

Concord Cup XXVI

2019 Tournament Rules and Procedures

FIFA rules will apply except as modified by these rules and procedures, AYSO and US Club Soccer. The Tournament Committee will settle any issue not provided elsewhere in these Rules and Procedures. Its decision will be final.

1. **Credential Check:** All players must be properly registered and registered on an AYSO, US Club Soccer or USYSA affiliated team for the 2018-19 playing season (age brackets based on BIRTH YEARS: i.e., 12U teams 2007 or younger). Teams must be duly constituted according to rules of the sanctioning organization, including coach certifications. *A maximum of 3 guest players are allowed.* A guest player is defined as a player on a team who comes from a different team or region/club/league other than the team entering the tournament. An AYSO Guest Player Form from the player's regional commissioner/league president/registrar (home region/league) must accompany the roster stating in which tournament(s) the guest player may participate. Each AYSO team and coach will be certified by its regional commissioner and will have appropriate printed roster including player ID#, medical releases and player passes with photos. Each US Club Soccer team will be certified by its league president/registrar, have appropriate printed roster including organization player ID#, medical releases and player passes with photos. Teams using CYSA credentials must have an appropriate printed roster, player passes with photos, medical releases and Cal North Notification for Soccer Travel to Tournaments. *Handwritten rosters are not acceptable.* Without exception, teams will have a medical release for each player on the team. **[Note: No player wearing a cast or hard splint will be permitted to play.]** Tournament committee will review and verify each team's credentials at the Tournament Check-In the night before play starts (*Friday, May 17, 6:30-8:30 p.m.*). Any team that fails to complete the tournament check-in process before the start of its first game will incur a forfeit. *Players may only be registered and play on 1 team in Concord Cup. No changes to the team roster can be made after check-in.*

Game card roster, player passes (with photo and Concord Cup sticker) and players' equipment will be checked prior to each game by the field marshal. At the referee's discretion, player passes may be rechecked prior to the start of the game.

2. **Game Length** of each half of games and **Roster Limits** are:

<u>Division</u>	<u>Preliminary & Semi-Final Games</u>		<u>Championship Games</u>		<u>Roster Limit</u>	
	<u>Length of Half</u>	<u>Length of Half</u>	<u>Length of Half</u>	<u>Length of Half</u>	<u>AYSO</u>	<u>Club</u>
9U-10U	20		25		10	14
11U-12U	25		30		12	16
13U-14U	30		35		15	18
19U	35		45		18	18

A. Preliminary-round games: There will be no extra play/time in the event of a tie.

B. Semi-final games: That end in a tie will go directly to kicks from the mark.

Championship games: If a tie exists at the end of regulation play for championship games only, two 5-minute overtime periods will be played - no golden goals. Games tied at the end of the second overtime period will be decided by kicks from the penalty mark in accordance with FIFA rules. Only the 11 (or fewer) players on the field at the end of the game may participate in the penalty kick

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tiebreaker. Under extreme weather conditions, the 2 teams can consult with the referee and agree to going to kicks from the penalty mark in lieu of the two 5-minute overtime periods.

Substitutions for Players & Goalkeepers:

- A. AYSO 16U/19U: Substitutions will be monitored by a tournament appointed official to ensure each player plays the AYSO minimum half game.
- B. Mixed/combined (Club/AYSO Elite) games will be governed by US Club/USYSA rules.

AYSO	Max/ Min Players on Pitch to start game	Substitutions
16U-19U	11/7	Any stoppage of play
14U	11/7	Quarters
12U	9/7	Quarters
10U	7/5	Quarters

US Club Soccer/ USYSA	Max/Min Players on Pitch to start game	Substitutions
15U-19U	11/7	Any stoppage of play
13U/1U4	11/7	
11U/12U	9/7	
9U/10U	7/5	

- 3. **Protests:** All games are considered final. **NO PROTESTS WILL BE ALLOWED.**
- 4. **Schedules/Rules/Results:** Schedules/Bracketing may change, at the discretion of the tournament committee, up to the day of the tournament; the official schedules will be maintained at www.concordcup.com. Official rules and game results will also be maintained on the website.

5. Point System

- A. Points Accumulated:
 - i. 6 points for a win
 - ii. 3 points for a tie
 - 1) a 0-0 tie results in 4 points per team (3 points for tie & 1 point for the shutout)
 - iii. 1 point per goal up to 3 goals-maximum 3 points
 - iv. 1 additional point for a shutout
 - v. 8 points for a forfeit

All games involving the forfeiting team (whether already played or not) will be scored 8 points (1-0 score) for the opponent. If both teams forfeit, there will be no points awarded for the game.

