

# Los Angeles Cup – 2019 Rules

## Competitive Divisions

Boys & Girls born on or after January 1, of the year specified:

2011, 2010, 2009, 2008, 2007, 2006, 2005, 2004, 2003, 2002/2001/2000 Divisions.

## Classification

This is a Class I Tournament open to USYSA & US Club Soccer affiliated teams, open to domestic youth teams affiliated with USSF and international teams affiliated with FIFA.

## Eligibility

Boys and girls teams must be affiliated with either USYSA, US Club and/or international FIFA affiliation. Each team must produce valid player identification cards or equivalent national association identification. All teams must comply with USYSA or US Soccer Club travel procedures.

## Guest Players

Up to 6 loan players are permitted.

## Format

- U9/U10 division will play 7 v 7
- U11/U12 Divisions will play 9 v 9
- U13-U19 Divisions will play 11 v 11

## Roster Size

- U9-U10: 14 player max roster
- U11-U12: 16 player max roster
- U13-U19: 22 player max roster (Please Note: Only 18 players can be listed on the Game Card and eligible to play in a game.)

## **Small Sided Game Rules**

### **U9/U10 Division:**

- Build out lines.
- No Punting is allowed.
- No Heading allowed.

### **U11/U12 Division:**

- No Build out lines.
- Punting is allowed.
- No Heading allowed.

### **U13-U19 Division:**

- No Build out lines.
- Punting is allowed.
- Heading is allowed.

## **Protests**

All decisions of the Tournament Director, Tournament Operation Manager, Field Marshals, and Referees are final. NO PROTESTS WILL BE ALLOWED. Only the Tournament Director can make decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the administrator/coach that are registered with the involved team(s). Individuals may not represent a team if not registered as an administrator/coach with the involved team(s).

## **Team Registration**

Team credentials: player cards, medical release form (registration forms) and the team roster are required to be verified by the Tournament Committee before your first scheduled game.

## **Game Card**

Game cards must contain all player names and uniform numbers, which must coincide with the team roster on file. Referees will not allow a player to participate if his/her name and/or number does not conform to the documentation on the roster or game card.

All teams must print their game cards online and bring them to each of their games

played. Game cards may be edited at the field using approved players only.

Only team personnel (coaches and team managers) whose names appear on the roster and game card may be in the team technical area and represent the team during game situations.

*At the conclusion of each game a Team Representative must sign the game card to verify the documented score is correct. Please verify the written score on the game card is properly documented before signing. Once the card is signed and turned in by the referee the score may no longer be disputed.*

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### **Match Times for Pool Play & Finals**

- U9-U10 will play two 25 minute halves.
- U11-U12 will play two 30 minute halves.
- U13-U19 will play two 35 minute halves.

### **Award Ceremonies**

Both Champion and Finalist will receive awards and are both expected to participate in the Award Ceremonies. Any team who does not comply will be reported State Association, League, Club Board of Directors and Club Director of Coaching. We promote good sportsmanship at our event whether you win or lose.

### **Injury Time**

There will be no time allowance for injuries. The in-charge referee cannot extend the specified game time without the consent of a Tournament Committee Representative.

### **Tournament Scoring System**

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Qualifying matches ending in a tie will stand. Semi-final and Final matches ending in a tie will proceed immediately to FIFA penalty kicks to determine a winner.

A FORFEIT will be scored as a 2-0 win for the winning team. The forfeited game will not be counted as goals for or against in determining tie breakers for advancement.

### **Standing Tie Breaker**

In the event there is a tie in the standing after the qualifying matches or a wild card determination, the following method will be utilized to resolve the tie:

1. Head to Head Competition
2. Most Wins
3. Goal Differential (goals scored minus goals allowed)
4. Goals Allowed
5. Goals Forward
6. Most shut-out victories

If more than two teams are tied at the end of preliminary rounds, the tie breaker criteria list shall be used in order shown to advance or eliminate teams. Once one team advances or is eliminated and if the remaining two teams are still tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. (See different examples below).

#### **Example 1: Three way tie:**

Head to Head cancels out since all 3 teams either beat or tied each other.

