

# SoCal College Showcase

## Showcase/Tournament Rules\*

### GENERAL:

This is a Class I Tournament; open to USSF, USYS, US Club Soccer, USSSA and FIFA affiliated teams.

### REGISTRATION:

Teams will be playing at the upcoming 2023-24 age brackets

Teams **MUST check in at the Mandatory Registration (tournament central) 90 minutes before their first game.** Games not played will be classified as "Forfeits".

Current laminated USYSA player cards for 2023-24 will be required of all players as proof of age and must be available for inspection at initial check-in and at the start of each game. To include leagues that don't use organizations that do not use player cards like MLS Next.

USYSA Teams from outside CalSouth/U.S. Club must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by the team's State Association.

All Travel Papers must be submitted to the Tournament Director prior to check in. Any player not listed on the Travel Papers, including any amendments, properly executed by the team's State Association will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. All teams must provide the USYSA Player I.D. Cards from the State Association listed on this application. The SoCal Cup Tournament will also accept teams registering under the US Club Soccer banner. Player I.D. Cards from associations other than USYSA, AYSO or US Club Soccer will not be accepted.

Medical release forms will be required for all players at initial check-in. Teams will be required to keep medical releases on hand at all times.

Team managers are required to upload or enter their full team roster by the date communicated by the Tournament Director. Team Managers are required to check in prior to their first game, and must be in possession of all player cards during every game on the sideline. Tournament staff may request that all players be individually checked in prior to any game. Failure to present player cards when requested will result in a game forfeit.

By accepting a spot in the tournament, you are committing to play all games scheduled for your team. If your team does not show for a game without an extraordinary excuse (catching a flight is not an extraordinary excuse), your team will not be invited back to any of our events.

Games not played will be classified as a forfeit under the rules below. Games will not be rescheduled due to flight arrival or departure times. ALL teams are committed to playing ALL games, as scheduled. Your games may be scheduled as early as 7:30am on the first day of play and may end as late as sunset on the final day of play.

#### **CREDENTIALS:**

This is a US Club &/or USYS sanctioned event. All U.S. teams must provide valid laminated Player I.D. Cards or virtual player cards with photographs, and signed Medical Release Forms. Your USYS State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with your State Association's rules. Teams in Region IV of USYS do not need any additional paperwork. U.S. teams registered through AYSO, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, an approved roster from the US Club website) for the organization to which they are affiliated. International teams must provide a certified team roster, League Identification Cards, medical release forms, Travel Papers, and/or Passports. In the event an International team does not have League Identification cards, passports for each player must be provided.

#### **No player card, no play.**

Players should use valid player cards from the 2022/2023 season.

#### **ROSTERS:**

U13 (2011) & U14 (2010) age groups can roster 22 players but only 18 may be in uniform and participate in each game. U15 (2009) – U19 (2005/6) age groups can roster up to 26 players but only 18 players may be in uniform and participate in each game.

#### **GUEST PLAYERS:**

Teams may use an unlimited amount of guest players as long as they are sanctioned under the same association as the rest of the team (USYS or US Club), but are still subject to the maximum roster size rules above. Meaning – guest players must have the same type of player

card as the team they are guest playing for. If a team is using USYS player cards (from any state) then the guest player **MUST** have a USYS player card (and it can be from any state). If a team is using US

Club player cards then the guest player must also have a US Club player card (US Club cards also include boys and/or girls ECNL player cards). Team Managers can see and invite guest players through the tournament portal by clicking on College Cup in the left sidebar, then Update Team, then Roster.

## **REGISTRATION**

Teams **MUST check in at the Mandatory Registration (tournament central) 90 minutes before their first game.** Failure to check in will result in **automatic disqualification** (without a refund of the fee) from the tournament. Games not played will be classified as “Forfeits”.

Teams will be playing at the upcoming 2023-24 age brackets

Current laminated USYSA player cards for 2023-24 will be required of all players as proof of age and must be available for inspection at initial check-in and at the start of each game. To include leagues that don't use organizations that do not use player cards like MLS Next.

USYSA Teams from outside CalSouth/U.S. Club must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by the team's State Association.

All Travel Papers must be submitted to the Tournament Director prior to check in. Any player not listed on the Travel Papers, including any amendments, properly executed by the team's State Association will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. All teams must provide the USYSA Player I.D. Cards from the State Association listed on this application. The SoCal Cup Tournament will also accept teams registering under the US Club Soccer banner. Player I.D. Cards from associations other than USYSA, AYSO or US Club Soccer will not be accepted.

Medical release forms will be required for all players at initial check-in. Teams will be required to keep medical releases on hand at all times.

## **REFUNDS**

There will be no refunds given after the stated application deadline. Prior to the application deadline, refunds will be made less any administrative fees that have been incurred.

## **ROSTERS**

Teams may register a maximum of (26) players for ages U13-U19 but only 18 dressed / no guest player maximum. Players can only play on one team per tournament.

## **RULES OF PLAY**

All games will be played under FIFA rules with USYSA/US Club adjustments for youth competition with the following additions and clarifications:

### **Game Format**

Each team will play a minimum of 3 games. Preliminary Games can end in a tie. Teams play three games and points will determine place of finish.

