

# Breakers Academy Fall Cup Rules

The **Santa Cruz Breakers Academy Tournaments** are proud to adopt the principles of the Positive Coaching Alliance.

Positive Coaching Alliance (PCA) is a nonprofit organization founded at Stanford University with the mission to transform youth sports so sports can transform youth. PCA was created to transform the culture of youth sports to give all young athletes the opportunity for a positive, character-building experience.

The Santa Cruz Breakers Academy Breakers Cup Tournament adheres to this approach. We expect all tournament attendees – Coaches, players, parents, friends, to adhere to the positive sportsmanship, and as adults, to provide the proper demonstration of sportsmanlike behavior.

## The Santa Cruz Breakers Academy Fall Cup 2017 Rules:

**General Information:** Tournament for U8-U16 Boys Teams  
August 26-27, 2017

**Headquarters:** Twin Creeks Complex, Sunnyvale, CA.

**Playing Locations:** Twin Creeks Complex, Sunnyvale, CA.

### Registration, Credentials, Check In, Eligibility

Open to USYSA, US Club Soccer, CYSA, and FIFA affiliated teams.

### Tournament Check In

Each team is required to have their team credentials checked in online prior to the tournament. Credentials will have to be uploaded by August 24<sup>th</sup>, 2017.

**Failure to perform online check-in by August 24<sup>th</sup> will result in a 1(one) point deduction. The team must still check in either online or at the field on Saturday, 1 hour prior to its first game.**

### Credentials & Medical Releases

If you ARE A MEMBER of US Club Soccer you will need to bring: Current US Club Soccer Player and Team Official passes that include a picture and are laminated, US Club Soccer Team Roster, US Club Soccer Guest Player forms, Medical releases for all players (no exceptions).

If you ARE NOT A MEMBER of US Club soccer and travelling from within California you will need to bring: current CYSA Player & Team Official passes that include a picture and are laminated, Fall 2016/17 or 2017/18 CYSA Golden rod, US Club Soccer Guest Player forms, Medical releases for all players (no exceptions)

2016/2017 or 2017/2018 passes must be used.

\*\*\*Adults that do not have a Team Official pass that includes a picture, which is laminated, will not be allowed to be with the team on the technical area of the field.

### Player Eligibility

Boys and Girls U8-U16 – Calendar Age Matrix 2017/18 season.

### Number of Players per Team

For Small-sided games – Roster limit -> 16. Dress-up for any game limit -> 12(7v7) and 14(9v9)

For 11v11 – Roster limit -> 26. Dress-up for any game limit -> 18.

Guest players are allowed – Small-sided divisions -> 5, 11v11 -> 7.

## **Teams & Spectators & Sportsmanship**

Good sportsmanship is expected of all teams, officials and fans. Coaches are responsible for the conduct of their players, staff, parents and affiliated spectators.

Spectators will observe the two-yard distance from the touch line to allow assistant referees a clear view. Spectators will occupy the sideline opposite the players and coaches. Spectators from opposing teams are asked to occupy opposite sides of the centerline.

At the discretion of the Tournament Director, the offending team may be asked to leave the tournament, forfeiting remaining games to a 2-0 result. No refunds of registration fees will be provided to the offending team.

The Tournament Director may suspend or eject any player, coach, or spectator for poor sportsmanship, or hostile behavior.

Ejections – A player or coach that is sent off during a match is not allowed to play or coach in the next match. 2 Yellow Cards suspensions may be waived at the discretion of the Tournament Director.

The Tournament Director may take additional disciplinary action against a team or individual for serious offenses, including suspension from the remainder of the tournament and non-eligibility for future Breakers Academy Tournaments.

The passes for the player or coach are to be held by the Site director at the location of the offense, until the suspensions are served.

Suspended players and coaches may be on the spectator side of the field, but not the technical side of the field, during matches. Coaches and/or Players that are suspended cannot communicate with the team in any manner.

