

## **COPA DEL MAR 2024 RULES**

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

### **Registration:**

- Laminated or electronic US Club Soccer or USYSA player cards will be required of all players as proof of age and must be available for inspection at initial check-in and at each game.
- If participating in the digital pre-check-in, managers are still required to always keep player cards and roster information with them AND check in with the Headquarters table prior to the first game to ensure rosters are correct and collect team pins/game sheets.
- The Copa Del Mar Tournament will accept teams registering under the US Club Soccer banner. Player I.D. Cards from associations other than US Club Soccer or USYSA will not be accepted.
- After the start of the FIRST bracket game, all team rosters are frozen, and players cannot play on more than one team throughout the tournament.

### **Rosters:**

- Teams may register a maximum of 22 players 2012-2006
- Teams may register a maximum of 16 players for 2014-2013
- Team may register a maximum of 14 players for 2018-2015
- Only 18 players are eligible to be on the bench during the game
- A team may use an unlimited number of guest players, but any team utilizing guest players is still limited to the maximum roster size as set above.

### **Game Format:**

- Each team will play a minimum of 3 games. Preliminary games can end in a tie.
- Final games ending in a tie after regulation will proceed immediately to kicks from the penalty mark.
- The following format will be followed based on the number of teams in a flight:
  - 4 teams total – 1st and 2nd place finishers play in the finals.
  - 5 teams total – each team will play 4 games; there is no final; champion and finalist will be awarded based on total points after all games have been played.
  - 6 teams total – top 2 teams based on points between the 2 brackets play in the finals.
  - 8 teams total – top place finisher in each group play in the finals.

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

Birth Year	Age Group	Preliminary (min/half)	Final (min/half)	Field Size	Ball Size
2007/2006	U18/19	30	30	11v11	5
2008	U17	30	30	11v11	5
2009	U16	30	30	11v11	5
2010	U15	30	30	11v11	5
2011	U14	30	30	11v11	5
2012	U13	30	30	11v11	5
2013	U12	25	25	9v9	4
2014	U11	25	25	9v9	4
2015	U10	25	25	7v7	4
2016	U9	25	25	7v7	4
2017/2018	U8/U7	25	25	7v7	4

Preliminary games will be terminated 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 results based on the score at termination. A preliminary game can end in a tie.

**Half-time:**

Half-time will be exactly five (5) minutes.

**Point System:**

The tournament will use a 10-point system. Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) 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 4 points for each team (3 for tie, 1 for shutout)

**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.

## **Tie Breakers:**

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

1. The winner in head-to-head competition.
2. Fewest goals against.
3. Most goals for (max 3 per game).
4. Most total wins.
5. Most shut outs.
6. If a tie still exists after steps 1 through 5, FIFA. penalty kicks will be taken.

Championship games ending in a tie, after regulation time, will go immediately to FIFA kicks from the penalty mark to determine the winner.

## **Small Sided Game Rules**

1. There will be no heading in any 7v7 or 9v9 games.
2. There will be no punting in any 7v7 games. Any ball punted will result in an indirect free-kick for the opposing team at the corner of the box closest to the infringement.
3. Goal kicks ARE allowed.
4. Offside will be called in 7v7 games if players are past the build out line in the attacking half.
5. Any goal scored directly from a 7v7 kick-off will not count.
6. The build out line will be implemented for goal kicks and goalie possession in 7v7 games. Defending team must stay beyond the build out line until the goal kick is taken or the goal puts the ball back in play.

## **Forfeits/Byes:**

- All teams who forfeit will have the game(s) scored as a 0-1 loss.
- The winner will be awarded eight (8) points (6 for the win; 1 for a goal and 1 for a shutout). 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 one game, forfeit all games.
- **Teams will forfeit for any of the following reasons:**
  - Teams fail to check in at the required location, ready to play fifteen minutes before the scheduled kick off time.
  - Teams fail to produce laminated player passes and/or a coach's pass.
  - Teams fail to report to the field with the minimum number of players required to start the game (4 for 7v7, 6 9v9, and 7 for 11v11).
  - 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 with a coach's pass 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.**

## **Game Day:**

- Home and away teams must print match reports for each preliminary game.

