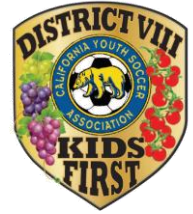




District VIII Cup Tournament Rules

(Updated Nov. 2022)



1 Objectives:

1. Every player must be given the opportunity to make frequent contact with the ball.
2. Each Player will play a minimum of **50%** of each half.
3. Encourage decision making by the players.
4. **MAKE SOCCER FUN FOR EVERYONE.**
5. Unless a change is stated, USYS & FIFA rules apply.

2 Soccer Rules and Regulations:

2.1 Home-Town Rules

To make the game fair for all participants No Home-Town Rules shall apply to the games played at the Dist. VIII Cup Tournament.

2.2 Length of the Game

The game consists of two equal minute halves, with a three to five minute, break between the halves. The game time for each age group is shown under, [2.6 Specific Age Group Rules](#), detailed below.

2.3 Required Documentation for Players

All registered players should have a Medical Release Form signed by their parents/guardians and be listed on the official "Golden Rod". The referee shall verify the identity of all players listed on the Game Card, prior to starting the game. If a player name is missing on the required documentations, then the player shall not be allowed to play in the game. The CYSA Medical Release Form will be used for an Emergency if the parent has signed the medical release statement form, otherwise a properly completed and signed 1601 needs to be present.

For District Cup, U8-U14 players do not require Player Passes, but will require a Medical Release.

2.4 Required Documentation for Adults

All adults who are coaching the team in any capacity need to be cleared by CYSA. A cleared coach should have a valid pass and be listed on the official golden rod for the team. The referee shall verify the identity of the coaching staff with the pass prior to starting the game. If an adult is missing the required documentations, then the adult shall not be allowed to participate in the game as a coach.

2.5 Competitive Players

Teams that are found to contain competitive players, from any affiliation, will be immediately excluded from all games with no refund of entrance fees or player fees. The recorded score of the game will be a win with a score of 3-0 to the opponents of any/all teams excluded from all game.

2.6 Specific Age Group Rules

(USYS Rule 303 will govern for the Cal North Dist. VIII Cup Tournament)

Age Group	Game Length	Overtime Periods	Ball Size	# of Players
U14	(2) 35Min. halves	(2) 10Min. halves	#5 27-28 in.	11 v 11
U12	(2) 30Min. halves	(2) 10Min halves	#4 25-26 in.	9 v 9
				USYS (8) Field Players Recommended
U10	(2) 25Min. halves	NONE	#4 25-26 in.	7 v 7
	(Use Build-Out Lines for Only the U10 Age Matrix)			USYS (6) Field Players Recommended
U8	(2) 20Min. halves	NONE	#3 23-24 in.	7 v 7
	(U8 will now play with a GK)			USYS (5) Field Players Recommended

Note: (Game Length):

For the first three (3) **Preliminary Games**, game halves will be shortened by five (5) mins.
Full Game Length shown above will be played for **All Championship & Consolation Games.**

2.7 Team Formation

For District Cup, teams can only participate with players on their current Registered Fall Rec. League Roster. Teams are not allowed to add players from another team who played in the Fall Rec. league. If a team is discovered playing a player not on their current Registered Fall Rec. League Roster, the team will be immediately removed from further participation in the Dist. Cup Tournament. A Win with a Score of 7-0 will be awarded to any/all teams the suspended team had already played and/or is scheduled to play.

2.8 Co-Ed Teams

For District Cup, if a Fall registered team has a co-ed roster and wants to register as a Girls team, they may drop all male players. Likewise, if a Fall registered team has a co-ed roster and wants to register as a Boys team, they may drop all female players. Written permission from a parent/guardian of the male/female players are required to make these changes.

2.9 Reduced Playing Time

If a game starts late, the referee will have the final say on playing reduced time per half. Each half should still be of an equal length.

2.10 No Retakes for Bad Throw-ins

A player does not have a retake for a bad throw-in. **(U8 Teams will now be awarded Corner Kicks because the Age Matrix is now playing with a GK)**

2.11 Direct and Indirect Free Kicks

Direct free kicks, and therefore penalties, are permitted. The referee is encouraged to explain all infractions to the offending player(s).

2.12 Offside Offense

A player is allowed to be in an off-side position anytime during the game. A player commits an offside offense if after being in an offside position the player becomes directly involved in play or causes a defender to be influenced by the player's position on the field. A player does not commit an offside offense from a throw in, a goal kick, or a corner kick. A player

(2.12 Offside Offense continued from page 2/7)

also cannot be called offside on their own side of the field. Offside offenses are called by the referee or assistant referees. (No Offside calls in the U8 Matches)

2.13 Build Out Line (U10 Only)

U10 fields will be marked with a “Build out Line.” When the goalkeeper has the ball in his or her hands or for a goal kick, the opposition must retreat behind the build out line. The opposition may not cross the build out line until the ball is put into play, when the ball is released (thrown) by the GK. The goalkeeper may also choose to play the ball prior to the opposition retreating behind the build out line.

