**1. FIFA RULES:**

As modified by Cal North, and as further modified herein, will apply. Playing rules for the tournament shall align with standard SRYSL Fall League unless specifically noted below.

**2.   SPORTSMANSHIP:**

Good sportsmanship is expected of all players, coaches, managers, and fans. Coaches and managers are responsible for the conduct of their players, staff, parents, and affiliated spectators. Some guidelines for sportsmanship:

* The use of offensive, insulting, or abusive language will not be tolerated.
* No horns, bells, or noisemakers of any kind are allowed at or near the tournament fields or complexes at any time. Use of such items are deemed unsportsmanlike and use of such will be addressed during the game by referees and tournament officials.
* Fans and spectators should remain positive and cheer, and refrain from coaching or correcting players on either team.
* Sportsmanship should also extend to being a good winner. Teams that win by 6 or more goals will lose three tournament points (i.e., forfeiting the points earned from goals scored) from that game.
* The conduct of fans, spectators, and coaches can impact a team’s score. If the referee or other tournament officials have to remove a player, coach, or spectator, points can be removed from the team. (See Section 13, Scoring System).

**3.   CREDENTIALS:**

All players must present an original and fully completed Cal North 1601 form signed by parents or guardian if requested.

*TEAMS:*An official Cal North Golden Rod roster is required.

**4. TOURNAMENT CHECK IN:**

Team representatives must present Golden Rod roster at least 30 minutes prior to each team’s game at the location where that team’s game will be played. Please go to the Field Marshall Station for game check-in and have all players present.

Failure to check in will result in an automatic forfeit for each game the team does not check-in. Games not played will be classified as a “forfeit”.

**5. 5. DIVISION PLAY**

*4 team flights:* All teams play each other in the preliminary round for three guaranteed games. The two teams with the top points play for the Championship and 2nd place.

*5 team flights:* There are four guaranteed games for each team, all teams play each other. The team with the highest point total is champion, with the next two awarded 2nd and 3rd.

*6 team flights:* Two groups of three teams (A/B). Teams in Group A play each team in Group B for a total of 3 guaranteed preliminary games. The two teams with the highest point totals (no matter from which group they are) advance to the finals to play for 1st and 2nd. The next two teams (no matter from which group they are) play for 3rd and 4th.

*7 team flights:* One group of four teams (A), and one group of three teams (B). The four team group will play all teams in Group A for a total of 3 preliminary games. The three team group will play all the teams in Group B for a total of 2 preliminary games.

* Day Two Games:
  + Winner of Group A (4 Team Bracket) and Winner of Group B (3 team bracket) advance to the Championship game.
  + 2nd in Group A (4 Team Bracket) and the Winner of a game between Group B (3 team bracket) 2nd vs 3rd game to be played on Sunday will advance to the Consolation game.

*8 team flights:* Two groups of four teams (A/B). Play all teams in your group for a total of 3 preliminary games.

* Championship and Consolation Games:
  + Winner of Group A and winner of Group B advance to the Championship game.
  + 2nd in Group A and 2nd in Group B advance to the Consolation game.

*9 team flights:* Three groups of three teams (A/B/C). Play all teams in their bracket for a total of 2 preliminary games. All teams will be seeded by points awarded after completion of their preliminary games using tie breaking procedures as outlined.

* Day Two Games:
  + Teams seeded 2 through 9 will play a third game (2v9. 3v8, 4v7, 5v6) to determine which teams will proceed to the Championship and Consolation games.
  + Upon completion of the Sunday morning game, teams will be reseeded using results from both games on Saturday, and the single game on Sunday.
  + Tie breaking procedures will be used in the event multiple teams earn the same number of points.
  + The 1 seed will advance directly to the Championship game following their two preliminary games.

**6. GAME BALLS**:

Three game balls are to be provided by the home team.

**7. HOME TEAM and TEAM SET UP:**

The team listed first on the schedule is the home team. If there is a conflict in team colors, as determined by the referee, the home team shall switch to an alternate jersey or alternate uniform pieces.

