



2018 SRFC Soccerfest Rules & Regulations

Presented by Adidas

1.0 Refunds: There will be no refunds after the Application deadline, unless your team is not accepted to the tournament.

2.0 Tournament Check-In: Check-in will be online via Gotsoccer.com.

The Mandatory Tournament Check-in must be completed no later than Wednesday, August 22, 2018 @ 4:59pm

PST. Teams must register for their Fall 2018/2019 age group. Failure to register in the correct age group will result in disqualification (without a refund of the fee) from the tournament. Failure to check-in will result in automatic disqualification (without a refund of the fee) from the tournament.

2.1 Age Group Chart

Age Group	Birth Year
U19	2000/2001
U17	2002
U16	2003

Age Group	Birth Year
U15	2004
U14	2005
U13	2006
U12	2007

Age Group	Birth Year
U11	2008
U10	2009
U9	2010

2.2 Credentials: At the Mandatory Online Tournament check-in, teams must provide:

- 1) An official roster from their state or national association (i.e. USClub, USYS (California-North), AYSO).
- 2) Gotsoccer Tournament Event Roster.
- 3) SRFC Hotel form (found on the tournament website)

2.3 Travel Teams: Teams from outside NorCal Premier Soccer League or CYSA-North (USYSA) must provide approved Travel Papers, which must include a roster listing all players authorized to travel by that team's state or national association. All Travel Papers must be presented to the Tournament staff via the online check-in. Any player not listed on Travel Papers, including any amendments, properly executed by that team's state association, will not be allowed to play in the tournament. Proper Player Loan Forms will be required at registration along with other required credentials, as required by the team's national or state association.

3.0 Rosters:

For U9-U10, teams may register a maximum of fourteen (14) players.

For U11 – U12, teams may register a maximum of sixteen (16) players.

For U13 – U19, teams may register a maximum of eighteen (18) players.

There will only be allowed a maximum of five (5) guest players for all age groups.

- **ALL ROSTERS WILL BE LOCKED on Wednesday, August 22, 2018 at 4:59pm.**
- **If there are more players on the event roster than the maximum after the roster freeze, we will cross off as many players as needed to meet the limit. We will cross off from the bottom moving upward on the roster in reverse alphabetic order.**

4.0 Game Check-In: Prior to the start of each scheduled game a team representative must present to the Field Marshal the players and the team's Player Passes, so that the team may be checked in to play the game as scheduled. For this tournament, 2018/2019 passes are required. A team failing to properly check-in for a game with the Field Marshal will forfeit that game as set forth in Section 13.2 below. The Tournament Director has the discretion to allow a player pass check-in to happen no later than half-time. If a player is found ineligible that has played the game will be forfeited by that team.

5.0 Rules of Play: FIFA Laws of the Game will apply as modified by USSF and USClub as described herein.



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5.1 Concussion Protocol: In accordance with the US Soccer return to play guidelines, any player removed from the field for a suspected head injury will not be allowed to return to the field of play unless cleared by a Healthcare Professional.

5.1.1 Health Care Professional Defined: A health care professional is defined as “a licensed healthcare professional such as an athletic trainer certified (ATC), or a physician (MD/DO), with a skill set in emergency care and sports medicine injuries and with knowledge and experience related to concussion evaluation and management.” It will be up to each club to decide whether they will provide a healthcare professional at their matches, and to ensure that this individual has the correct certification to be evaluating players for head trauma. If a club plans to use a healthcare professional to evaluate suspected head injuries during a NorCal match, the healthcare professional must be presented to the referee prior to the start of the match. Referees will not allow the re-entry of players removed from the field of play for suspected head injuries unless they are informed of the presence of, and meet with, a healthcare professional prior to the start of the match.

5.2 USSF Heading Mandate: For U11 and below, when 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 point nearest to where the infringement occurred. If a player a player does not deliberately head the ball, then play should continue.

This rule shall apply to the age groups of U11 and below. Players who are playing up will play according to the rules of the age group in which they are playing. It is the club’s responsibility to understand the effects of this rule on players playing up.