2.14 Build Out Line Offenses (U10 Only)

If a goalkeeper punts or drop kicks the ball there will be an indirect free kick awarded to the opposition on the spot of the offense. If the offense occurs inside the goal area, then the free kick will be taken on the goal area line nearest to the point where the infringement occurred.

2.15 Build Out Line – Offside Adjustment (U10 Only)

The build out line becomes the line at which an offside offense occurs. So between the half way line and the build out line, there is no offside offense.

2.16 Build Out Line – Six Second Rule (U10 Only)

The counting of the six second rule regarding the goalkeeper holding the ball only starts after all opposing players have moved behind the build out line.

2.17 No Deliberate Heading for Age Groups U12 and Younger

No deliberate heading of the ball is allowed by any player on a team registered as U12 or younger. A U12 or under player who is playing on a U14 team is not permitted to deliberately head the ball. As such U12 players must be identified in such a manner that the referee may easily note them during a game – recommendation is to use head bands or wrist bands. An infraction of this rule will result in the referee restarting the game with an indirect free kick to the opposition. NOTE: It is the referee’s decision as to whether the header was deliberate or not.

2.18 Injuries

In the game players are likely to get injured. Be aware that not all injuries are attained through deliberate actions. No player who suffered a head injury will be allowed to continue in the game. In addition, an injured player should not be removed from the field of play unless it is determined safe to do so, this is especially important when the injury is a suspected head, neck, or spinal injury. (Players will not be able to play with any Jewellries)
Note: Wearing a Hijab or other religious attire/accessories that are expressive of religious affiliation will be allowed.

2.19 Sportsmanship Policy

At the end of the game the goal differential should not be greater than eight. NOTE: the referee is responsible for recording and reporting the final score, it is not the responsibility of the referee to admonish a team, coach or a player for violating this rule. For the first offense the coach shall be suspended for one game, for the second offense the coach will be suspended for two games, and so on.

2.20 Substitutions

The number of substitutes shall be unlimited. A substitute shall not enter the field of play until he/she has been given a signal to do so by the referee and should do so at the halfway line. Substitutions can be performed at any stoppage of play (goal kick, corner, any throw-in, free kick, etc.). The substitutes that are coming on to the field should be present at the halfway line ready to enter once the center referee allows them to enter the field. The referee may refuse entry if the substitutes are not ready or if in the opinion of the referee the coach is using substitutes to slow down the game or waste time.

2.21 Referees

Official referees are used during a game. Referees are encouraged to explain infractions to the offending player. The decision of the referee on points of fact connected with the game shall be final. If there are no Assistant Referees a “club-line” may be used.

2.22 Uniform Colors

At the discretion of the referee, if the two team uniforms are too close in color to differentiate then the home team must make a change to be distinct from the opposition. Note: the amount of light can make a change on how contrasting two colors may be.

2.23 No Pets Allowed

CYSA does not allow pets at events. A game will be stopped until pets have been removed from the fields. This does not apply to service animals with appropriate identification.

2.24 No Noise Makers

The use of noise makers is prohibited at all CYSA games.

2.25 Spectator Area

Home team gets the north or east side. The visitor gets the south or west side. Spectators are to be on the same side of the field as their coach. No spectators may watch the game from behind the goals. When fields are close together, the host league can decide that the coach / player area will be the space between the two fields and the spectator area would be on the other side of the field to the coach / player area.

2.26 Spectator “Cheering”

Spectators are encouraged to cheer on their team; however, care must be taken to ensure that your cheering is not viewed as jeering by opposing team members and spectators. Spectators are not allowed to make comments to players from the opposing team.

2.27 Spectator “Coaching”

Players spend practices understanding and performing an action plan for the team. By telling players to perform actions that are perhaps different to that of the action plan becomes confusing for the player and can undermine the position of the coach. Leave coaching to the coach.

2.28 Send Offs – Player

A player who is sent off may remain with the team on the team side of the field providing behavior is appropriate while there.

2.29 Send Offs – Adult

An adult who is sent off may not remain at the field. Due to many adults having related players needing a ride home, an adult may be permitted to stay inside their motor vehicle away from the field providing behavior is appropriate. The adult may not provide any comments (positive or negative) to the team using voice or any communication devices.

2.30 Return of Ejected Player/Coach Passes

When a player or coach has been ejected from a game, the referee must complete a send-off report recording pertinent data from the pass. After completing the report, the pass is returned to the head coach and the report is submitted to District.

2.31 Coaching Restrictions

Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted provided:

- 2.31.1 No mechanical devices are used.

- 2.31.2 The tone of voice is informative and not a harangue.

- 2.31.3 No coach, substitute, player, or spectator is to be anywhere but at his/her bench area during the game. A team's bench area shall be that area one (1) Yard from the touchline and extending to ten (10) yards both sides of the half-line.