Both teams shall set up on the same touchline as designated by the Field Marshall. Spectators will be at least 6 feet back from the touchline opposite the teams. No spectators are allowed at the goal ends of the field. If necessary, the designated home team shall supply the balls for each match.

**8. MODIFIED RULES FOR THE U10 DIVISION:**

* All kicks resulting from a foul will be an indirect kick.
* No penalty kicks will be allowed for fouls within the penalty area.
* Illegal throw-ins will result in a turn over, and no “second attempts” will be granted.
* Goal kicks will be taken from the top of the penalty area, and all players are required to be 10 yards from the ball at time of kick.

**9. START TIMES AND FORFEITURES:**

Teams must be at the field thirty (30) minutes prior to the scheduled start time of the game in order to be checked in by the Field Marshalls. Start times may be delayed due to injuries, stoppage time by the referee or any other unavoidable problem. All games will start within five minutes of the scheduled time unless the Tournament Director approves delays. If a team has not taken the field with a minimum of 7 (seven) players (U12 and older) or 5 (five) players (U10) within the five-minute grace period, the game will be forfeited to the team in attendance with at least seven or five players as appropriate. If neither team takes the field within the five-minute grace period, the game will be deemed a “bye,” and no points will be awarded to either team.

The referee and/or Tournament Director may terminate a game at his or her discretion and the Tournament Director may award a forfeit if:

* A team leaves the field during the game without the approval of the referee
* A team is sent from the field by the referee for violent play and/or misconduct by a coach, player, or spectator
* A team is deemed to be in gross violation of Cal North, SRYSL, Santa Rosa South Soccer Club, or Santa Rosa Empire Soccer Club rules.

If, in the opinion of the referee or the Tournament Director, a game must be terminated for the above reasons, the offending team may, at the sole discretion of the Tournament Director, be suspended from further play and forfeit all remaining games. All previous points earned remain as played.

**10. PLAYING TIMES:**

Play will proceed as specified below:

U10 Games: 2x20 minutes.

U12 Games: 2x25 minutes.

U14 Games: 2x30 minutes.

Half time will be five minutes. Injury time will NOT be added to the length of the game, except under extreme circumstances and at the sole discretion of the referee. In preliminary games, ties will stand. If a Championship, Semi-Final, or Consolation game is tied at the end of regulation play, the game will proceed to 2x5 minute overtime periods. If a Championship, Semi-Final, or Consolation game is tied at the end of the overtime periods the game will be decided by penalty kicks as per FIFA laws of the game. The length of any game may be shortened to shorter but equal halves if the referee or Tournament Director deems it necessary due to field conditions, weather, or darkness.

**11. SUBSTITUTIONS:**

Free substitutions are allowed, but teams may substitute only at the following times (including overtime) and only with the referee’s permission:

* Prior to a throw-in by either team.
* Prior to a goal kick by either team.
* After a goal by either team.
* After an injury to either team, when the referee stops play.
* During half time.
* A player who has received a yellow card may be immediately substituted.
* NO substitutions will be allowed prior to a corner kick.

**12. EJECTIONS:**

A player receiving two yellow cards in a single game is considered as having received a red card. A player given a red card (or two yellow cards) in one game shall be expelled from that game and shall not be replaced. Any Player, Coach, Assistant Coach, or Registered Team Official who is sent off or receives a red card will automatically be suspended from that team’s next game in the tournament. Ejections resulting from violent conduct, extreme abuse, dissent, or disrespect may result in suspension from more than one game, up to the remainder of the tournament, at the discretion of the Tournament Director.