Team A Goal Differential +3

Team B Goal Differential +2

Team C Goal Differential +1

In this above example Team A is first place, Team B is second place and Team C is third place.

### **Example 2: Three way tie:**

Head to Head cancels out since all 3 teams either beat or tied each other.

Team A Goal Differential +3

Team B Goal Differential +3

Team C Goal Differential +1

In this above example Team C is Eliminated. Since Team A and Team B are still tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. In this case, Team A beat Team B in Pool Play. Therefore, Team A is first place, Team B is second place and Team C is third place.

### **Playoffs**

#### **Flight of 4 Teams:**

Every team plays 3 matches. The top two teams with the most points will advance to the Championship game.

#### **Flight of 5 Teams:**

Every team plays 4 matches. The top two teams with the most points will advance to the Championship game.

#### **Flight of 6 Teams:**

Every team plays 3 matches with one cross over bracket game. 1st Place from Group A vs 1st Place from Group B will advance to the Championship.

#### **Flight of 8 Teams:**

1st Place from Group A vs 1st Place from Group B will advance to the Championship.

### **Forfeits/Team Disqualifications**

If a team forfeits due to a no show or not having enough players during the preliminary round, the following will apply "Forfeit one-forfeit all". If a team forfeits in a later round, only that match will be forfeited. If a team doesn't have their player cards present by the end of the match, only that match will be forfeited. Games will be recorded as a 2-0 victory for the opposing team. Any team that forfeits will be reported to their State Association.

## **Match Preparation**

At the official's request, your team may be asked to turn in player ID Cards and Game Card to the Field Marshal prior to game time. The home team is the first team listed in the schedule, has choice of field side, must provide the game ball, and must change jerseys in the event of a referee determined color conflict with the opposing team. Teams and spectators must be on opposite sides of the field or as instructed by tournament officials with teams being on one side and spectators on the other. Spectators on the opposite side must mirror their team.

## **Substitutions**

Substitution will be allowed during natural stoppage of the match at the referee's discretion. All divisions, free substitution and re-entry will be allowed.

## **Player/Coach Conduct**

Any player receiving a double yellow / red card or coach receiving an ejection shall be ineligible to participate in the remainder of that match, plus the following match. Tournament Director and Referee Coordinator will evaluate all red cards.

## **2 Yard Sideline Rule**

All spectators must always be at least 2 yards away from the sideline. This rule will be enforced by the Referee Field Coordinator and Tournament Officials.

## **Withdrawal from the Tournament**

Any team withdrawing will not be entitled to a refund.

## **Inclement Weather or Unexpected Termination of Play**

In the event of inclement weather resulting in adverse field conditions games may:

1. Be shortened
2. Go immediately to FIFA penalty kicks
3. Be cancelled – the score will stand if the second half has begun. If cancelled prior to half time the game will go to FIFA penaltykicks

If the Tournament Director rules that inclement weather during preliminary rounds forces modification to FIFA penalty kicks the following rules will apply:

- Each team will take a maximum of five (5) penaltykicks

- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored the most penalty kicks. If teams remain tied after 5 kicks an additional round (one kick per team) will ensue until a winner is determined.
- In the overall standings 3 points will be awarded the winning team, 0 points for the losing team.
- The 1-0 win in penalty kicks will not be counted for or against the teams to determine tie breakers for advancement.

In the case of an unusual event that results in the significant loss of game time, the lost game time may be scheduled at the discretion of the Tournament Director, subject to field availability. The Tournament defines the significant loss of game time as more than half of a game. An accumulation of time from several minor injuries/events during a game does not constitute a significant loss of time.

Event organizers and host club will not issue refunds or reimbursements of tournament fees for cancellation or forfeiture of individual games.

### **General Park Rules**

- At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at Tournament sites.
- Absolutely no glass is allowed at Tournament Sites.
- Park in designated parking areas. Do not park along curbs in the sports complex.
- RV parking available in the lot.
- Umbrellas/Canopies/Tents or other items cannot be staked into the fields. Weights should be used to secure them.
- Please have pets on leash at all times.