

2009 DISTRICT II CUP TOURNAMENT RULES

(Updated and Revised November 1, 2009)

The District II Cup will be played under FIFA “Laws of the Game” as modified by CYSA and this tournament.

REGISTRATION/ACCEPTANCE

On-line registration before the registration deadline guarantees acceptance. Teams may register on-line after deadline but they will be waitlisted and in case of acceptance they must pay an additional \$50 late registration fee.

No checks will be accepted – only credit cards.

No pre tournament check-in required.

Hosting Leagues will be responsible for checking teams in.

Each team must have the following credentials and must produce them if requested by the Hosting League or District II Cup Officials:

1. Laminated CYSA player passes for the players and coaches
2. Team Goldenrod with League and District Registrars signatures
3. Medical release forms with all the required signatures (parent and player)

Note: Tournament is open to CYSA affiliated teams only.

GUEST PLAYERS

- Players from within the same Club are allowed to play on any team from the same Club.
- In case a registration League does not have Clubs, the above rule applies to players from the same registration League.

The above two guesting rules can be summarized as follows:

Players whose CYSA passes have identical first 6 digits (DD-LL-CC) and identical Division may play on the same team.

- Division 1 players may not guest on Division 3 teams.
- Maximum three guest players allowed.
- Maximum 18(13 for U10) players may dress up for any game.

WITHDRAWAL, FINES, FORFEITS, PENALTIES, AND REFUNDS

A. Withdrawal:

On-line registration represents a clear commitment to participate. Withdrawal requests must be sent via email to the District II Cup Chairman. Withdrawal after on-line registration, will be penalized as follows:

- Any team that withdraws *1 month prior to the first game* shall receive a refund of their entry fee less an administrative charge of \$100.00.
- Any team that withdraws *less than a month before the first game* forfeits the entire entry fee – even if a suitable replacement team is found.

B. Forfeits:

- The tournament is not financially responsible for games not played due to a forfeit. If a team forfeits one or more games it will not be accepted in future District Cups.
- Any team which fails to have 7 eligible players with player passes on the field within 5 minutes of the scheduled start will forfeit the game.

C. Financial responsibilities:

Leagues are responsible for any of their teams' failure to respect its financial responsibilities.

DIVISION SIZES, MATCHES, WINNERS, TROPHIES

All teams are guaranteed three (3) games.

The division sizes will be determined based on the number of teams registered. In older age groups, consolidation of 2 age groups may take place.

GROUPING, BRACKETING and SEEDING

The teams will be grouped in Gold, Silver, Bronze and Copper divisions based on their previous year District II Cup performance, League performance and other tournaments performance. Within each Division, the teams will be seeded based on the same criteria and bracketed accordingly.

In divisions that promote a wildcard into the playoff round, if based on the pairing rule the wildcard would meet a team which it played during the flight phase, the pairing will be modified to alleviate that situation by swapping the wildcard with the next lowest qualified semifinalist.

DURATION OF GAMES

The duration of the District II Cup games shall be as follows:

Preliminary and Semifinal games

U10 to U13 25 minute halves

U14 to U19 30 minute halves

Consolation/Championship games

U10 25 minute halves

U11 to U13 30 minute halves

U14 to U19 35 minute halves

All ties in preliminary games will stand.

Semifinal games, if tied, will go straight to FIFA kicks from the mark.

In case of a tie in a championship or consolation game, two 5-minute overtime periods will be played (NO golden goal, per FIFA). If still tied after OT, championship and consolation games will be decided by kicks from the mark.

Time limit: preliminary games will be concluded five (5) minutes prior to the scheduled start of the next game, regardless of the amount of time played in each half.

INJURY TIME

There will be NO injury time, except in championship, consolation and semifinal games.

HOME TEAMS

Home teams are listed first on the schedule. The home team is required to change jerseys in case of color conflict. Players and coaches from both teams will occupy the same side of the field. All spectators will occupy the opposite side of the field.

SUBSTITUTIONS

Number of substitutions will be unlimited. Substitutions may be made as follows:

1. Prior to a throw-in in your favor
2. Prior to a goal kick by either team
3. After a goal by either team
4. Upon an injury (only the injured player may be substituted)
5. At half time
6. After being shown a yellow card (only the player shown the card may be substituted - the decision to substitute is up to the coach)

CAUTIONS AND EJECTIONS

Stern disciplinary actions will be taken for red card suspensions during District Cup.

