

## RULES AND PROCEDURES

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

### 10<sup>th</sup> annual Diablo Cup, March 14-15, 2009

**Credential Check** All players must be properly registered on US Club Soccer affiliated teams for the 2008-2009 season. All teams must have credentials verified at the **mandatory Tournament Check-in** at Hilton Concord Hotel on March 13. Player passes will be checked prior to each game by the referee. Any player found to be not properly registered will be disqualified. 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 U14-U17 games, except semifinals and finals, will be 30-minute halves. U18-U19 games will be 35-minute halves. There is no extra time in the event of a tie in any preliminary round game. Semifinal and championship games will be 35-minute halves for U14-U15 and 40-minute halves for U16-U19, with a 5-minute halftime break. If a tie exists at the end of regulation play for semifinal games, tie will be broken by kicks from the penalty mark per FIFA rules. 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.

**Scoring** Teams will earn points for each game as follows: 6 points for a win, 3 points for a tie and 0 points for a loss. Each team will receive 1 point for each goal it scores to a maximum of 3 per game. A winning team holding an opponent to 0 goals will receive 1 point for the shutout. A 0-0 tie results in 4 points per team. In the event of a forfeit, the winning team will receive 8 points. If both teams forfeit, there will be no points awarded. *Each red card will result in 3 points being deducted from a team's total.*

**Flight Format with 5 Teams** Each team will play 4 games in round-robin format. 1<sup>st</sup> and 2<sup>nd</sup> place will be determined on total points.

**Flight Format with 6 Teams** Teams will be divided into 2 flights of 3 teams. The team with the high point total in each flight will play the team with the second highest point total in a semifinal Sunday morning. The teams with the third highest point total in each flight will play each other Sunday morning. Winners of the semifinal 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 points in each bracket will play in the semifinals for a spot in the championship final. Teams with the second highest point total in each flight will play each other Sunday morning, as will teams with the third highest point total in each flight.

### 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 scored to a maximum of 4 per game
4. Goals allowed to a maximum of 4 per game
5. Team with fewest deductions for red cards
6. Penalty Kicks

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**Substitutions** Unlimited substitutions are allowed 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, or during any injury stoppage.

**Home Team** Home team is listed first . Home team will choose side of field, will provide game balls and will change jerseys in case of color conflict. Coaching is restricted to the area 10 yards from either side of the halfway line on your team's 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 ordinance.

**Ejections** Players and coaches ejected from a game 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 up to and including suspension from all games yet to be played, especially if violent conduct, fighting or harassment of officials has occurred. *Each ejection will result in a deduction of three points from the team's tournament total.* The Referee will give the Player Pass and Send Off Report to the Field Marshal.

**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 the game. The Referee will give the card to the Field Marshal after the 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 or all remaining games based on weather conditions. Substitute fields may be used at the discretion of the Committee.

**Weather updates will be announced on the Diablo FC hotline: 925-779-2102.**

**No Pets Allowed** at any playing field.

**Protests** All games will be considered final. **NO PROTESTS 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.