

## RULES AND PROCEDURES

This tournament will be played in accordance with US Club Soccer and FIFA rules unless modified by the following.

### 11<sup>th</sup> annual Diablo Cup, March 13-14, 2010 hosted by Diablo FC

**Credential Check** Players must be properly registered on US Club Soccer affiliated teams for the 2009-2010 season. **Teams using USYSA credentials must have US Club Soccer team insurance in order for USYSA paperwork and passes to be allowed.** All teams must have credentials verified at **mandatory Tournament Check-in** at Hilton Concord Hotel on Friday, March 12. Player passes will be checked prior to each game by the referee. Any player found to not be properly registered will be disqualified. Players may only play for one team during tournament. The tournament allows up to 7 guest players per team. Guest players must be processed and in compliance with US Club Soccer regulations.

**Game Start** All games will start at the scheduled time. Teams and referees must report to the Field Marshal 15 minutes before the scheduled start time. If a team cannot field 7 eligible players at the scheduled start time, the game will be declared a forfeit. Teams and spectators will set up on opposite sides of the field as designated by the field marshals.

**Game Length** All games except finals will be 30-minute halves with a 5-minute halftime break. There is no extra time in the event of a tie in any preliminary round or semi-final game. If a tie exists at the end of regulation play for semi-final games, the tie will be broken by kicks from the penalty mark per FIFA rules. Championship games will be 35-minute halves for U14-U15 and 40-minute halves for U16-U19. If a tie exists at the end of regulation play for championship games, after a 5-minute rest period, two 10-minute "golden goal" overtime periods will be played with no rest time between periods. Championship games still tied will be decided by kicks from the penalty mark. Only the 11 (or fewer) players on the field at the end of a game may participate in penalty kicks.

**Game Schedule & Results** The Diablo FC website, [www.diablofc.org](http://www.diablofc.org), in its Tournament section for Diablo Cup is the official and final reference for all schedules, scores, rules, policies and procedures. *Any conflict* between the printed tournament program, other published information and the website *will default to the website*. The Tournament Committee maintains the right to independently make new rules or regulations on the website at anytime.

**Daylight Savings Time starts Sunday, March 14. Remember to MOVE YOUR CLOCK FORWARD ONE HOUR when you go to bed Saturday night. Don't miss your Sunday kickoff time!**

**Scoring** Teams earn points for each game as follows: **3 points for a win, 1 points for a tie and zero points for a loss.** In the event of a forfeit, the winning team will receive 3 points. If both teams forfeit, there will be no points awarded. **Each red card will result in 1 point being deducted from a team's total.**

**Flight Format with 5 Teams** Each team will play 4 games in round-robin format. First and second place will be determined on total points.

**Flight Format with 6 Teams** Teams will be divided into 2 flights of 3 teams. The two teams with the highest point totals after 3 games will advance to the championship final.

**Flight Format with 8 Teams** Teams will be divided into 2 flights of 4 teams. The team with the highest point total in each flight will advance to the championship final.

**Flight Format with 12 Teams** Teams will be divided into 4 flights of 3 teams. The team with the highest point total in each flight will play in the semi-finals to advance to the championship final. Teams with the second highest point total in each flight will play each other Sunday, as will teams with the third highest point total in each flight.

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### **Tie-breaking Procedures**

1. Head-to-head competition
2. Difference between goals for and goals allowed to a maximum of 4 per game
3. Goals allowed to a maximum of 4 per game
4. Goals scored to a maximum of 4 per game
5. Team with fewest deductions for red cards
6. Penalty kicks

If a **3-way tie** exists within a bracket after Steps 1-5, a coin toss will be conducted. The 2 teams that tie in coin toss will compete in penalty kicks to eliminate one team prior to competing with third team in PKs. The time of coin flip and PKs will be determined at the field.

**Substitutions** Unlimited substitutions are allowed with the permission of the referee at the following times: the discretion of the referee prior to a throw in by your team; prior to a goal kick or a kickoff after a goal by either team; during any injury stoppage, whether or not the injured player is substituted.

**Home Team** Home team is listed first, will provide game balls and choose side of the field. Spectators will remain on the same side of the field as their team. Home team will change jerseys in case of color conflict. Coaching is restricted to the area 10 yards from either side of the halfway line on their side of the field only.

**Sportsmanship** It is expected that good sportsmanship will prevail at all times. Coaches are responsible for the actions of their players, parents and spectators. Coaches can be cautioned and/or ejected for inappropriate behavior. **ALCOHOLIC BEVERAGES ARE PROHIBITED** at all fields and parks by city ordinance.

**Cooling Off Period** It is highly recommended that any player receiving a yellow card be substituted out for a cooling off period. However, coaches are NOT required to substitute a cautioned player.

**Ejections** *Players and coaches ejected from a game for a straight red card will be suspended for the remainder of the tournament. Players and coaches ejected from a game for 2 yellow cards will automatically be suspended from their team's next game.* Ejections will be reviewed by the Tournament Committee and may result in a more severe penalty.

**Game Cards** Field marshals will provide a game card for each game. Each team will complete its part and give to the referee. Game cards must include player jersey numbers. Both coaches must sign the card at the end of each game.

**Bleeding/Wounds** If a player is observed to be bleeding while on the field, he/she will leave the field until the wound can be attended to and the bleeding stopped. Players with casts will not be allowed to play.

**Weather Conditions** If fields remain playable in the opinion of the Tournament Committee and Referees and are not closed by the owners, games will be played regardless of weather conditions. *The Committee may shorten the length of any game based on weather conditions.* Substitute fields may be used at the discretion of the Committee.

**For updated field conditions call (925) 779-2102.**

**No Pets Allowed** For the safety of players and spectators, no pets are allowed at any playing field.

**Protests** All games will be considered final. **NO PROTEST WILL BE ALLOWED.**

**Tournament Committee** The Committee will have the power to settle any issue not provided for elsewhere in these Rules and Procedures. All Committee decisions will be final.