5.3 USSF Buildout line and no Punting Mandate: For age groups U10 and below, there is to be a build out line that is midway between the top of the penalty area and the midfield line. The defensive team must fall behind the line. There is also no punting by the goalkeeper in these age groups. These mandates were instituted by US Soccer for all club/teams/tournaments/leagues as of August 1, 2017.

6.0 Player Equipment:

All players will perform a safety equipment check before each match. We will adhere to FIFA, USCLUB, and Norcal rules on player equipment.

7.0 Substitutions: Substitutions will be allowed on any stoppages per USSF, USClub, and Norcal.

8.0 Coaching: All coaches have total responsibility for the conduct of their players, substitutes, friends, and spectators at all times. Coaching from the sidelines is permitted provided that the coaches respect the laws of the game, the opposing team, and the referees at all times as deemed by the referee in charge of the game. No cell phones are to be used by coaches on the bench.



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9.0 Cautions and Ejections: FIFA and USClub Rules apply. A player who has been ejected will not be replaced in that match and will be automatically suspended for the next game. Additional suspensions may be imposed by the Tournament Director. A player who has been ejected for violent conduct, cannot be replaced in that match and will be suspended for the remainder of the tournament matches. An additional suspension may be imposed by the Tournament Director if a player receives a straight red card (for non-violent conduct). Any player or coach who assaults a referee will be expelled from the tournament and reported to the appropriate authorities. **For the purpose of this tournament, a coach who is ejected will cause a (-3) three point deficit for his/her team's standings.** A team will be disqualified from the tournament if any coach or player fails to comply with the provisions of this section.

10.0 Suspended and Terminated Games: If, in the opinion of the Referee officiating the match, a game must be suspended (for any reason), every effort will be made for the game to be resumed. If it cannot be resumed the game will be considered terminated. If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player; the result will be considered final at that point. This is unless the game is terminated due to serious play or a team trying to take advantage of this rule by not playing the remainder of the game or causing the termination of the game (that team will then be considered to have forfeited the game).

11.0 Injury: Delays of the game will be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until medical attention is provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time.

12.0 Game Times and other rules:

Age Group	Regulation (2 Equal halves)	Overtime (2 equal halves)	Ball Size	Number of Players (GK included)	PKs	Build out Line	Heading Allowed
U19	35 Minutes	7 Minutes	5	11v11	YES	NO	YES
U17	35 Minutes	7 Minutes	5	11v11	YES	NO	YES
U16	30 Minutes	7 Minutes	5	11v11	YES	NO	YES
U15	30 Minutes	7 Minutes	5	11v11	YES	NO	YES
U14	30 Minutes	7 Minutes	5	11v11	YES	NO	YES
U13	30 Minutes	7 Minutes	5	11v11	YES	NO	YES
U12	25 Minutes	5 Minutes	4	9v9	YES	NO	YES
U11	25 Minutes	5 Minutes	4	9v9	YES	NO	NO
U10	25 Minutes	5 Minutes	4	7v7	YES	YES	NO
U9	25 Minutes	5 Minutes	4	7v7	YES	YES	NO

Half Time will be exactly 5 minutes. The Referee reserves the right to extend the time in excessive (i.e., water breaks in extreme heat conditions).

In the quarterfinals, semifinals, or finals: if a tie still exists after the overtime periods, FIFA Penalty Kicks will be used to determine who advances or is the champion.



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13.0 Winner determination:

Certain age groups have divisions of 4, 5, 6, 7, 8, or 9 teams. The tournament winner is determined as follows:

Division with 4 teams- each team plays against one another once, with the top two teams playing again to determine a tournament champion.

Division with 5 teams – each team plays against all other 4 teams in the flight, with the tournament winner to be determined by the most points in the 4 games played (no championship game will be played). In the event of a tie-breaker, the rules listed below apply in determining the winner.

Division with 6 teams – teams are separated in 2 flights of 3, in which each team plays both teams in their group. 1st place of group A will play 2nd place of group B and 1st place of group B will play 2nd place of group A for the semifinal matches. The winner of the 2 semifinal matches will play for the Championship. 3rd place teams of each group will play each other in a consolation match.