- 2.31.4 No person is to make derogatory remarks or gestures to the referees, coaches, players, substitutes, or spectators.

- 2.31.5 No coach, substitute, or player is to use profanity.

- 2.31.6 No coach, substitute, player, or spectator is to incite, in any manner, disruptive behavior of any kind.

- 2.31.7 During and immediately after games coaches are not to make comments to players on the opposing team.

3 Additional Tournament Rules:

3.1 Forfeit Rule

A team that forfeits a game often causes an upset to their opposition and the Tournament Schedule. In addition, to having the opposition play less soccer there is also the problems it creates for the tournament as a whole. As such, for the tournament the forfeited game shall be recorded as a 0-7 loss to the forfeiting team. The forfeiting team will also be reported to the District Board for possible further action. [The non-forfeiting team will be awarded the win with a score of 7-0.](#)

3.2 Determining Ranking in Group Play

During group play teams shall be ranked according to points earned. A team can earn a maximum of 8 points from a game with a Score of 7-0 or as detailed below.

- 3.2.1 **Points Awarded** - Game Result Points will be awarded at the end of the game using the following: 3 Points for a win 1 Point for a draw 0 Points for a loss
- 3.2.2 **Points Awarded for Goals Scored** - A team will earn 1 pt. for every goal scored up to a maximum of 4 goals. The team gets points for goals even if they lose the game.
- 3.2.3 **Shut Out Point** - A team who does not have a goal scored against them in a game will earn 1 point. The point shall be given to each team. In the event of a 0-0 draw both teams will get 1 point for the tie and 1 point for the shut out, making a total of 2 points for each team.
- 3.2.4 **Removing Points** – (For each Player) Red Carded by a referee, the Team Pts. shall be deducted by 1 point per occurrence.
- 3.2.5 **Removing Points** – (Coach Evicted) For each member of the coaching staff that is evicted by a referee, the Team Pts. shall be deducted by 2 points per occurrence.
- 3.2.6 **Removing Points** – In addition to the coach being suspended as per the Sportsmanship Policy, the team will also have 1 point deducted for each goal over the differential allowed. A team may petition not to have points removed if an excessive result is reached by the losing team deliberately scoring an own goal(s).
- 3.2.7 **Game Abandoned or Terminated** - If a game is abandoned or terminated then the team that caused the game to be abandoned/terminated will be assessed the loss and the opposing team will be declared the winner and the game score will be recorded as a 3-0 for the team declared as the winner plus 1 point for all goals up to 4, scored by the team at the time the game was abandoned/terminated.
- 3.2.8 **Game Forfeited** - A team that delays the start of the game by more than **15 Mins.** without the approval of the tournament authority shall be deemed to have forfeited the game. In a forfeited game the score will be recorded as 7-0 to the non-forfeiting team.
- 3.2.9 **Group Stage Tie Breakers** - When ranking the teams in the group stage multiple teams may end up with the same number of points. To differentiate these teams the following Tie Breakers shall be applied (in order):
 - (1) **Head-to-Head Competition.** If the teams played each other, the winner of that game will have the higher ranking
 - (2) **Goals Against** - The team that had the least goals scored on them during the group stage has the higher ranking.
 - (3) **Goals For** - The team that scored the most goals during the group stage, has the higher ranking. (Up to 4 Goals Scored)
 - (4) **If the Teams are still tied in Points,** then the teams will go straight to Kicks from the Mark, to determine team's placements in the Consolation or Championship Matches. Penalty Kicks per FIFA Rules.

3.3 Determining a Winner – For Championship or Consolation Games

If the two teams are still tied (Tournament Play) after the regulation time, the teams will go straight to Kicks from the Mark to determine the winner. Penalty Kicks per FIFA Rules. (No Overtime during Tournament Play)

3.4 FIFA Rules - Penalty Kicks to Determine Winner

For Tie Breakers at consolation or championship games, only the players on the field at the end of the second half play can participate. For tie-breaking to qualify for a consolation or championship game, any player present from the team can participate. Each team shall select 5 players to take penalty kicks, the goalkeeper can be a member of the penalty taking players if desired. Oscillating between the two teams, each player gets one kick at goal. Each of the five players must take their turn. Once all five players have taken their turn, the team with the most goals from the penalty kicks will be declared the winner.

If the teams are still tied, then a second set of 5 players is selected from each team, no players from the first five may shoot again until every player (including the goalkeeper) has had a turn shooting. Once all of the second set of five players has taken their turn, the team with the most goals from the penalty kicks will be declared the winner.

If the teams are still tied, then penalty kicks will be taken using one player from each team at a time until there is a winner. No player can take a second penalty kick until all teammates at the field have taken their first penalty kick. In a similar fashion, no player can take a third penalty kick until all teammates at the field have taken their second penalty kick, and so on until a winner can be declared.

If the goalkeeper blocks a Kick from the Mark, there is no follow up kick allowed by any player. Play stops when the ball stops moving.

Any questions should be directed to:

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