

# U12 World Challenge - U.S. Qualifiers Rules and Regulations - 2018



## REGISTRATION AND CREDENTIALS

### GENERAL

This is a Class I Tournament; open to USSF, USYSA, US Club Soccer, USSDA, and FIFA affiliated teams.

### REGISTRATION

Teams must register at the MANDATORY REGISTRATION. Mandatory Registration is at the field of the first day of play a minimum of 45 minutes before the team's first game. Failure to appear on time at mandatory registration will result in automatic disqualification from the tournament without a refund.

By registering your team, you are committing to play all games scheduled for your team.

If your team does not show for a game without an extraordinary excuse, your team will not be asked back to any of our events. Games not played will be classified as a forfeit under the rules below.

### CREDENTIALS

At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide valid laminated Player I.D. Cards with photographs, and signed Medical Release Forms. Your USYSA State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with all of your State Association's rules. Teams in Region IV of USYSA do not need any additional paperwork. U.S. teams registered through AYSO, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, an approved roster from the US Club website) for the organization to which they are affiliated. International teams must provide a certified team roster, League Identification Cards, medical release forms, Travel Papers, and Passports. US Soccer Development Academy teams should provide a roster from within the US Soccer Development Academy registration system that includes the player name, date of birth and photo. Player cards are not required for existing USSDA teams. For any team new to USSDA, teams may play in the USSDA division of the event using current player passes from their State Association. In the event an International team does not have League Identification cards, passports for each player must be provided. All players must have a laminated or State Association approved player card to participate. No player card, no play.

Players may use valid player cards from the 2018/2019 season.

## **ROSTERS**

For U12 (2006) age group

- Up to sixteen (18) players

For U11 (2007) age group

- Up to sixteen (16) players

## **TOURNAMENT RULES**

### **GUEST PLAYERS**

Teams may use an unlimited amount of guest players as long as they are sanctioned under the same association as the rest of the team (USYSA or US Club), but are still subject to the maximum roster size rules above.

### **RULES OF PLAY**

FIFA Laws of the Game will apply as modified by USYSA and Cal South as described herein. All 9 v 9 games will be played using the US Soccer mandated rules for the 2017/18 season.

#### **9 v 9 games**

Deliberate heading is NOT allowed in 9 v 9 games for the U11(2007) birth year 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.

Deliberate heading IS allowed in the 11 v 11 games for the U12(2006) birth year games. Punting or drop kicking the ball by the GK WILL BE ALLOWED. However, the punt may not go past midfield or an indirect free kick will be given to the opposing team at midfield. Goals may not be scored directly from kick-off. 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 MATCH>

## **DURATION/TEAM SIZE**

Duration of games, team size, and ball size are as follows: Division Prelim\* | Semi Finals/Finals\*\*

U-12 (06) 50 Minutes | 11 v 11 | Size 4 Ball

U-11 (07) 50 Minutes | 9 v 9 | Size 4 Ball

\* Preliminary Games. All Preliminary Games will be called 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 final results based on the score at the time the game is called. Preliminary games can end in a tie.

\*\* Semi Final & Final games that end in a tie after regulation will go to two (2) five (5) minute overtime halves. If still tied after extra time, FIFA Kicks from the Mark will determine the winner.

## **HALF TIME**

Halftime will be exactly five (10) minutes for all age groups

## **GAME CHECK-IN**

Referees will perform safety checks prior to the start of each game. Field marshals will maintain game reports. Team managers must bring all player cards to every game, but do not need to provide player cards to field marshal or referee unless asked to do so. All semifinal and final matches will involve a full roster check in. Tournament staff will conduct spot checks throughout the weekend and in response to requests from other teams in the age group. If a team is unable to produce player cards upon request will be disqualified. Any coach or player receiving a red card or being sent off from a game will have his player card surrendered to the referee until the required suspension has been served.

## **SUBSTITUTIONS**

Teams may substitute only with the referee's permission and only at the following times: Substitutions shall be unlimited except where specified otherwise in the rules and regulations for a special competition.

## **PLAYERS' EQUIPMENT**

It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Referee's will perform safety checks prior to the start of each game.

## **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.

### **CAUTIONS AND EJECTIONS**

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for violent conduct or serious foul play will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. During game suspension(s) for coaches: there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

### **SUSPENDED AND TERMINATED GAMES**

If in the opinion of the referee 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 the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit 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. INJURY: Additional time will not be added to the game for injuries. All games will be played on a running clock.

