



2019 Cal South Recreational Tournament of All Stars Official Tournament Rules

Overview:

1. The Cal South Recreational Tournament of All-Stars is a Cal South Sanctioned Class III Tournament. It is open to Affiliated Cal South Recreational All-Star teams and Non-Affiliated recreational league programs.
2. Only registered Recreation players can compete.
 - a. No Signature League or Competitive registered players can compete.
3. Signed Cal South Medical Release Forms and Laminated Player ID cards are mandatory.
4. Games shall be played by FIFA Rules and using the Player Development Initiatives.

Eligibility:

1. All applying and participating teams must be properly registered with an affiliated Cal South Recreation League per Cal South Bylaws (Balanced teams and 50% play time requirements.)
2. Non-Affiliated Recreational teams must complete application to be reviewed for approval to participate.
2. All players must have played in a Cal South recreational team during the 2018-2019 Fall Season or their respective recreational program.
3. All players must be registered and rostered to their current All-Star team under the 2017 Recreation All-Star Season.
4. Players may only participate for one team registered in the tournament.
5. Current laminated USYSA/Cal South ID cards will be required for all players and coaches. Coaches must possess a current Cal South ID Card.
6. Roster freeze will be Wednesday, January 14, 2019 for each age group. All players appearing on a team roster cannot be transferred to another team after this Monday date, 6pm deadline. Players released after this deadline are considered ineligible and may not participate with another registered tournament team.
7. Club Passing is allowed.

Tournament Check-In:

1. All teams shall check-in at the Registration Tent at least one (1) hour before their first game, unless directed by the Tournament Director to check-in at a different time and location. All teams must possess their players' Cal South Medical Release Forms and Cal South Player and Administrator ID Cards.
2. Print and bring along your Official Team Roster/ Match Reports for all preliminary games.

Tournament Format:

Tournament format will be round robin in the preliminary round. Bracket will be blind draw per age group. The 4 winners with most points of each respective age group advance to the Semi-Final (1v3 and 2v3) and winners of Semis advance to the final game. In the event that there is only 4 teams, 1st place team will place 2nd place team in the Final game. A tie is an acceptable result for Preliminary Round games and shall be recorded as such. No-overtime play is required in round robin/preliminary rounds.

Age Preliminary Games/Semi-Finals	Championship
2009/10U 20 minute halves (5 min. half time)	25 minute halves (5 min. half time)
2007/12U 25 minute halves (5 min. half time)	30 minute halves (5 min. half time)
2005/14U 30 minute halves (5 min. half time)	35 minute halves (5 min. half time)

**No overtime for Semi-Finals/Finals. Games will go directly to PK's if tied.*

Age	Max. Roster	Format on Field	Ball Size
2009/10U	14	7 v 7	4
2007/12U	16	9 v 9	4
2005/14U	18	11 v 11	5

Game Scoring:

- Win = 3 Points
- Tie = 1 Point (0 TO 0) Both teams receive 1 point for Shutout
- Shutout = 1 Point
- Goals = 1 Point per goal with max of 3 goals
- Red Card Player – Minus -1
- Red Card Coach – Minus -2

Rules and Competition

1. The 2009/10U age group will play a 7v7 format on a field approximately 70 yards in length x 50 yards in width with 6'x18' goals
2. The 2007/12U age group will an 9v9 format on a field approximate 80 yards in length x 50 yards in width with 7'x21' goals
3. No heading allowed for 2008/10U and 2007/12U age group.
4. Punting or drop kicking is not allowed by the goalkeeper in the 2009/10U age group.
5. Buildout Line rule will be in effect in the 2009/10U age bracket.

Tie Breakers:

In the event, there is a tie in points after the completion of preliminary games or round robin play, the following will be used to break the tie in the order listed:

1. Head-to-Head competition

2. Least goals allowed
3. Most goals scored (Maximum of 5 goals per game)
4. Most Shut-outs (forfeits not counting)
5. Coin Flip

Overtime/Penalty Kicks:

Championship games will be played, and a winner is determined. In the event of a tie at the end of regulation time, the match will go directly to FIFA Kicks from the penalty mark. Only players and goalkeepers on the field at the conclusion of regulation time shall be eligible to participate in the FIFA kicks. The goalkeeper can be substituted with an eligible field player prior to start of FIFA kicks from the penalty mark.

Awards:

1. All players will receive a commemorative tournament pin.
2. Team trophy to the Champion and Finalist
3. Player medals to the Champion, Finalist

Substitutions:

1. All players must play 50% of each game.
2. Substitutions may be made at any stoppage in play. The substitution must be made with the consent of the center referee per FIFA rules.
3. Substitution shall be unlimited and players must enter and exit at the center of the field only.
4. If a player is injured, the coach may elect to substitute the injured player or remove the player from the field and play short until the player is ready to return.

Forfeits:

1. A forfeit shall occur if a team is not on the field checked-in and ready to play at scheduled start time. The game will be scored a 1-0 forfeit loss.
2. A team with less than the minimum number of players at the start of a match will be scored a 1-0 forfeit loss. The opposing team will be awarded three (3) points. There is no grace period.

Home Team:

The home team is listed first on the schedule. Home team will have initial game kick off. Both teams shall occupy the predetermined technical (team bench) area. Spectators shall occupy opposite of the field. Spectators are not allowed in the team bench side of the field. Only players, coaches and team administrators listed on the roster will be allowed in this area. The home team will change uniforms or wear pennies in case of a color conflict.

Sent Off/Red Cards:

1. A coach, team administrator, parent or spectator sent off or ejected from the field of play and must completely leave the field to the parking lot for the remainder of the game. If a coach, team administrator, parent or spectator receives an ejection/red card, that individual may be banned from the competition venue for the remainder of the tournament. A two (2)-point deduction for each ejection/red card received from the team's total points.
2. A player receiving a Red Card will be suspended for the remainder of that game and

the next game, depending on the severity of the infraction. A one (1)-point deduction for each ejection/red card received from the team's total points.

3. Additional disciplinary action may be reviewed and imposed by the Tournament Director.

Protest:

1. Referee judgment calls during a match are final and not subject to protest.
2. All decisions and rulings of the tournament officials are final. No protests will be entertained or allowed.

Other Conduct:

1. The highest standards of conduct and good sportsmanship must be maintained always by players, coaches, team administrators, referees, spectators and all other participants. Offensive, insulting or abusive language will not be tolerated.
2. Coaches must remain in their coach's box.
3. Spectators must remain behind the spectator line (three yards from the sideline) and may not sit or stand behind the goal line.
4. At the end of the game, each team shall line up and shake hands with the players and coaches of the opposing team and thank the center referee and assistant referees.

Public Park Restrictions:

1. No alcoholic beverages or glass containers.
2. Animals are not allowed except for service animals
3. Amplified sound or noise makers are not permissible.
4. No tobacco smoking or tobacco-related products is permitted.

**"EVERYONE NEEDS TO CLEAN THEIR TEAM BENCH AREA AFTER EACH GAME.
PLEASE PLACE ALL TRASH AND RECYCABLES IN THE DEISGNATED CONTAINERS"**

PLEASE ENJOY THE:

