

2021 Solano Surf Classic Tournament Rules

Rules of play: Age Groups will be 2021-2022. FIFA 2020-2021 rules will apply unless noted below. It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules

CHECK IN: There will be no formal check in, all players must have a valid player pass to participate in the tourney.

Tournament Format: All teams will be guaranteed 3 matches. Some brackets will have a final, others will play 4 games and the winner will be determined based on points. There are no consolation games for this tournament.

Deadline to Withdraw: Deadline to withdraw from the tournament with a full refund is July 28th. Any team with drawing after this date will forfeit their entry fee

Forfeited Matches: Any team that does not fulfill their commitment to play all tournament matches will be banned for 2 years for future tournament and club placed on probation

PLAYING ON MULTIPLE TEAMS: Players may play and be on the roster of multiple teams from a club and can play for more than one team in the event if their age allows. The purpose is to help the competition, not to give an unfair advantage for a club. We want highly competitive games and encourage clubs to do their best to ensure players are playing at their level as much as possible. Players may play for multiple teams in the same or different age groups.

Protests: Disputes will be handled by the tournament committee and tournament director. Referee decisions may NOT be disputed. Only the Tournament Director has the ability to declare a match a "forfeit." Tournament Director has the discretion to order matches "continued at a later time" or "result stands" if a match is suspended for weather or other related issues (provided at least half of the match is completed.)

Credentials: Laminated US Club player ID cards or USYSA equivalent will be required. All cards MUST be valid.

Medical Release: All players must have signed US Club medical/USYSA release forms with them for the duration of the tournament. Any team attempting to play players without a valid player pass will forfeit those games! This is a safety issue for the players

Players Age Group: Teams will play in their 2021/2022 Age Groups

Parking: Parking will be \$5 per day at Octo and Horsecreek, high school fields have no parking fee. There will be no in/out privileges or cars will have to pay again to park. We have a set amount of parking spaces and can't allow in/out privileges.

BBQ's: No BBQ's are allowed on site at any of your complexes or fields.

Animals: Animals (including emotional support animals and dogs) are not allowed on site at any of our complexes or fields.

Sportsmanship: We will make every effort to make every game competitive, but have a maximum of +5 goal differential for each game. Please make every attempt to not run up the score against an opponent as much as possible.

Roster Size: Teams may register a maximum of 26 players for the U13 and U19 age groups with a maximum of 20 players suited up per game; There is no limit on “LOAN” or “GUEST” Players, teams may register 26 players for the tournament, but only 18 are allowed for each match. The 20 eligible to participate must be designated before the start of the match at check in.

Player’s Credentials and 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, metal objects, jewelry, or headbands may be worn. ~~Soft cast are permitted with the permission of the referee.~~ Soft casts are allowed in the tournament if padded and the referee considers them to be safe. Hard casts are not allowed. Player picture identification cards are to be present and available at all matches. Identification cards are required to be checked by the referee prior to each match.

Home Team: Home Team will be listed first on getsoccer.. The home team is responsible for game balls (if tournament balls are not available)

Away Team: Will be required to change uniforms if there is a conflict (note: different than most tournaments). The “away” team is listed second on the schedule

Team Check- In & Registration: Teams will check in with a field marshal prior to their 1st game of the tournament only. All players must have a valid player card, no exceptions!

Conduct: All coaches have total responsibility for the conduct of their players and bench at all times. Coaching from the sidelines (giving direction to one’s own team) is permitted provided:

No mechanical devices are used;

The tone of voice is instructive and not derogatory;

Each coach or substitute remains within 10 yards of either side of the halfway line

No coach, player or substitute makes derogatory remarks or gestures to the referees, other coaches, players substitutes or team officials.

No coach, player or substitute uses profanity or incites, in any manner, disruptive behavior.

Mechanical noise making devices are not allowed.

Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams may be removed from the tournament per the Tournament Committee if they feel the team sideline is out of control.

Equipment: No Jewelry...Soft casts are allowed in tournament if padded and the referee considers them safe...Mandatory that all players wear shin guards...No alcohol permitted at the tournament.....No smoking...No animals (Dogs)

Cautions & Ejection’s: A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be

replaced in the current game and shall serve a minimum of one game suspension at their next game played. For flagrant violations, longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director. The tournament director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team with no communication of any manner. Players may sit with the team but may not be in uniform. Suspended Coaches must be “Out of Sight & Sound of the Field”. PLEASE NOTE, UNDER FIFA and US CLUB TOURNAMENT Sanctioning Rules, Red Cards can NOT be appealed. All sending offs are a mandatory 1 game suspension. If a player or coach is suspended beyond 1 match, that ban may be appealed. The one game suspension is mandatory and may not be appealed. No points are deducted for sending offs, coach or player.

