
U10 (2015)	30	30	30	4
U9 (2016)	30	30	30	4
U8 (2017)	30	30	30	4
U7 (2018)	30	30	30	4

There will be no stoppage time for injuries; in other words, there is a running clock for ALL games. Half time for ALL games will be 5 minutes.

Determining Winners: Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) point for each Tie
- Zero (0) points for each Loss
- Minus one (-1) point for each player or coach ejected

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows in this order:

1. The winner in a preceding head-to-head match-up
2. Total Goal Differential (to a maximum of 4 per game)
3. Goals against (to a maximum of 4 per game)
4. Goals for (to a maximum of 4 per game)
5. If a tie still exists after steps 1 through 4, FIFA Penalty Kicks will be taken (time and location to be determined by the Tournament Director) prior to the scheduled start of the Final game.
6. If a three-way tie exists within a bracket after steps 1 through 4, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined by the Tournament Director at the fields.

FINAL GAMES: Who makes the final in my bracket?

- **Flight of 4 teams.** 1 bracket, Top 2 teams with most overall points will play in the championship game
- **Flight of 6 teams.** 2 brackets of 3 teams. Each team in one bracket will cross play all teams in the opposing bracket. The Top 2 teams with the most overall points, among the 6 teams, will play in the championship game.
- **Flight of 8 teams.** 2 brackets of 4 teams. Each bracket plays everyone within their bracket. The winners of each bracket will meet in the Championship game.

GAME DAY CHECK-IN: Except for initial tournament check-in (1 Hour prior to game), all teams must check-in at least thirty (60) minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and game card so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to initial the game card area for that game before the player cards will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game.

The Tournament Director and referee assignor have the final say on the determination of safety and suitability of each player's equipment, including the wearing of a hard brace and/or hard cast. Shin guards are mandatory for all players.

After the start of a match, it will be the decision of the referee whether playing conditions are safe.

Home Team Responsibilities: The Home Team will be the team which appears first on the game schedule. The Home Team will provide a game ball. The game ball is subject to referee approval. The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee. If the Home Team cannot supply an alternate jersey, the Home Team will forfeit the game. (We ask that both coaches work together to solve this problem if away team has a suitable alternate jersey color). The Home Team does not have rights to select which side of the field they wish to observe from as both teams' spectators are required to be on one side of the field opposite of the teams/coaches. Both team coaches are required to coach from the same side. Both team benches will be located on the same sideline for all games and fields. All parents and spectators will be limited to the opposite sideline for viewing and cheering. In all cases spectator and team seating will allow the referee's assistants clear runs and views of all touch lines.

SUBSTITUTIONS: Substitutions are unlimited; however, teams may substitute only with the referee's permission.

CAUTIONS and EJECTIONS: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding point deductions for the Tournament competition. A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and must leave the field of play. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next scheduled game. Any player or coach who assaults a referee will be expelled from the Tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. Player Cards for ejected players or coaches will be available from the Field Marshal after they have satisfied their penalty.

PROTESTS/DISPUTES: No protests will be allowed, and all games will be considered final. The Tournament Director will resolve any situation not explicitly covered by the rules. Disputes relating to the interpretation of these rules will be resolved with the Field Marshal and Administrators/Coaches that are registered with the involved team(s): Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s).

FORFEITS/BYES: All teams who forfeit will have the game(s) scored as a 0-1 loss. The winner will be awarded Three (3) points. If, at the discretion of the Tournament Director, a forfeit provides an unfair advantage, the Tournament Director may make an adjustment in the bracket. Teams forfeiting their first game will be assumed to forfeit all their games unless they contact the Tournament Director at least 3 hours prior to their subsequent games.

Teams will forfeit for any of the following reasons:

- Teams fail to check in at the required location, ready to play five minutes before the scheduled kick off time
- Home team fails to produce an alternate color jersey if referee determines there is a color conflict
- Teams fail to produce laminated player passes and/or coach's pass
- Teams fail to report to the field with the minimum number of players required to start the game (5 for U7-U10; 7 for U11-U14)
- Coach is ejected and fails to leave the field when directed to do so
- Coach is ejected and there is no other coach or administrator available
- Game is suspended due to the misconduct of players, coaches, administrators, parents or spectators.

There will be no refunds to teams who forfeit their own games.

FIELD SAFETY / INCLEMENT WEATHER: The Referee or Tournament Director will determine if a field is safe for play. Teams are expected to show up for scheduled game times unless notified by a tournament official. Rain or other weather conditions may delay play if the City of Costa Mesa determines the fields are unsafe. If necessary, games may be shortened, go directly to FIFA Penalty Kicks or be cancelled. If a game is terminated due to problems associated with the fields, including lighting for a night game, the team in the lead at the time of stoppage wins. If a Quarter or Semi Final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions. If games cannot be rescheduled or played due to rain or other circumstances, the Tournament Director will make refund adjustments and retains the right to keep up to one-third (1/3) of the team fee to cover expenses. If a minimum of 2 games have been completed, then no refund will be given.

CONDUCT: ***A ZERO TOLERANCE WILL BE IN EFFECT*******

All players, coaches and spectators will be expected to demonstrate good sportsmanlike conduct. Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. The offending player, spectator or team may be banned from further participation in the tournament.

The following Rules must be strictly adhered to:

- **At no time is there to be any alcoholic beverages at the tournament sites**
- **Pets are not allowed on any of the fields at any time**
- This is a smoke-free environment; no smoking is allowed at any of the fields
- At synthetic turf fields, no sharp or pointed umbrella, canopy, or shading anchors are allowed to penetrate the turf
- At synthetic turf fields, no food, gum, or seeds of any kind allowed on turf surface
- After each game, please pick up the trash on your sideline and place it in one of the provided receptacles
- Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game

SMALL SIDED GAMES - Heading Rules

All 7v7 games will follow the US Soccer Player Development Initiatives (PDI's) regarding the modified heading rules as part of US Soccer's Concussion Initiative.

Heading Rules:

- Deliberate heading is not allowed in U11 and younger games
- Heading is allowed in U12 games without limitations
- Any U11 players who are "playing up" an age ARE NOT permitted to head the ball during games, even when playing up
- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

7v7 Build Out Line:

All 7v7 games will follow the US Soccer Player Development Initiatives (PDI's) regarding the use of the build out line for 7v7 games.

The build out line promotes playing the ball out of the back in a less pressured setting. The build out line will be striped as a solid line across the field approximately 20 yards from each goal (half the distance between the edge of the penalty area and the halfway line).

Coaches, players, parents and referees, please understand the following rules when playing in 7v7 games:

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- Opposing team must move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play
- Coaches are responsible for addressing these types of issues with their players Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

Modified Laws of the Game: We ask that coaches and referees work together to help the players execute the above, and we ask that all parties observe the above rules in the spirit of player development. Any tactics such as deliberate time-wasting to gain a competitive advantage will be seriously frowned upon and will be reviewed by the tournament committee, who have the ability to take retrospective action of any kind against any coaches / teams involved.

Thank you in advance for your cooperation!

Strikers FC CM - Tournament Committee