## **TOURNAMENT COMPETITION**

### **REFEREE DECISIONS**

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

## **DETERMINING WINNERS**

Teams will be awarded points on the following basis:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss

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

1. The winner in head to head competition
2. Best goal differential in overall competition
3. Most goals for
4. Least goals against
5. Most total wins
6. Most shutouts
7. If a two-way tie still exists after steps 1 through 6, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Semi-Final game. If a three-way tie exists within a bracket after steps 1 through 6, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be (30) minutes prior to the Semi-Final games.

As an example, in the following scenario in which there are 3 wild cards available and five teams tied with 5 points:

Team GF GA GD Team A 12 3 +9 Team B 4 1 +3 Team C 5 2 +3 Team D 3 0 +3 Team E 5 6 -1  
[GF = Goals For, GA = Goals Against, GD = Goal Differential]

The tournament will apply criteria 2 (goal differential) to the above teams to fill three spots. Team A fills the first spot, but three teams are tied with a +3 differential. Team E is eliminated, and Teams B, C and D are evaluated under the next criteria (goals for). Teams B and C are awarded the final two spots.

## **HOME TEAM**

The Home Team will be the team who appears first on the game schedule. The game ball will be supplied by the Tournament. The game balls 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. The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff.

## **VISITING TEAM**

The Visiting Team will be the team who appears second on the game schedule. The Visiting Team shall be awarded the initial kickoff and will choose jersey color.

## **SPECTATORS**

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team "mirroring" their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

## **FORFEITS**

An automatic forfeit will be given if any of the following occur: 1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time. 2. A home team is unable to supply alternate jerseys in the case of color conflict. 3. A team fails to check in at Mandatory Registration. 4. A team whose actions as determined solely by the referee cause the game to be terminated. All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit. With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited, by mutual consent the teams may elect to play a shortened match that must end at the originally scheduled end time for the match.

## **PROTESTS**

No protest or appeal process exists for disputes on or off the field.

## **DISPUTES**

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

## **GUEST TEAMS**

The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 loss against the Guest Team. The opposing team is awarded three points.

## **COMPLEX/VENUE RULES**

All participants and spectators must strictly adhere to Park rules: 1. No dogs are allowed at any of the fields. 2. Drive cars only in designated areas. Follow all signs and Parking Attendants. No overnight parking. Cars left overnight are subjected to being towed at owner's expense. 3. No artificial noisemakers are allowed during the tournament. 4. No participants or spectators are allowed on the fields prior to 6:30 am.

All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

### **REFUND POLICY**

In the event of inclement weather or other circumstances out of the tournament's control leading to a complete cancellation of the event in which no games are played, SOLTILO may refund a maximum of 25% of the tournament's registration fees.

### **TOURNAMENT PLAY**

All age groups and divisions are guaranteed four (4) games, with four games scheduled between Friday and Saturday, July 12th and 14th. Teams advancing to finals will play one game on Sunday, July 15th.

### **TOURNAMENT SEEDING**

All seeding decisions are final.

## **BRACKETING**

### **SIXTEEN TEAM DIVISION**

Sixteen team divisions will consist of four (4) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games with the top team in each bracket advancing to the Semifinals. The winner of the semifinal games will compete for a championship in the finals. Teams not winning their bracket will be matched up against similarly-seeded teams in other brackets, but may be shuffled in order to avoid matchups with teams they often play from their region.

### **TWELVE TEAM DIVISION**

Twelve team divisions will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in semi-final Game 1, and the winners of Brackets B and C will play in Semi-Final Game 2. The Wildcard Team will be the second place team with the highest points in all brackets. If the Wildcard Team comes from Bracket A, then the Winner A will play Winner B, and the Winner C will play the Wildcard. The Semi-Final winners will meet for the Championship.

### **EIGHT TEAM DIVISION**

Eight team divisions will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the second place team of Bracket B in the Semi-Final Game 1, and the winner of Bracket B will play the second team of Bracket A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

## **APPEALS/FAIR PLAY**

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint or matter of judgement. Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted into any SOLTILO event in the future. Other teams from the cheating team's club will also be banned from SOLTILO events and if already accepted to a future event will be withdrawn and refunded. The coach and manager from the team caught cheating will be banned from the SOLTILO events indefinitely and will be referred to their State Association for further disciplinary actions.