

Sharks Rec All-Star Rules

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

All 7 v 7 and 9 v 9 games will be played using the US Soccer mandated rules for the 2018/19 season.

7 V 7 games:

Deliberate heading is not allowed in 7v7 games. 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

Build out line:

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.

The opposing team must also 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.

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.

9 v 9 games:

Punting or drop kicking the ball by the GK is allowed. Goals may not be scored directly from kick-off.

Substitutions are unlimited and can occur at any stoppage.

Deliberate heading is NOT allowed in 9v9 games

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.

Punting or drop kicking the ball by the GK WILL BE ALLOWED.

There is no build out line on 9 v 9 games.

Substitutions are unlimited and can occur at any stoppage.

For more information on short-sided game initiatives from US Soccer click here:

<http://media.calsouth.com/data/Downloads/Resources/PDIFebruary2017.pdf?rev=B87B>

REGISTRATION NIGHT:

All Teams shall check-in at the MANDATORY REGISTRATION pursuant to application and acceptance notifications. Mandatory check-in will take place the 1 Hour prior to the first game of tournament play. Failure to check-in may result in disqualification from the tournament. Team credentials and player medical releases will be verified during the time for all players, coaches and administrators.

CREDENTIALS:

Current Club Registrar signed laminated USYSA player ID cards will be required for all players, coaches and administrators. All teams must provide a team tournament roster (available on site) Player's Birth certificates are not needed for registration night, but must be available if requested by tournament director. An example of why the birth certificate would need to be view by the director is if your team has a player playing outside of his or her age. The date of birth, spelling of name, etc.. is listed wrong on the player card, because of an administrative error, pending approval from CalSouth.

MEDICAL RELEASE:

All players must have original signed medical release forms. (Player Registration Form, original)

GAME DAY CHECK IN: All Games and half times are on a running clock

Forty five minutes (45) prior to the start of each scheduled game, a team representative must present to the Field Marshal the team's player cards. During this time the Field Marshal will check in the players prior to your first game to check player cards and safety. Thereafter, each team must present to the Referee the team game card so that the team may be checked into play and the game started at its scheduled time. Failure of a team to report within ten (10) minutes of a scheduled kick off will be considered a forfeited game. 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 after regulation will proceed immediately to FIFA Penalty Kicks to determine who advances to Semi-Finals.

Semi-Final games if tied after regulation, the game will go straight to PK's.

Finals tied after regulation, we will play two 5 minute over time periods (no golden goal). If still tied, the game will go straight to PK's, to be determined by Tournament Director. If overtime is determined in Final Game, the Referee will determine sides with a coin toss before the 5/5 minute play begins. If a tie still exists after the 5/5 minute play in Final games, FIFA Penalty Kicks will determine who advances or is awarded the win. Penalty Kicks will immediately follow the game.

PLAYERS' EQUIPMENT:

It will be at the Field Marshal and Referee's discretion to determine the safety and suitability of player equipment. Hard casts are not allowed per CYSA-South rule. Shin guards are mandatory for all players. No jewelry at all will be allowed.

SUBSTITUTIONS:

Free substitution will be allowed in all age groups at a dead ball per FIFA at the referee's discretion.

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.

All Divisions - No slide tackling from behind will be allowed.

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 points 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 will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two (2) or more scheduled games, depending on the foul. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. Thereafter the foul or conduct will be reported to CYSA as required.

SUSPENDED AND TERMINATED GAMES:

If in the opinion of tournament officials 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 tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits 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.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

INJURY:

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "SUSPENDED AND TERMINATED GAMES."

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

All Games are on a running Clock

Age/Division	Preliminary	Finals	Half time	Ball
U14/Division 3	2/30 Minutes	2/35 Minutes	5 Minutes	5
U12/Division 4	2/25 Minutes	2/30 Minutes	5 Minutes	4
U10/Division 5	2/20 Minutes	2/25 Minutes	5 Minutes	4

Tournament Competition

U10 (2011-2010) 7 v 7
 U12 (2009-2008) 9 v 9
 U14 (2007-2006) 11 v 11

DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- 6 – Six points for each Win
- 3 – Three points for each Tie
- 0 – Zero points for each Loss
- 1 – One point for each goal scored up to a maximum of three (3) per game
- 1 – One point for each shutout
- 1 – Minus one point for each player/coach ejected

A 0-0 tie will be scored by 4 points for each team (3 for the tie, 1 for the shutout)

Example:

Semifinal 1 - 1st highest points vs 3rd highest points
 Semifinal 2 - 2nd highest points vs 4th highest points

Final - Winner of Semifinal 1 vs Winner of Semifinal 2

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

The winner of head-to-head competition
Goals against
Goals scored
Goal differential (MAX 4 goal differential per game)
Number of Shutouts
FIFA penalty kicks

In the event of a 3 way tie - Contact Tournament Director for tie breaker rules and procedures.

HOME TEAM:

The Home Team will be the team which appears first on the game schedule. 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. No two teams will play from the same side of the field, with the Home Team selecting the side from which they will play prior to game.

FORFEITS AND BYES:

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six (6) for the win, one (1) for a goal and one (1) for a shutout). Teams failing to report ready to play within five minutes (5) of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTESTS:

NO PROTESTS WILL BE ALLOWED. The decision of the Referee, Field Marshal and the Tournament Director shall be final. All games will be considered final.

Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). Communication between Field Marshals and tournament staff will be with properly registered Team Administrators and Coaches only.

DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

INCLEMENT WEATHER, ACT OF NATURE or other circumstances:

In the event of inclement weather, or act of nature or other circumstances once the games have begun, winners will be decided based on points earned up to that point.

In case of cancellation due to inclement weather, the "Tournament Committee" retains the right to keep up to one-half ½ of the team fee to cover expenses. There will be no make-up games due to inclement weather outside of the scheduled rain date, or other causes to delay or postpone a tournament. If the tournament is rescheduled to the rain date and a team decides not to play for any reason there will be no refund.

Tournament Directors maintain the rules that are subject to change without notice.

Refund Policy:

1. Cancellation of all matches = 100% refund less \$175.00 administrative fee,
2. One match played = 60% refund after \$175.00 administrative fee,
3. Two matches played = 40% refund after \$175.00 administrative fee,
4. Three matches played = 0% refund. A match is defined as 50% (half time) completed