Suspended Games: If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned. Additionally, the home league and state association will be contacted as appropriate.

Substitutions: — Unlimited substitutions . However, teams may substitute only with the referee’s permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions may occur during any stoppage of play.

Substitutions by either Team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed “excessive” or of a “time wasting” nature. Please be respectful of the integrity of the game and do not use the free substitution rules as a means to disrupt the match.

Injury: Very limited injury time will be kept at the discretion of the referee. We have a tight window to keep games on schedule and adding injury team can get the schedule off track.

Home Team: The home team appears first on the match schedule. The Home Team will supply game balls, (only if tournament ball is unavailable). The match ball is subject to referee approval.

Away Team: The away team will be required to switch to an alternate jersey, if the referee declares color conflict.

Side Lines: Both teams and coaches will be on the same sideline directed by the field marshal or referee unless otherwise notified. All spectators will be on the opposite sideline.

Forfeitures & Byes: Games not played will be classified as “Forfeits & Byes”. Teams failing to report ready to play within Five (5) minutes of scheduled kick-off time forfeit that game. All teams who Forfeit will have the game scored 0-5 loss. The winner will be awarded maximum tournament points for a win (3). A team needs 7 players for a U12-U19 match for the game to get started. Teams taking actions which cause the game to be terminated will forfeit.

Disputes: Tournament Committee will handle all disputes that are non-referee decisions and make all final decisions.

Decisions by referees may not be appealed and any decision on a dispute will be final and may not be appealed.

Playing Times: Play will be based on halves as specified below:

U9-U10 25 minute halves, 50 minutes full

U11-U14 30 minute halves, 60 minutes full

U15-U19 35 minute halves, 70 minutes full

FINAL games decided will not have any overtime. If match is tied game will be decided by kicks from the mark. Group matches may end in a draw.

All teams will be scheduled for a minimum of 3 games.

All efforts will be made to complete matches that have been terminated due to weather or other circumstances that are not the result of discipline from one team. The Tournament Director does have the discretion to declare the match complete should one half play is completed.

Half-time: Half-time will be exactly five (5) minutes. Please help officials with this request.

Tournament Points System:

3 Points For each Win

1 Points for each draw

0 Points for a loss

(points are not deducted for red cards)

Score Reporting: Scores after each game will be reported by the referees reporting the scores to the Field Marshall. If score is misprinted on internet or “board” please contact field marshal ASAP.

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

1. The winner of head to head competition.
2. Goal Differential (maximum of 5 per game)
3. Goals For
4. Goals Against
5. Most Wins
6. Penalty Shoot Out

Tie Breakers: (if 3 or more teams are tied) If more than two teams are involved in a tie, tie breaker number 2 (only if one team has not beaten the other 2, 3, 4 teams, {**only relevant in a crossover bracket**}) will be used first to rank the teams. If all teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the next tie breaking criteria will be used to continue to rank the teams. If more than two teams are still tied after tie breaker number 5, a coin toss will be held with the odd team sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out. (kicks from the mark). The winner will advance. When all teams will advance to the playoff rounds a coin toss, as sequenced above, will decide the team’s seed in lieu of

kicks from the mark. Wild cards maybe switched if same teams play each other in next round

Example #1. Three teams have 6 points and have all defeated each other. Team A has a goal differential of +6, Team B is +4 and Team C is +3. Team A is 1st, Team B is 2nd and Team C is 3rd.

Example #2. Three teams have 6 points and have all defeated each other. Team A has a goal differential of +6, Team B is +4 and Team C is +4. Team A is 1st. Team B has scored 4 goals and Team C has scored 3 goals. Team B is 2nd and Team C is 3rd based on Tie Breaker #3 (Goals For)

Example #3. Three teams have 6 points and have all defeated each other. Team A has a goal differential of +2, Team B is +3 and Team C is +3. Team B and Team C each have scored 9 goals, but Team B has only conceded 1 goal, Team C has conceded 2 goals. Team B is #1, Team C is #2 and Team A is #3. (Please note if one team is ranked higher or lower, the TIE BREAKING PROCEDURE does not revert to tie breaker #1)

Example #4. (Crossover Bracket) Three or four teams have 6 points. Since all teams have defeated another team in the tie, GD will be used to rank the teams then GF, GA, Most Wins, Penalty Shoot Out.

Example #5. (Crossover Bracket) Three teams are tied with 6 points. Team A has beaten Team B and Team C. Team A would advance virtue of the head to head tie breaker.