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B. Points Deducted:

- i. 1 point deducted for the 2nd yellow/caution shown to a team (players only) during a game.
 - 1) Example: Player #11 is issued the team's 1st yellow card--no point deducted. During the same game, a yellow card is issued to Player #8 -1 point deducted. Player #4 is then issued a yellow card in the same game -1 more point deducted. *Total deduction is 2 points.*
 - 2) *If a player is issued a second yellow card and thus disqualified, the 2nd yellow results in the deduction of 2 points (or a maximum total of 3 for that player, just like a straight red card.)*
- ii. 3 points deducted for a straight red card/send-off. (players only)
- iii. 2 points deducted for each caution given to a coach.
- iv. 3 points deducted for each ejection of a coach.

Note: Deduction of points due to cards can result in negative team points for a game.

6. **Tie Breaking Procedures:** After preliminary-round games, winner will be determined by the following sequence:

- A. Head-to-head competition
- B. Difference between goals for and goals allowed to a maximum of 3 per game (total for all games)
- C. Least goals allowed (total for all games)
- D. Team with fewest point deductions for yellow and red cards
- E. Coin toss

7. **Game Start:** All games will start at the scheduled time & with a coin toss.

- A. Teams and referees will report to the field marshal 20 minutes prior to the scheduled start time.
- B. If a team cannot field the minimum number of eligible players (12U-19U min 7, 9U-10U min 5) at the scheduled start time plus 5 minutes, the game will be declared a forfeit.

8. **Home Team:** Home team is listed first and will provide 3 game balls to the referee. In the event of jersey color conflicts, the away team will change jersey color or wear pennies.

9. **Sportsmanship/Sideline Behavior:** In support of the Respect Campaign, Concord Cup has a *No Tolerance Policy*, to ensure appropriate behavior by coaches, players, and spectators. Specifically, the Concord Cup No Tolerance Policy invokes that:

- A. It is inappropriate for anyone to contest, orally or otherwise, a referee's decision; concerns should be voiced in a civil fashion at the appropriate time by the team captain or the head coach only.
- B. It is the coach's responsibility to control spectators associated with the coach's team. Failure to do so will result in the coach and/or spectator(s) being directed to leave the field of play area.
- C. Coaches, players and spectators will show proper respect for all referees, field marshals and other Concord Cup volunteers as well as each other.
- D. In the event any of the following incidents occur, the referee, field marshal or Tournament Staff may invoke the No Tolerance Policy following a single warning by the referee:

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- E. Failure by a coach to control the spectators related to the coach's team.
- F. Verbal abuse by a coach, player or spectator directed at the referee, assistant referees or field marshals.
- G. Coach or spectator entering the field of play during a match without the referee's permission.
- H. Referees will report instances of violations of this policy to the field marshal and Tournament Committee. Offending coaches and/or spectators may be subject to additional sanctions, including removal as a coach or prohibition from attending future matches.
- I. The Tournament Committee expects that coaches will ensure that players and affiliated spectators are aware of and abide by this policy. Spectators that are not affiliated with any team will be monitored by the referee and field marshal and appropriate action taken in accordance with the Zero Tolerance Policy.
- J. It is expected that good sportsmanship will prevail at all times. Coaches are responsible for the actions of their players, parents and spectators and for enforcing this rule. Coaches can be cautioned and/or ejected for inappropriate behavior (see Rule 6 for scoring consequences).

10. Touchline/Sideline:

- A. Coaching is restricted to the area 10 yards each side of the halfway line on side of the field only. Teams are limited to 2 coaches.
- B. Where field conditions allow, teams will be assigned to opposites sides of the field by the field marshal. The home team will indicate its preference to the field marshal at the time of game check-in. Each team's spectators will be required to be on the same side of the field as their respective team. The exception will be the 16U/19U games; teams will be assigned to the same side of the field for time monitoring. For 16U/19U games, the technical area will begin on either side of the half line 10 yards down and run for 20 yards. Coaches and players are to remain in the technical area, only players when they are ready to substitute may be within 10 yards of the half line. The spectators will be on the opposite side of the field directly across from their respective team, separated by the center line.
- C. Spectators are not allowed in the area of the field behind the goal the length of the goal line and from the goal line out to the 18-yard line of the penalty area.

11. Prohibitions on alcoholic beverages, smoking and pets: Coaches are responsible for ensuring adherence to this rule.

- A. ALCOHOLIC BEVERAGES and SMOKING ARE PROHIBITED at all fields and parks by City of Concord ordinance — no exceptions! Use of alcoholic beverages or drugs at any park or field site by spectators, participants or parents will be grounds for ejection from the tournament.
- B. PETS: For the safety of players, referees and spectators; bringing pets to the general area of the fields of play is discouraged. Pets should be kept at least 10 yards from the touch lines. Per City of Concord ordinance, all dogs must be on a leash at all times. The referee has the discretion to restrict pets from the general vicinity of the field. Failure to adhere to the referee's instructions may result in the game being suspended or terminated. If a game is terminated it will count as a forfeit. The referee may also invoke the use of the Zero Tolerance Policy.