## **Matches**

**Game Check in** – 30 minutes prior to each game at the field of play.

Only players on the official game-card will be allowed to play.

Player & Team Official picture identification cards, Medical releases, Birth Certificates, and Team roster from sanctioned USSF soccer organization, are to be present and available at all matches.

**Home Team** – The team listed first on the game schedule is the home team. Conflicts in jersey color will be resolved by the home team being required to change jerseys. The referee will determine if there is a conflict in jersey colors or keeper jersey colors.

## **Playoffs match-ups**

The playoffs template can be viewed on the website from the Standings view.

If in the Semifinal games the preset format matches up teams that have already met in the preliminaries, the lowest 2 seeds will be swapped unless a similar situation is created. This is done to avoid playing each other again. A team that qualified for Semifinal will not lose its qualification status due to the described alteration of team pairings. The match-ups alteration will be limited to swapping the lowest seeded teams (the top two seeds will not meet in Semifinal)

**Laws of the Game** – All matches will be played in accordance with the FIFA Laws of the Game, except as specifically modified as follows in the tournament rules.

### **Modifications for the U8 – U12 playing levels**

The following tournament rules apply to ALL Small-Sided games:

- Free Kicks – per FIFA.
- All opposing players are to stay 8 yards away for ALL kicks.
- No Heading Rule will be enforced. Deliberate Heading of the Ball is not allowed. The opposing team will receive an indirect free kick from where the offense occurred, except where subject to the Laws of the Game.
- In tie-breaking situations determined by PKs, the number of be 3 vs. 5(FIFA)

### Specific Modifications for the U09 – U10 playing levels (7v7)

#### **Build out line**

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes

#### **Offside**

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line

### **Maximum Players on the field (minimum to Start or Continue match)**

- U7 – U8: 5v5 (3)
- U9 – U10: 7v7 (5)
- U11 – U12: 9v9 (6)
- U13 – U16: 11v11 (7)

### **Length of Games, both Preliminary, Consolation and Championship (5 min halftime):**

- U07-U10: 2x 20 minute halves
- U11-U12: 2 x 25 minute halves
- U13- U16: 2x 30 minute halves

### **Substitutions – Unlimited substitutions are allowed with referee approval in the following situations**

Any stoppage/restart during the game.

### **Team & Player Equipment Requirements**

- Shin Guards – Required for all players (no exceptions).
- Casts – No hard casts permitted unless properly padded and wrapped with the permission of the referee. The Tournament Director will make the final decision.
- Jewelry – No jewelry of any kind. (No exceptions)
- Games for U8 – U12 will use an official size #4 ball
- Games for U13 – U19 will use an official size #5 ball

### **Procedures for Determining a Winner**

- In preliminary games ties will stand.
- In Semifinal games or other games that must have a winner, if the game is tied at the end of regulation time PKs will be taken as per FIFA Rules. For small-sided games the number of PKs will be 3.
- If a championship or consolation game is tied at the end of regulation play 2 5-min overtime periods will be played. Golden Goal rule will apply. If tied after the OT periods PKs will be taken as per FIFA Rules.

Forfeits – Teams must be at the field 30 minutes before the start of their game in order to be checked in by referees or appointed tournament officials. The clock for the games will be started exactly on time. Teams must take the field within 5 minutes of the designated start time. The referee has the discretion to determine when the teams may commence playing.

The referee and/or Tournament Director may terminate a game and award a forfeit if a team does not have the minimum number of players required for the game to commence or continue.

If neither team takes the field within the 5-minute grace period, no point will be awarded to either team and the game will be declared a double forfeit.

The referee and/or Tournament Director may terminate a game and award a forfeit if a team leaves the field during the game without the approval of the referee, the referee abandons a match due to excessive violent conduct and/or misconduct by the players, coaches or fans, or a team is deemed to be in gross violation of US Youth Soccer, US Club Soccer, or rules of this tournament.

