

DEL MAR CARMEL VALLEY SHARKS 2011 RECREATIONAL TOURNAMENT RULES

Game Procedures and Rules

- A. **LEAGUE RULES:** All games will be played following regular Del Mar Carmel Valley Sharks Recreational Soccer Rules with the following exception regarding playing time and other exceptions as noted in this document:

During the regular season, league rules state that every player must play at least 50% of each game. Since the tournament games are short in duration and scores are being kept, during the tournament this rule will be modified as follows: *“Coaches are expected to find a fair balance between playing time for all players and winning games, so during the tournament each coach should ensure that each player gets some game time in every game, and that on average, over all of the tournament games played, coaches should strive to ensure that each player plays at least 33% of the total game times.”*

The Division 5 (B5 and G5) rule to allow additional players when down by 3 or more will NOT be used during the tournament.

The Division 6 rule “Goal keeper punts instead of goal kicks and no offside” WILL be used during tournament.

- B. **GAMES:** All teams will play a minimum of two (2) games.
- C. **PROTESTS:** All games will be considered final and no protests will be allowed.
- D. **GAME LENGTH:** The length of all Preliminary, Semi-Final and Championship games will be determined by each division’s tournament coordinator and could vary by division based on field availability and other factors. There will be 10-minute halftimes in Championship Games.

	Bracket <i>Clock always running</i>	Quarter	Semi	Championship
B3 G3	Two 15 minute halves <i>No half-time stoppage</i> <i>Team switch sides immediately</i>	N/A	Two 20 minute halves Five minute half-time Team switch sides	Two 35 minute halves 10 min half-time Team switch sides
B4 G4	Two 15 minute halves <i>No half-time stoppage</i> <i>Team switch sides immediately</i>	N/A	Two 20 minute halves Five minute half-time Team switch sides	Two 30 minute halves 10 min half-time Team switch sides
B5 G5	Two 10 minute halves <i>One minute on field half-time</i> <i>Team switch sides immediately</i>	Two 15 minute halves Five minute half-time Team switch sides	Two 20 minute halves Five minute half-time Team switch sides	Two 25 minute halves 10 min half-time Team switch sides
B6 G6	Two 10 minute halves <i>One minute on field half-time</i> <i>Team switch sides immediately</i>	N/A	Two 20 minute halves 10 min half-time Team switch sides	Two 20 minute halves 10 min half-time Team switch sides

- E. **POINTS:** Teams shall be awarded points based on a 10-point system described below:

Total Points Per Game = Game Points + Goal Points + Shutout Points – Red Cards

Game Points: Win = 6 points, Tie = 3 points, Loss = 0 points, Shutout = 1 point

Goal Points: In addition, bonus points shall be awarded for goals scored in a game, not to exceed a maximum of three goals per game. Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game. That is, the losing team will receive points for goals scored, and 0 points for the loss.

Shutout Points: One additional bonus point shall be awarded to the winning team for achieving a shutout. No shutout bonus shall be awarded for a 0-0 tie.

Red Card Point Deductions: One point will be deducted for each red card received.

- F. **FORFEITS:** The team, which "wins by forfeit", shall be deemed to have won by a score of 1-0 and will receive 7 points (not 8). If at the discretion of the tournament division coordinator a forfeit provides an unfair advantage, the tournament division coordinator may make a bracket determination by another means so as to determine bracket placement fairly.
- G. **WILD CARD SELECTION:** For brackets with wild cards, wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed below.

H. **TIES PRELIMINARY GAMES:**

In the event that two or more teams are tied in points at the end of the preliminary games, the following tiebreakers shall be applied in order given until a winner is determined.

1. Winner of head to head competition
2. Net goals (goals for, minus goals against, up to a differential of 3 goals per game)
3. Goals against
4. Most goals scored (maximum of 3 goals per game)
5. Most total wins
6. Red Cards against (Team with most will be eliminated)
7. Modified FIFA penalty kicks

I. **SEMI-FINAL GAMES:**

All semi-final games ending in a tie will go directly to modified FIFA penalty kicks.

J. **CHAMPIONSHIP GAMES:**

If a championship game is tied at the end of regulation time will go directly to modified FIFA penalty kicks.

K. **MODIFIED FIFA PENALTY KICKS:**

Note: Strike-thru text was removed and underlined text was added

- a. The referee chooses the goal at which the kicks will be taken
- b. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- c. The referee keeps a record of the kicks being taken
- d. Subject to the conditions explained below, both teams take five kicks using players (one of whom may also be the goalie) as selected by the head coach of each team
- e. The kicks are taken alternately by the teams
- f. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- g. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken by additional eligible players selected by the head coach of each team until one team has scored a goal more than the other from the same number of kicks (i.e. a sudden-death format).
- h. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by another member of the team
- i. All players on each team are eligible to take kicks from the penalty mark
- j. Each kick is taken by a different player and all eligible players on each team must take a kick before any player on a given team can take a second kick (or third kick, etc). In the event of second (or third, etc) rounds of kicks, players taking kicks do not have to be in the same order used in the first round of kicks.
- k. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- l. Only the team coaches, eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken. Eligible players are those players on the field of play when the match ended.
- m. All players and coaches, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- n. The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line

- o. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.

L. AWARDS:

Each member of the final winner in each division will be presented with a gold medallion. Each member of the runner up will be presented with a silver medallion. These medallions will be presented to both teams at the completion of the championship game.

M. GAME PROCEDURES:

1. All teams shall consist of minimum required by each division per DMCV Sharks regular season rules.
2. All teams must check-in at the field 15 minutes prior to each game, with all players.
The referees will check-in each team at that time.
3. Teams must be on opposite sides of the playing field. Home team will have choice of sides.
4. Home team will supply the game ball.
5. There will be no coin toss in all-preliminary games.
Home team will have choice of kick off, or goal to defend.
6. Referees have been instructed to start and end all games on time. No injury time will be added.

N. PLAYER SUBSTITUTION:

Substitution by a team shall be unlimited but only at the following times:

1. Prior to a throw-in, only by team in possession of ball.
If team in possession makes a substitution, then the other team may also make a substitution.
2. Prior to goal kick by either team.
3. After a goal is scored by either team.
4. For an injured player (only).
5. At half-time.
6. A "cautioned" or "yellow carded" player (MANDATORY) at the time card is issued.

Substitutions shall be made at midfield within (10) yards of the halfway line. The substitute player shall not enter the field of play until allowed by the referee and the player substituted has left the field of play. Excessive substitutions resulting in confusion or delay of game are discouraged and will not be allowed by the referee.

O. PLAYER SAFETY:

1. No player will be allowed to play with an injury which could be aggravated by playing or which, in the opinion of the referee, constitutes a danger to themselves or others.
2. No player wearing an orthopedic cast, temporary cast, [NON-ORAL BRACE (SUCH AS KNEES OR OTHER AREAS OF THE BODY) WITH HARD, HINGED OR RIGID SUPPORTS,] or splint will not be permitted to play. (CYSA-S Rules and Regulations 2.4.2).
3. Shin guards are mandatory for all players.

P. INCLEMENT WEATHER:

In the event of inclement weather, which the Tournament Division Coordinator deems as being unsafe conditions for the players and/or the fields and competition can not continue;

1. Matches that are at the half-time or are in the second half will have the score stand.
2. Matches that are in the first half will be deemed not to have played.
3. Matches may be shortened, kicks from the penalty mark or other means as determined by the Tournament Committee to determine winners.

Q. CONDUCT

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

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