

# ATLANTE CUP 2019 RULES

## TEAM REGISTRATION

### Check-in

Team **Check-in** will take place on the first day of the tournament 60 minutes prior to your first scheduled game at the field marshal tent onsite.

### Credentials

**At the "Check-in" teams must provide the** required credentials.

All U.S. teams must provide valid laminated player identification cards with a photograph and a signed Registration Form (a.k.a. Medical Release Form). United States Youth Soccer Association teams outside Region 4 must also provide approved travel papers, which must include a roster of all players authorized to **travel. Borrowed players need proper "Player Loan Forms," as required by the team's State Association. U.S. teams registered through U.S. Club Soccer must** provide the proper traveling documentation of their affiliation. No player card, no play.

All International teams are required to have and present player picture identification cards. All players must fill out a Player Medical Liability/Media Release form. Teams are also **required to have letter from their League of affiliation approving the team's** participation in the tournament.

### Rosters

Birth Year Age Group	Roster Size	Loan Players
2001-2004	22	22*
2005-2007	18	18*
2008-2009	16	16*
2010-2012	12	12*
2013	10	10

\*USYSA players within Region 4 will only need a current USYSA player card. All other loaned players must be included in authorized travel papers from their governing body.

Players can only play for one team in Atlante Cup.

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### Game Day

All players and a coach must be present at the time of the field check-in with the referee. A team that fails to check-in with the referee ten minutes before scheduled kick-off will forfeit the game. Before the start of each game, the player identification cards and team roster must be handed off to the referee before the field check-in.

After the match, you will pick up your cards and team roster at the Field Marshall Tent. The team manager or coach will verify the score of the game with a signature (must sign immediately after the match). The player identification cards and the roster will be picked up at this time after both team officials have verified the score with a signature. No card, no play.

## RULES OF PLAY

### FIFA Laws

FIFA Laws of the Game will apply as modified by USYSA and Cal South as described herein.

Birth Year	Ball Size	Length of Halves*	Length of Halves in Final	Overtime**
2001	5	30 minutes	30 minutes	5 minutes
2002	5	30 minutes	30 minutes	5 minutes
2003	5	30 minutes	30 minutes	5 minutes
2004	5	30 minutes	30 minutes	5 minutes
2005	5	30 minutes	30 minutes	5 minutes
2006	5	30 minutes	30 minutes	5 minutes
2007	5	30 minutes	30 minutes	5 minutes
2008	4	25 minutes	25 minutes	5 minutes
2009	4	25 minutes	25 minutes	5 minutes
2010	4	20 minutes	20 minutes	5 minutes
2011	4	20 minutes	20 minutes	5 minutes
2012	4	20 minutes	20 minutes	5 minutes

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2013 5v5	4	20 minutes	20 minutes	5 minutes
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\* Group Play - All group games will be called not less than five (5) minutes prior to the start of the next scheduled game without regard to the amount played in each **half up to that point. A game is “complete” upon completion of one half. The final result will be based upon the score at the time the game is called.** Group play games can end in a tie.

\*\* If Semi-finals games end in a tie, the game will go directly to penalty kicks.

\*\* Final games tied after regulation will have Overtime added. Both Overtime halves do not have to be played in full; GOLDEN GOAL rule applies. If no team has a lead at the end of two equal overtime periods the match will be decided by FIFA Penalty Kicks, which will immediately follow the Overtime.

### Half Time

Half Time will be exactly 5 minutes.

### Substitutions

Substitutions shall be unlimited.

Substitutions may be made, with the consent of the referee, at any stoppage in play.