### **Match Delays, suspensions, cancellation**

If deemed necessary by the Site Director, games may be shortened or cancelled due to weather, or other circumstances. The Site Director has sole discretion to make this decision. There will be no refunds given for any delay and/or cancellation of any games.

### **Tournament Format**

#### **Game Start times & stoppage**

- Start to Start times will be strictly enforced to maintain the schedule for the tournament. Game times will start on time.
- There will be no stoppage time added to games for any reason.

**Types of Divisions** – The division sizes and formats will be determined based on registration numbers and level of the teams.

Any division size between 4 and 12 teams per division may be used.

Regardless of the Division size, all the teams will be guaranteed 3 games and teams that qualify for the playoffs will play 4 games.

There will be Championship games in all the divisions except for the 5-team divisions.

The detailed format of the divisions will be provided at the time when they will be created.

### **Number of Games per Team**

Each team will play a minimum of 3 matches during the tournament.

Refund Policy – No refunds for any reason.

Referees – All referees will hold at least a US Soccer Grade-8 and be currently registered with US Soccer.

### **Points, Standings & Tie Breakers**

**Match and Score Reporting** – After the game has played, the Coaches from both teams will sign the game card. Referees will report all game results, and will deliver the game card, to Tournament officials. Match/score reporting information will not be accepted from Coaches, players, or game spectators. Game scores and point standings will be posted at the Site headquarters at the discretion of the Site Director.

**Points & Standings** – Maximum number of points allowable per game 10

- 6 Points for a win
- 3 Points for a tie
- 1 Bonus points for shutout win
- 1 Bonus points for 0-0 ties
- 1 Point per goal up to 3 goals

2 Points will be deducted for red cards given to coaching staff or Team Adult Member.

1 Point will be deducted for a red card given to a player.

Forfeited games will be scored as 2 to 0 (9 points) in favor of the team that did not forfeit. In the case a team withdrawing at the last minute or not showing, all preliminary games for that team will be scored as a forfeit. *The tournament is not responsible in any way, including financial, in case a team plays fewer than 3 games due to an opponent forfeit.*

**Tie Breaking Procedures** – In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified:

1. Head to Head competition – The team that won the head to head competition between the teams that are tied will advance.
2. Team with the most wins advances
3. Team with the best Goal Differential (up to 4 goals/game) advances
4. Team with most goals scored advances (not to exceed a 4 goals per any one match)
5. Team with fewest goals allowed advances
6. Kicks from the penalty spot as per FIFA rules.
7. Coin toss

ALL GAME RESULTS WILL BE CONSIDERED FINAL AND NO PROTEST OF THEIR OUTCOME IS ALLOWED

## **Prohibitions**

**Alcohol or Controlled Substances** – Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited within 100 feet of the sport fields. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future tournaments hosted this club.

**Tobacco products** – Use of tobacco products is prohibited at this tournament. Use of tobacco products on the grounds of any public facility is a violation of California State Law.

**Dogs** – Dogs are prohibited at this tournament from being on fields. This will be enforced by field marshals and/or site directors. We love dogs, but they have no place on fields per US Club rules. Service dogs that are clearly marked as such are okay as long as they don't cause disruption. No other dogs, regardless of size, color, temperament, name, etc., will be allowed. If a spectator brings a dog to the tournament and does not follow these rules will be considered in demonstrating unsportsmanlike behavior and will be treated as such.

**Referees will be instructed to terminate a game if**, after being asked to do so, any person affiliated with the team refuses to remove a dog from the area of the soccer field, or if after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco products in the area of the soccer field. The opposing team will be granted an immediate win of a minimum of 1-0, and the team with the offending spectator will lost all points for that game.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO ESTABLISH POLICY AS DEEMED NECESSARY IN REGARD TO PROBLEMS AND CIRCUMSTANCES THAT ARE NOT SPECIFICALLY COVERED. THE DECISION OF THE TOURNAMENT DIRECTOR ARE NOT SUBJECT TO APPEAL.