12. Send-Offs/Ejections: Players and coaches ejected from a game will automatically be suspended from their team's next game. Ejections will be reviewed by the Tournament Committee and may

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result in more severe penalties up to and including suspension from all games remaining to be played, especially if violent conduct, fighting, harassment or verbal abuse of officials has occurred. Each ejection will result in a deduction of points in accordance with Rule 5 point system. The referee will give the player pass and Send-Off Report to the field marshal.

13. **Cautionable Offenses:** There is NO mandatory cooling-off period for players cautioned. It is within the discretion of the coach to take action with the player if he/she so chooses; it is not within the discretion of the referee or tournament officials to impose further sanctions. Referees should cooperate with coaches in this regard.
14. **Game Cards:** Field marshals will provide the game card for each game. Each team will complete its part of the game card, if necessary, and give it to the referee. The field marshal's initials on the card will indicate that the teams and players have been properly checked in prior to the start of the game. The referee will give the card to the field marshal after the game. Both coaches will sign the card after the game to verify the score and any yellow/red cards issued.
15. **Awards:** Medals will be awarded to rostered players, up to tournament roster limit, for first- and second-place teams.
16. **Disqualification:**
 - A. Ineligible players: Any player discovered not properly registered will be disqualified from further play and all games played to that point will be declared forfeit.
 - B. No player will be allowed to participate in any game with any type of cast or splint, jewelry of any material, plastic clips or bracelets of any material. EXCEPTION: Knee braces that are adequately covered and padded in the judgment of the referee and/or Concord Cup Committee Member may be permitted for wear.
 - C. Fighting or persistent misconduct will not be tolerated and will be cause for ejection from the tournament.
17. **Bleeding/Wounds:** When the referee observes a player is bleeding while on the field, the referee will direct the player to leave the field for appropriate medical attention. The player will require the referee's permission prior to returning to the field. A player will not be allowed to return to play if the bleeding has not stopped and all traces of blood have been removed, including blood on the uniform.
18. **Casts, Splints and Jewelry:** Players wearing casts or splints (plaster, fiberglass, wood, or metal), including reinforced padding, may not play under any circumstances, without exception. All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable.
19. **Rain Out Procedures:** When, in the opinion of the Tournament Committee and referees, fields remain playable and they are not closed by the City, games will be played, even in wet weather. The Committee may shorten the length of any or all remaining games. Substitute fields may be used at the discretion of the Committee.

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When weather or other conditions force the cancellation of games, the Tournament Committee will decide if a flight has been completed sufficiently to award medals. In such case, standings will be based on games played until the cancellation occurs. Standings will be determined based on an equal number of games played by all teams in a flight.

20. Heading: *For 10U through 12U games only*

- A. Any ball that strikes an ATTACKING player's head (whether accidentally or intentionally) will result in an immediate Indirect Free Kick for the other team.
- B. If a goal is scored off an attacking player's head (whether accidentally or intentionally) the goal will be waived off and an indirect Free Kick will be awarded to the defending team.
- C. If 2 players (attacker/defender) go up for a header and it is not clear if one or both players made contact with the ball the play will be blown dead and a drop ball will be held at that spot.
- D. Any ball that strikes a DEFENDING player's head (whether accidentally or intentionally) will result in an Indirect Free Kick for the other team after "advantage" has played out.

21. Player Development Initiatives for 10U games only

A. The goal keeper may not punt, drop kick or half-volley the ball. If the keeper punts the ball, an Indirect free kick should be awarded to the opposing team at the spot where the punt was made. Referees should not caution keepers for persistent infringement when repeating this offense. However, if the referee deems the offense to be a tactic to delay the game, the keeper may be cautioned for that offense. When the keeper has possession of the ball with their hands, all opponents must retreat behind the build out line and may not cross the build out line until the ball is released from the keepers hands. Distribution must be made by passing(kicking the ball from the ground), rolling or throwing the ball to a team mate positioned in front of the build out line. While the keeper does not have to wait for the opponents to cross the build out line, application of the 6-second rule will not begin until all opponents have retreated behind the build out line.

B. Prior to a goal kick, all opposing player must retreat behind the build out line. Opponents may not cross the build out line until the ball has left the penalty area and been put into play. If desired, the team with possession may quickly restart the game with a goal kick before their opponents have crossed the build out line.

C. The build out line also denotes where an offside infraction may be called. Players can not be in an offside position between the halfway line and the build out line. Players can be penalized for an offside infraction between the build out line and the goal line.