



2020 Tournament Rules

Team Registration and Check-in: All teams are required to check in at the main tournament check-in one hour prior to the team's first scheduled 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".

Current laminated USYSA player cards for 19/20 or 20/21 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. USYSA Teams from outside Region Four 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 Attack Summer Classic Tournament will also accept teams registering under the US Club Soccer banner. Player I.D. Cards from associations other than USYSA or US Club Soccer will not be accepted. All cards must be from the same association, there will be no mixing of cards. 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 twenty-two (22) players, but only 18 are eligible to play in any one game (16 for U11-U12; 12 for U8-U10). A team may use up to five (5) guest players, but any team utilizing guest players is still limited to the twenty-two player maximum (16 for U11-U12; 12 for U8-U10).

RULES OF PLAY

All games will be played under FIFA rules with USYSA and CalSouth 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. Finals games tied after regulation will go straight to FIFA Penalty Kicks. The winner of the kicks will determine who advances or is awarded the trophy. Penalty Kicks will immediately follow the game.

Duration of Games (by halves), and Ball size:

Birth Year	Age Group	Preliminary (min/half)	Final (min/half)	Ball Size	Players on Field
2013	U8	20	20	4	7
2012	U9	25	25	4	7
2011	U10	25	25	4	7
2010	U11	25	25	4	9
2009	U12	25	25	4	9
2008	U13	30	30	5	11
2007	U14	30	30	5	11
2006	U15	30	30	5	11
2005	U16	30	30	5	11
2004	U17	30	30	5	11
2003	U18	30	30	5	11
2002	U19	30	30	5	11

There will be no stoppage time for injuries; in other words, there is a running clock for all games. Halftime for Preliminary games will be 5 minutes. Halftime for Final games will be 10 minutes.

Determining Winners: Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game
- One (1) point for each shutout
- Minus one (-1) for each player or coach ejected
- A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

- The winner in head to head competition
- Goals against
- Goals for
- If a tie still exists after steps 1 through 3, FIFA Penalty Kicks will be taken (time and location to be determined by the Tournament Director) prior to the scheduled start of the appropriate Quarterfinal or Semi-final game.
- If a three-way tie exists within a bracket after steps 1 through 3, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined by the Tournament Director at the fields. If ties exist in the determination of a wild card team, criteria 2 through 5 will be applied.

Game Day Check-In: At least thirty (30) minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and game card so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to initial the game card area for that game before the player cards will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game.

The Tournament 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.

Heading Rule: Players 2010 and younger shall not engage in heading. The following rules will apply:

- If a player intentionally heads the ball, the opposition will be awarded an indirect free kick from the point of the infraction.
- If a player (either on offense or defense) intentionally heads the ball within the 18-yard box, the ball will be placed in the nearest corner at the top of the 18-yard box.

7v7 Game Format: There will be a build-out line painted mid-way between the top of the penalty area and the half-way line in each half. There are no goal kicks in the 7v7 games. All restarts are from the goalkeeper's hands. The goalkeeper may release the ball from the hands by rolling or throwing the ball, or putting the ball on the ground and playing the ball with the foot. The goalkeeper may not drop kick or punt the ball.

Players on the opposing team must retreat behind the Build-Out line when the ball is in the goalkeeper's possession until the goalkeeper releases the ball. Teammates of the goalkeeper may be located anywhere on the field. The ball is in play when it is released by the goalkeeper; it does not have to leave the penalty area. Once the ball is released by the goalkeeper, the opponents may move inside the build out line. If the goalkeeper releases the ball before the opponents have moved past the build out line then anyone can play the ball after it is released, regardless of whether they have retreated behind the build out line. Players can be penalized for an offside offense between the build out line and the goal line.

Concussion Protocol: Any player showing signs or symptoms characteristic with concussion will be removed from participation/competition. If an athlete who is 17 years of age or younger has been removed from athletic activity due to a suspected concussion, the Tournament will notify a parent or guardian of that athlete of the time and date of the injury, the symptoms observed and any treatment provided to that athlete for the injury.