Duration of Games (by halves) are as follows:

- U17-U19            40 minutes (Championship matches are 45 minutes)
- U15-U16           35 minutes
- U13-U14           30 minutes

There is a running clock for all games. Halftime for all games will be 5 minutes.

### **Substitutions**

Team may substitute only with the referees permission, at any stoppage in play. Substitutions shall be unlimited.

### **Determining Winners**

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss
- Minus one (-1) for each player or coach ejected

In the event of a tie in points at the end of bracket play, the tiebreaker criteria will be as follows:

1. The winner in head to head competition (throw out if a three way tie)
2. Goal differential
3. Most goals For
4. Least Goals Against
5. Most Wins
6. Most Shutouts
7. If a tie still exists after steps 1 through 6, a coin toss will determine the order of finish

## **GAME DAY SAFETY/FIELD PLAYABILITY**

The Referee Director has the final say on the determination of safety and suitability of each player's equipment, including the wearing of a hard brace and/or hard cast. Shin guards are mandatory for all players.

After the start of a match, it will be the decision of the referee whether or not playing conditions are safe.

## **HOME TEAM**

The Home Team:

- Appears first on the schedule
- Will wear white or light color jersey
- Will have the selection of the bench they wish to sit on and the direction they would like to play before initial kickoff
- Game ball will be supplied by the tournament and be subjected to referee approval
- In the event that game balls are lost or stolen, home team will provide referee approved game balls

The Visiting Team:

- Will be the team who appears second on the schedule.
- Will wear dark color jersey.
- Will be required to switch to alternate jerseys to accommodate a color conflict as determined by the referee.
- Shall be awarded the initial kickoff

## **FORFEITS**

An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
1. A visiting team is unable to supply alternate jerseys in the case of color conflict.
2. A team fails to check in at Mandatory Registration.
3. A team whose actions as determined solely by the referee cause the game to be terminated.
4. A team engages in unsportsmanlike play.
5. All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.
6. With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited

## **PROTESTS:**

No protest or appeal process exists for disputes on or off the field. All referee decisions, despite how unfair you believe them to be, are final.

#### **DISPUTES:**

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

#### **GUEST TEAMS:**

The Tournament may accept a team as a #Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 loss against the Guest Team. The opposing team is awarded three points.

#### **SPECTATORS:**

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team; essentially "mirroring" their team. We also ask that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

#### **PLAYERS EQUIPMENT:**

It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. Referees will perform safety checks prior to the start of each game.

#### **COACHING:**

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical amplification devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, uses profanity or incites, in any manner, disruptive behavior.

#### **SIDELINE BEHAVIOR:**

College Cup has a zero tolerance policy for disruptive sideline behavior for both coaches and parents. Any activity that tournament staff deems to be inappropriate for a youth sports game

will result in immediate ejection and ban of the parent, and an immediate ejection of the coach. It is the coach's responsibility to control his teams' sidelines. Examples of inappropriate behavior include, but are not limited to, communicating directly with the other team's players or coaches, cursing, communicating in a derogatory way with the opposing team's parents, derogatory shouting at the referees, alcohol consumption, and any other behavior that a reasonable person would be embarrassed if a video of their behavior is posted on YouTube.

#### **CAUTIONS AND EJECTIONS:**

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for violent conduct will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection.

During game suspension(s) for coaches: there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in an immediate ejection from the tournament for the coach.

#### **SUSPENDED AND TERMINATED GAMES:**

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

#### **INJURY:**

Additional time will not be added to the game for injuries unless determined by event official. All games will be played on a running clock.

#### **TOURNAMENT COMPETITION**

##### **REFEREE DECISIONS:**

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

##### **SOCAL SPORTS COMPLEX RULES:**

All participants and spectators must strictly adhere to Complex rules:

1. Stay off the slopes and fences.
2. No dogs are allowed at the So Cal Sports Complex.
3. Drive cars only in designated areas. Follow all signs and Parking Attendants.
4. No overnight parking. Cars left overnight are subjected to being towed at owner's expense.
5. No artificial noisemakers are allowed during the tournament.
6. No participants or spectators are allowed on the fields prior to 6:30 am.
7. Parking fee \$15.00 per car per day. **Motorhomes \$30.00/day**. No overnight camping allowed.
8. SoCal Sports Complex will not be held responsible or liable for any damage to personal property during the event.

All participants and spectators that violate the above rules will be removed from premises and not be allowed to return.

### **APPEALS/FAIR PLAY**

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted in to any events in the future.

Other teams from the cheating team's club will also be banned from future events and if already accepted to a future event will be withdrawn and refunded. The coach and manager from the team caught cheating will be banned from the So Cal Sports Complex indefinitely and will be referred to their State Association for further disciplinary actions. Examples of cheating are, but are not limited to using an ineligible player, using means to intentionally stall gameplay, colluding to fix a match score, bribing a referee, intimidation of players, and using unfair tactics that are unsportsmanlike.

***\*Teams participating in gaming league matches will play under their respective gaming league rules.***