**13. SCORING SYSTEM:**

Teams shall be awarded points on the following basis, to a maximum of 10 points per game:

* Six (6) points for each win.
* Three (3) points for each tie.
* Zero (0) points for a loss.
* One (1) point for each shut out.
* One (1) point for each goal, to a maximum of 3 per game.
* Tie games will be scored as 3 points if the game ends in a 0-0 tie. No shut out point will be awarded in this scenario.
* Eight (8) points to a team winning by forfeit (1-0).
* Minus one (-1) point for each red card received by a player.
* Minus two (-2) points for each expulsion received by a team-affiliated spectator.
* Minus four (-4) points for each expulsion received by a coach or team official.
* Minus one (-1) point if a team does not provide an adult volunteer for their team’s assigned shift. Point reduction will be assessed following completion of all preliminary games.
* Minus three (-3) for any winning score of six or more goals above the opponent.

Scores will be posted at the field as soon as possible after the completion of each game.

*GAME CARDS*: The Field Marshalls will provide game cards to the referee prior to the start of each game. Coaches should review game cards for accuracy at the match’s end and sign off on the game card prior to leaving the field. All game details on the game card are determined to be final upon being provided to the Field Marshalls after each game.

**14. TIE-BREAKING PROCEDURE:**

In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified:

a) Head-to-Head competition – team that won the head-to-head competition between the teams that are tied will advance (should there be a tie in tournament points between three or more teams, the tie-breaking procedure begins with (b), below.

b) Team with the highest goal differential advances (goals scored minus goals allowed, not to exceed a differential of 4 goals in any one match)

c) Fewest goals allowed

d) Most goals scored to a max of 5 per game

e) Team with most wins

f) Team with fewest send-offs advances

g) Kicks from the penalty spot as per FIFA rules. The team with the most successful kicks advances.

NOTE: A division of nine (9) teams will utilize a coin toss in place of penalty kicks as a final tie breaker method following the Saturday preliminary games.

**15. AWARDS:**

Individual medals for players and coaches will be awarded to each team for all the Championship and Consolation games for the flights as follows:

Four Team Flight: Champion and Runner-Up

Five Team Flight: Champion, Second and Third

Six Team Flight: Champion, Runner-Up, and both teams in the Consolation Game

Seven Team Flight: Champion, Runner-Up, and both teams in the Consolation Game

Eight Team Flight: Champion, Runner-Up, and both teams in the Consolation Game

Nine Team Flight: Champion, Runner-Up, and both teams in the Consolation Game

**16. INCLEMENT WEATHER:**

If deemed necessary by the Tournament Director, games may be shortened or cancelled due to weather conditions.

**17. SAFETY AND MEDICAL ASSISTANCE:**

All players must wear shin guards. Players without shin guards may not play. Any injuries shall be reported to the Tournament Director or field marshal so that an accident report may be completed. In case of serious injury, 911 will be called if requested by the parent, coach, or referee. Tournament headquarters will be notified of any medical emergency.

**18. PROHIBITIONS:**

* Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at or near any of the tournament fields or complexes.
* No dogs or pets of any kind are allowed.
* No horns, bells, or noisemakers of any kind are allowed at or near the tournament fields or complexes at any time. City and County permits forbid their use, and we must adhere to this stipulation to continue our use of the fields.
* No rude, profane, or inappropriate behavior (at the discretion of tournament officials) is allowed. Any parent, spectator, coach, or player directing any inappropriate comments (at the discretion of the tournament officials) toward a referee or other tournament official will be asked to leave the tournament area, and that person’s team may be subject to penalties, and/or expulsion from the tournament.
* Any team (including players, coaches, managers, parents and affiliated spectators) found violating these rules may (at the discretion of tournament officials) suffer penalties, forfeit all games played, face possible expulsion from the tournament, and may face additional sanctions as appropriate per Santa Rosa Youth Soccer League rules.
* Use of tobacco products is prohibited within 100 feet of the tournament grounds.

**19. DISPUTES and PROTESTS:**

All game results will be considered final and no protest of their outcome is allowed. The Tournament Director will settle all disputes and his or her decision shall be final.

**20. RULES NOT COVERED:**

The Tournament Director shall make decisions as appropriate for any situation that arises that is not covered by these rules. The Tournament Director’s decision will be final and no appeals will be allowed.