*Division with 7 teams—*Teams play 2 qualifying games that rank the teams from 1 to 7. Team 1 gets a bye into the semifinals. Team 2 plays team 7, 3 plays 6, and 4 plays 5 for quarterfinals. Team 1 will play the winner of 4 vs 5; while the winner of 2 v 7 will play the winner of 3 v 6 in semifinals. The winners of the semifinal games will play versus each other in the finals. **PLEASE NOTE: In Quarterfinals a team cannot play one of the teams it played in the qualifying games.**

Division with 8 teams – Teams are separated into 2 flights of 4 teams, in which each team plays 3 games versus everyone in their own flight. Based on these results, the first placed team in each flight after 3 games, will move to the final to play the championship match where a winner will be determined.

Division with 9 teams – Teams are separated into 3 flights of 3 teams, in which each team plays 2 games versus everyone in their own flight. Based on these results each team will be re-flighted: Team 1 gets a bye into the semifinals. Team 2 plays team 7, 3 plays 6, and 4 plays 5 for quarterfinals. Team 8 plays team 9 in a Consolation Game. Team 1 will play the winner of 4 vs 5; while the winner of 2 v 7 will play the winner of 3 v 6 in semifinals. The winners of the semifinal games will play versus each other in the finals. **PLEASE NOTE: In Quarterfinals a team cannot play one of the teams it played in the qualifying games.**

13.1 Points will be provided as followed:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal scored up to 3
- 1 point for a shutout
- 3 points for an ejected coach
- 1 point for each goal above 6 goal difference per game

13.2 Forfeits & Byes: All teams who forfeit will have the game scored as a 0 – 3 loss. The winner will be awarded ten (10) tournament points. Teams failing to report ready to play within ten (10) minutes of the scheduled kick off time will forfeit. If a team forfeits a game, it will not be eligible for championship or playoff play. NO EXCEPTIONS.



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13.3 In the event of a tie in points at the end of bracket play, tiebreakers will be determined as follows:

1. Winner in head to head competition
2. Goal Differential (4 goal difference per match max)
3. Most goals scored
4. Most shut outs
5. If a tie still exists after steps 1 – 4, FIFA penalty kicks will be taken fifteen (15) minutes prior to the scheduled start of the semi-final or final game.

14.0 Jerseys: The home team will be the team which appears 1st on the game schedule. The home team shall wear the darker of the 2 color jerseys and the away team shall wear the lighter jersey. If jersey colors are too similar, the home team will be required to switch to alternate jersey to accommodate a color conflict as declared by the referee.

15.0 Game Balls: The home team will supply three (3) game balls that will be subject to referee approval.

16.0 Field Organization: Both teams' players and coaches will sit on the same side of the field; one team on each side of the midfield line. All spectators will sit on the opposite side of the field in-line with their team's bench. No parents or spectators will be allowed past the top of the penalty area or within 10 yards behind the goal.

EXEMPTION: AT RANCHO TURF NO TEAMS OR SPECTATORS IN BETWEEN THE 2 FIELDS IF BOTH FIELDS HAVE GAMES GOING ON DUE TO SAFETY CONCERNS.

17.0 Protests/Disputes: NO PROTESTS/DISPUTES WILL BE ALLOWED. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

18.0 Inclement Weather or Acts of God: In the event of inclement weather, or act of God, once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined in Determining Winners. If the tournament is cancelled during knockout rounds (i.e. quarterfinals, semi-finals, finals), then no winner will be declared. The cancellation of any knockout round game in a bracket shall terminate that bracket immediately.

In case of cancellation due to inclement weather prior to the start of the tournament or before a team's 2nd game, the tournament retains the right to keep up to one – third (1/3) of the fees collected to cover tournament expenses. If cancelled after the 2nd game but before the 3rd game, the tournament retains the right to keep two-thirds (2/3) of the fees. If cancelled after the 3rd game there will be no refunds offered. There will be no make-up games due to inclement weather.

In the case of extreme heat, the tournament will adhere to the San Ramon FC heat policy. This can be found on our club website at: www.sanramonfc.com. The time required for this break will be taken from playing time and each coach will be advised of this action, prior to the start of the game.

19.0 Guest Teams: The tournament may accept a team as a guest team in order to fill a late vacancy in a flight. Guest teams cannot advance out of their bracket. Guest team game results are predetermined to be a 3 – 0 against the guest team. The opposing team is awarded ten (10) points.