- Teams must be in uniform and be prepared to conduct safety check with referee at least 15 minutes prior to the game.
- No coin flip at the start of any game.
  - Home team chooses side (bench) and kicks off the first half.
  - Away team chooses which end they want to attack to start the first half.
  - Away team takes second half kickoff and teams will switch attacking ends.
- Referees receive and maintain the game cards for all games. The game cards are to stay at the field and/or field marshal tent.
- Referees are responsible for reporting scores to Field Marshal.
- A coach within the same club may replace head coach for all or some of any game. A manager (with administrator card) may also stand in as a coach on the sideline.
- Home team is responsible for an alternate color jersey if referee determines there is a color conflict.

### **Safety of the Game:**

- Referees 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 the referee will decide whether playing conditions are safe.
- All Teams U11 (2013) and younger shall not head the ball. Heading inside the box will result in an indirect free kick at the corner at the top of 18 closest to the infraction. If heading occurs outside the box, an indirect free kick is awarded at the spot of the infraction.

### **Concussion Protocol:**

Any player showing signs or symptoms characteristic of concussion will be removed from participation/competition. If an athlete who is 17 years of age or younger has been removed from athletic activity due to a suspected concussion, the Tournament will notify a parent or guardian of that athlete of the time and date of the injury, the symptoms observed, and any treatment provided to that athlete for the injury.

### **Players 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, or metal objects may be worn

### **Home Team Responsibilities:**

- The Home Team will be the team which appears first on the game schedule.
- The Home Team will provide 3 game balls. The game balls are 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.
- The Home Team will have the selection of the side of the field from which they wish to play.

### **Substitutions:**

Substitutions are unlimited; however, teams may substitute only with the referee's permission and per US Club rules.

### **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). Any players or coaches that have been ejected will result in a one-point deduction from the teams point total.
- 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 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 minimum of the next two scheduled games.
- Any player or coach who assaults a referee will be expelled from the Tournament and the case will be escalated to US Club.
- A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.
- Cards for ejected players or coaches will be available at the Main Tournament HQ Tend after they have satisfied their penalty.
- Player cards will be collected for a second yellow card resulting in a red card or a straight red card. Player cards will be returned after the suspension is served.

### **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).

### **General Information:**

Headquarters:

Tournament headquarters will be located onsite. Standings will be available online through GotSport. Awards will be presented in the designated awards area.

Trainers and Field Marshals: The tournament will supply Field Marshals and Athletic Trainers to provide a safe experience for all players. Field layout maps will be posted around the facility indicating the location of these individuals.

Field Set-Up: The tournament will provide canopies and benches for the teams on their sidelines. The Tournament Director will have the Final decision on any exceptions to the above Tournament Rules or game adjudication.





- Disputes relating to the interpretation of these rules will be resolved with the Tournament Director 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).

#### **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 games times unless notified by a Tournament Official.
- Rain or other weather conditions will not delay play unless the Referee determines the fields are unsafe.
- If necessary, games may be shortened, go directly to FIFA Penalty Kicks or be canceled. 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.

#### **Refund Policy:**

A refund will not be given after the registration deadline passes. Partial refunds may be given upon approval of the Tournament Director ONLY for the following reasons:

In the event of tournament cancellation or games missed due to factors beyond our control the following closing and or refund procedures for Sharks Copa Del Mar will apply. See line item A and Below.

1. Partial refund policy – Determined by number of games played vs number of games canceled per team.
  - One game canceled = \$150.00 refund
  - Two games canceled = \$300.00 refund
  - Three games played = No refund.

**Refund checks will be mailed to the Original Payee, Team Manager or Club Organization per mailing address listed on the Got Sport tournament management system.**

#### **CONDUCT:**

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. All Spectators should mirror their team on the sideline opposite of them. 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.

At no time is there to be any alcoholic beverages at the tournament sites.



**Pets** are not allowed on any of the fields.

This is a smoke-free environment; no smoking is allowed at any of the fields.

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.