### Players Equipment

Hard casts and all other equipment will be approved at the discretion of the Center **referee who will determine the safety and suitability of a player’s equipment.**

### Coaching

All coaches will be responsible for the conduct of their players (on and off the field), and spectators at all time. Coaching from the sideline is permitted, provided:

- The tone of voice is instructive and not derogatory;
- Each coach stays within 10 yards of the halfway line;
- No coach, players, or spectators make derogatory remarks or gestures to the referees, other coach, players, or spectators;
- No coach, player, or spectator uses any profanity or incites disruptive behavior;
- **Instruction is directed at one’s own team**

### Cautions and Ejections

A player receiving two cautions (yellow cards) in a single game is considered to have been 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(s). A player who is ejected for violent conduct or serious foul play will not be allowed to participate in the next TWO scheduled games. Any player or coach who assaults a referee will be

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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 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, coaches, or spectators; the offending team could be suspended from further play and will forfeit all games; including previously played games. Additionally, the home league and State Association will be contacted as appropriate.

### Injury

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Heading the Ball will be allowed in the following age groups U12 through U19, Boys & Girls

## SCORING SYSTEM

### Referee Decisions

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision upon 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.

### Point System

(Determination of standings within a group)

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss

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### *Determining Winners, 2nd Place, and Wild-Cards in Group Play*

In the event of a two team tie, this tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within a flight:

1. Head to head results
2. Winner of most games
3. Cumulative goal differential between goals scored and goals allowed in all **games played within the team's flight (Maximum difference allowed is four (4) goals per game)**
4. **Least goals allowed in all games played within the team's flight**
5. Kicks from the penalty spot per FIFA Law

### *More than Two Teams Tied*

1. Winner of most games
2. Cumulative goal differential between goals scored and goals allowed in all **games played within the team's flight (Maximum difference allowed is four (4) goals per game)**
3. Least goals allowed in all **games played within the team's flight**
4. Kicks from the penalty spot per FIFA Law

### Forfeiture Rule

In the event that a team forfeits one of its preliminary games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. In the event that goal differential becomes a factor in future tie-breaking procedures, the goals counted for the forfeited game shall be determined by taking the average of the goals scored and allowed by the team in their remaining preliminary games.

### Home Team

The Home Team will be the team which appears first on the game schedule. The game ball will be supplied by the Home team. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referees. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game.

### Protests

No Protests Will Be Allowed.

### Disputes

Game disputes 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 his designee, and the decision will be final.

## TOURNAMENT PLAY

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### Eight Team Division

The Division will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) group games. The winner of Bracket A will play the winner of Bracket B for the Championship.

### Six Team Division

1st & 2nd place in each group will play in Semi-Finals, winners in semi-final play in Final – 3rd place in each group play in a consolation game.

### Four Team Division

The Division will consist of one (1) Bracket of four (4) teams. Each team will play the others within its Bracket for a total of three (3) group games. The winner of Bracket A will play the second place of Bracket A in the Championship.

## MISCELLANEOUS

### Field Rules

1. All participants and spectators must strictly adhere to Field rules:
2. No dogs are allowed (with exception of City Parks)
3. No sunflower seeds allowed (with exception of City Parks)
4. No trash left on floor; Use trash cans available throughout fields
5. No gum allowed at synthetic turf field
6. Only water allowed at synthetic turf field

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

### Acts of God:

Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play. In the event of cancellation of the Tournament due to rain or natural causes, all teams will receive a refund of the paid tournament fee less \$100 for organizational costs.

### Refund Policy:

Note: All refunds will be processed the week following the tournament.

Refunds will be made to all teams not accepted. To withdraw from the tournament before July 11th, 2018, a team official must send a refund request via e-mail to atlantesdcup@gmail.com. An administration fee of \$100.00 will be deducted from the refund total.

**An administration fee of \$100 will be withheld from each team's refund if the tournament is canceled as a result of weather, acts of terrorism or acts of God. If the tournament is canceled once it begins, determinations of any refunds will be**

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determined by the Board of Directors of the Atlante San Diego Futbol Club. The Tournament Director or Referee may suspend a tournament match for any circumstance in consideration of player safety or potential field damage.

1. Cancellation of all games = 100% refund less \$100.00 Admin. Fee
2. One game played = 60% refund less \$100.00 Admin. Fee
3. Two matches played = 40% refund less \$100.00 Admin. Fee
4. Three matches played = 0% refund