

Rules

The **Santa Cruz Breakers Academy Spring Cup** is 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 Spring Cup 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 Spring Cup 2018 Rules:

General Information: Tournament for U8-U15 Boys and Girls Teams
March 17/18, 2018

Registration, Credentials, Check In, Eligibility

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

Tournament Check In

Each team is required to perform online Check-in by Thursday, March 15th Noon time. Failure to perform online check-in will result in the team losing 1(one) point and may not be allowed to participate – the fee will NOT be refunded.

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 you will need to bring: current Player & Team Official passes that include a picture and are laminated, Official Roster, Guest Player forms, Medical releases for all players (except for CYSA passes that have the medical form printed on the back of the pass)

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-U15 are eligible to participate in our tournament.

Number of Players per Team

For Small-sided games – Roster limit -> 18. Dress-up for any game limit -> 16(7v7 and 9v9)

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

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. (2CT send-off may not be suspended – at the discretion of the Tournament Director). In addition, the team will lose points for player/coach/adult ejections.

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.

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 roster 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.

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.

Small-sided games (U8–U12) playing rules

The tournament will follow the US Soccer Player Development Initiatives rules except for NO HEADING RULE WILL APPLY to ALL small sided games.

In addition, if games that need to end with a winner (Semifinals/3rd Place Consolation/Final) are tied and need to do PKs, the FIFA rules regarding 5 PKs will be modified to limit the number to 3 PKs.

Length of Games, both Preliminary, Consolation and Championship:

- U8-U10: 2x 20 minute halves
- U11-U12 2 x 25 minute halves
- U13-U15: 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–U15 will use an official size #5 ball

Procedures for Determining a Winner

- In preliminary games ties will stand.
- Final game, if tied, will go into 2 5-min overtime periods in which the Golden Goal rule WILL apply. If tied after the OT periods, PKs will be taken – per FIFA. In Small-sided games the number of PKs will be 3.
- Any other game in which a winner must be determined – including Semifinal and 3rd Place Consolation games – if tied, will go straight to PKs.

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)

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 in an 11v11 game if a team has not taken the field with a minimum of 7 players with the 5-minute grace period, the game will be forfeited to the team that has taken the field with at least 7 players. 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 minimum number of players will be 5 for the Small-sided games.

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 be scheduled to play a minimum of 3 matches during the tournament.

The tournament is not financially responsible for teams' decisions to forfeit games that may result in the opponents not playing the minimum of 3 matches.

Refund Policy

No refunds for any reason after the team has been accepted.

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 scores will be posted online.

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(ejections) given to coaching staff, Team Manager or adult associated with the team.

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. If more than 2 teams are tied, skip to #2.
2. Team with the most wins advances
3. Team with the best Goal Differential (up to 5 goals/game) advances
4. Team with most goals scored advances (not to exceed a 5 goals per any one match)
5. Team with fewest goals allowed advances
6. Team with most shutouts advances
7. Kicks from the penalty spot as per FIFA rules. For Small-sided games there will only be 3 PKs.
8. 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 at any of the 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.

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.