



TALL TREES

2017 Palo Alto Tall Trees Invitational September 23rd and 24th, 2017 Tournament Rules

1. CHECK IN

With the option of online check in, all teams are requested to check in ahead online by Thursday at noon. Those teams that cannot check in by Thursday at noon can check in on Friday evening.

Teams must present the following items for one-time verification by the tournament/site director. If the coach or manager is unable to produce these credentials then all games will be forfeited until such time that the team presents the following credentials. There will be NO EXCEPTIONS to this rule:

For additional details go to: <http://pasoccerclub.org/talltrees-teamroster/>

Official Team Roster: A US Club Soccer official team roster, guest players forms with signatures of both the loaning club and receiving club representative or a CYSA official team roster with proper credentials for guest players.

Medical Authorization Form: Team official must have medical authorization forms for each player. Each participating athlete must have completed official US Club Soccer medical authorization form. Each form MUST include a parent's signature. CYSA teams must present the 1601 form unless it is printed on the back of their passes.

Laminated Player/Adult Passes: Valid laminated US Club or CYSA/USYSA player cards with a photograph must be carried by all players and coaches/managers. Player pass cards must all be from the current season.

Guest Players: This tournament will accept up to five (5) guest players on a 7v7 or 9v9 team and seven (7) guest players on an 11v11 team. A player can only be rostered on one team. Players may not be added to roster after team has been checked in.

Maximum roster size:

- 7v7: 12 may dress up for any game (up to 14 on roster)
- 9v9: 16 may dress up for any game (up to 18 on roster)
- 11v11: 18 may dress up for any game (up to 26 on roster)

2. PROTEST

All games will be considered final. NO PROTEST will be accepted. Tournament Rules take priority in all tournament affairs. Areas not covered by Tournament Rules are covered by US Club rules and FIFA rules as modified by US Club.

3. START TIMES

It is important that each game start on schedule. For this reason, teams are required to report to the field and notify the Field Marshall at least 30 minutes prior to the scheduled starting time. After locating both teams, the field marshal (or referee) will verify player passes, and equipment.

4. LENGTH OF GAMES

- U9-U10 (7v7) Games: two 20-minute halves, 5 guests
- U11-U12 (9v9) Games: two 25-minute halves 5 guests
- U13-U14 (11v11) Games: two 30-minute halves, 7 guests.

Ties in preliminary games will stand. Ties in Championship and Consolation games will be resolved immediately with penalty kicks to determine the winner. There will be no overtime games in this tournament.

5. PRELIMINARY GAME POINTS, BRACKET WINNERS, AND FINALISTS

Points shall be awarded to teams as follows, with a maximum of 10 points per game:

- 6 points for each win
- 3 points for each tie
- 0 points for each loss
- 1 point for each goal scored (maximum of 3 per game, regardless of win, loss, or tie)
- 1 bonus point will be awarded for a shutout win (no goals against). 0-0 tie gets a shutout point.
- 1 point deduction for each Red Card received by any player
- 1 point deduction for each ejection of a Coach or Assistant

6. FORFEITURES

Any team not ready to play 5 minutes after the scheduled starting time (with 7 players minimum), or falling below 7 players during a game will forfeit the game. The official score will

be 2-0, for a total of 9 points. No point will be awarded to either team if neither team is ready to play 5 minutes after the scheduled starting time.

The Referee may terminate any game at his/her own discretion if:

- A team leaves the field during the play of the game without the Referee's approval.
- The Referee sends a team from the field for frequent and/or violent misconduct.
- There is extreme sideline area misconduct by any coach, player, parent or spectator that causes interruption of the game.

7. TIE-BREAKING PROCEDURE

Point ties within a flight will be resolved in the following priority order:

- a. Head to Head Competition – The winning team will have the higher standing.
- b. Most Wins – Team with most wins will have a higher standing
- c. Goal Differential – Max GD will be capped at 4.
- d. Goals For - The team with the higher total of goals scored will have the higher standing (up to 4 per game).
- e. Goals Against - The team with the fewer total goals scored against it will have the higher standing.
- f. Penalty Kicks - If teams are still tied, the tie will be broken by kicks from the penalty spot, per FIFA rules and regulations.
- g. If more than two teams are tied, the order of pairing will be decided by the Tournament Committee.

In any match where there must be a winner - i.e. consolation, semi, final – the winner will be determined by Penalty kicks from the mark, per FIFA rules and regulations.

In divisions with semifinals, if the predefined semifinalists pairing produces games between opponents that already met in the preliminaries, the lowest seeds in the 2 semifinals will be swapped.

8. SUBSTITUTIONS

- **Unlimited Substitution:** Unlimited substitution is allowed during any official stoppage of play, under the following situations:
 - Prior to any team throw-in
 - Prior to a goal kick, for either team
 - After an injury, by either team
 - After a goal, by either team
 - At half-time, by either team
- **Limited Substitution:** A player receiving a YELLOW CARD may be substituted at that time.

9. SPORTSMANSHIP AND CONDUCT

Good sportsmanship and conduct will prevail at all times. Coaches are responsible for the conduct of their players, parents, and spectators at all times. Coaches will ensure that all

Referees are treated with courtesy and respect by themselves, players, and team parents. Coaching shall be done only from an area ten yards on either side of the halfway line. A RED CARDed player or ejected coach will serve a minimum of 1 game suspension. Two yellow red-card suspension may be waived at the discretion of the Tournament PAD Committee.

10. ALCOHOLIC BEVERAGES

Possession or consumption of alcoholic beverages is expressly prohibited.

11. HOME TEAM

The Home team is identified on the schedule that is in the tournament program. The home team will be required to change jerseys in case of a color conflict. If tournament balls are not available, the Home team must provide the. Both teams will align on the same side of the field.

12. RAIN

Rain-out policies are enforced on all fields. In general, light rain may cause games to be shortened in length. Constant, heavy rain may delay or cancel a game or Tournament, as deemed necessary by the Referee Coordinator. The Tournament Director reserves the right to shorten or suspend games, and change playing sites in order to complete the Tournament during harsh or inclement weather.

13. SHIN GUARDS

No shin guards, no play.

14. AWARDS

Awards will be presented to First and Second teams in each division.

15. WITHDRAWAL FROM TOURNAMENT

A team wishing to withdraw from the tournament must submit the request in writing. The request must be received and written permission granted. Withdrawals prior to August 31st will not incur any penalty. If a team withdraws by Sept 2nd a \$100 penalty will be charged. Teams withdrawing after Sept 2nd will forfeit the entire registration fee.

Team placement within specific divisions is Withdrawal due

16. OTHER SITUATIONS

Any situation not covered by these rules will be taken to the Referee Coordinator and the Field Marshal and will be resolved by the Tournament Committee.