A player who is ejected from a game (red card) will automatically be suspended from the team's next game.

A coach who is ejected from a game (red card) will automatically be suspended from the team's next 2(two) games.

The penalty for coaches will be double the corresponding penalties for players.

Ejections will be reviewed by the District II Cup PAD and, depending on the infraction(s), additional penalties may be imposed.

All red cards will be forwarded to District II Board.

Penalties not served during District II Cup will be served on League or Tournament games.

The members of the PAD Committee will be: District II Cup Chairman, District Referee Director, Abronzino, Delgado and Redwood League Presidents.

DETERMINING WINNERS

The following scoring system will be used:

- Win 6 points
- Tie 3 points
- Loss 0 points
- Goals 1 point per goal to maximum of 3 points per game
- Shutout 1 point (0-0 tie is considered a shutout)
- Forfeit 9 points to opposing team – Posted as 2-0 win.
- Red Card Player 1 point deducted for each red card
- Red Card Coach 2 points deducted for each red card

Ties will be broken as follows:

1. Head-to-head results
2. Goal differential (goals scored minus goals allowed - to a maximum **differential** of 4 per game)
3. Most wins
4. Most goals scored (to a maximum of 4 per game)
5. Fewest goals allowed
6. Red cards – team with fewest red cards advances
7. Kicks taken from the mark, per FIFA.

Multiple teams ties:

Should more than two teams be tied, the above list of tiebreakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie-breaking criteria after one team has been eliminated.

If the above procedure does not produce a winner, PKs will be used. If more than two teams were tied and the above procedure eliminated any from the contest, that result stands.

If only two teams are tied, a shootout between them will take place based on the FIFA rules (11 players pre-designated).

Should three or more teams be tied, a **round robin** shoot-out will be utilized as follows:
Five (5) shots will be taken by each team against the keepers of all the other opposing teams. Before the shootout, the coaches will designate minimum five (5) and maximum eleven (11) players to take the PKs. None of these players can take a 2nd PK before all the other designated players took their first regardless of the opposing goal keeper.

3-team tie

Team A 5 Players versus Team B Keeper
Team B 5 Players versus Team C Keeper
Team C 5 Players versus Team A Keeper

Team with most goals scored, wins.

If tie persists, repeat in reverse order – coaches may designate 5 to 11 other players.

4-team tie

Team A 5 Players versus Team B Keeper
Team C 5 Players versus Team D Keeper
Team A 5 Players versus Team C Keeper
Team B 5 Players versus Team D Keeper
Team D 5 Players versus Team A Keeper
Team C 5 Players versus Team B Keeper

Team with most goals scored, wins.

If tie persists, repeat in reverse order – coaches may designate 5 to 11 other players.

If only three teams are tied after the round of PKs described above, follow the 3-team tie procedure – coaches may designate 5 to 11 other players.

If only two teams are tied, a shootout between them will take place based on the FIFA rules (11 players pre-designated).

DISPUTES

NO PROTESTS ARE ALLOWED; GAME RESULTS WILL STAND. Referee's judgment calls and send-offs may not be protested or appealed.

FIELD MARSHAL

The field marshal will collect the game card directly from the referee at the end of each game and deliver it to the scorekeeper. The game card is the official game report and it is also the document to be used for paying the referees.

SUSPENDED GAMES

If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches or spectators, the offending team may be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played, and the home league of the offending team will be contacted. If, in the opinion of the game officials, the game may be resumed, the game will be subject to being ended at five (5) minutes prior to the start of the next game.

RIGHT TO CHANGE

The District II Cup Chairman or DII Board of Directors reserves the right to change any rule. If a change occurs, an update will be posted on the District II website no later than five (5) days before the weekend of the competition.

SPORTSMANSHIP

GOOD SPORTSMANSHIP IS EXPECTED OF ALL PLAYERS, COACHES, PARENTS, AND SPECTATORS THROUGHOUT THIS TOURNAMENT.
PLAY ON!!