The player ID card will be held and the player will not be allowed to return to play in any Cal South sanctioned event until he/she has a **full unconditional** medical clearance from a licensed health provider or physician who is trained in the evaluation and management of concussions and is acting within the scope of his or her practice. The player's card will be returned if a clearance is received or after the player's last game.

The clearance must be on the physician's letterhead and include his/hers wet and/or original signature and display the address of the office location. It is important to note that **conditional clearances** will **NOT** be accepted.

If the licensed health care provider determines that the athlete sustained a concussion or other head injury, the athlete shall also complete a graduated return-to-play protocol of **no less than seven days** in duration under the supervision of a licensed health care provider.

Home Team Responsibilities: The Home Team will be the team which appears first on the game schedule. The Home Team will provide a game ball. The game ball is subject to referee approval. The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee. If the Home Team cannot supply an alternate jersey, the Home Team will

forfeit the game. Team canopies and benches will be provided. Teams will sit on one side of the field and spectators across on the other side. In all cases spectator and team seating will allow the referee's assistants clear runs and views of all touch lines.

Substitutions: Substitutions are unlimited; however, teams may substitute only with the referee's permission and per CalSouth rules.

Cautions and Ejections: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and must leave the field of play and will not be allowed to participate in the next scheduled game. A player or coach 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 expelled from the Tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. All red cards are reported to CalSouth. Cards for ejected Players or coaches will be available from the Field Marshal after they have satisfied their penalty.

Protests/Disputes: No protests will be allowed and all games will be considered final. The Tournament Director will resolve any situation not explicitly covered by the rules. Disputes relating to the interpretation of these rules will be resolved with the Field Marshal and Administrators/Coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s).

Forfeits/Byes: All teams who forfeit will have the game(s) scored as a 0-1 loss. The winner will be awarded eight (8) points (6 for the win; 1 for a goal and 1 for a shutout). If, at the discretion of the Tournament Director, a forfeit provides an unfair advantage, the Tournament Director may make an adjustment in the bracket. Teams forfeiting their first game will be assumed to forfeit all of their games unless they contact the Tournament Director at least 3 hours prior to their subsequent games.

Teams may forfeit for any of the following reasons:

- Teams fail to check in at the required location, ready to play five minutes before the scheduled kick off time
- Home team fails to produce an alternate color jersey if referee determines there is a color conflict
- Teams fail to produce laminated player passes and/or coach's pass before the end of a game
- Teams fail to report to the field with the minimum number of players required to start the game (6 for U8-U10; 7 for U11-U19)
- Coach is ejected and fails to leave the field when directed to do so
- Coach is ejected and there is no other coach or administrator available
- Game is suspended due to the misconduct of players, coaches, administrators, parents or spectators

There will be no refunds to teams who forfeit their own games.

Field Safety/Inclement Weather: The Referee or Tournament Director will determine if a field is safe for play. Teams are expected to show up for scheduled game times unless notified by a tournament official. Rain or other weather conditions will not delay play unless the referee determines the fields are unsafe. If necessary games may be shortened, go directly to FIFA Penalty Kicks or be cancelled. If a game is terminated due to problems associated with the fields, including

lighting for a night game, the team in the lead at the time of stoppage wins. If a Quarter or Semi-final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions. If games cannot be rescheduled or played due to rain or other circumstances, the Tournament Director will make refund adjustments and retains the right to keep up to one-third (1/3) of the team fee to cover expenses.

CONDUCT

- All players, coaches and spectators will be expected to demonstrate good Sportsman like conduct.
- Coaches have total responsibility for the conduct of their Player's, substitutes, friends and spectators at all times. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. The offending player, spectator or team may be banned from further participation in the tournament.
- At no time is there to be any alcoholic beverages at the tournament sites.
- Pets are not allowed on any of the fields.
- This is a smoke-free environment; no smoking is allowed at any of the fields.
- After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.
- Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game.
- If playing a game on an artificial turf field, shade devices (umbrellas, pop-ups) that must be anchored into the ground cannot be used as it will damage the turf.
- In addition, no food, gum or sunflower seeds are allowed on the turf playing surfaces.

The Tournament Director will have the Final decision on any exceptions to the above Tournament Rules or game adjudication.

Thank you in advance for your cooperation!