

MISSION BELL CLASSIC & PREMIER CHALLENGE RULES

These tournaments will be played in accordance with FIFA rules.

ALL GAMES WILL BE FINAL – NO PROTESTS WILL BE ALLOWED: US Club teams must present an approved team roster and player passes and medical release forms for each player & coach. CYSA teams must present a properly stamped & signed goldenrod team roster and player passes & medical release forms for each player & coach. In addition, CYSA teams need to provide an approved stamped copy of their US Club Roster for Tournament Insurance for Non Members which states this tournament and its date. Mandatory team check-in is required on the Friday night before the tournament.

GAME CHECK-IN: All teams are required to be at their designated field 30 minutes prior to the scheduled start of each game. The Field Marshall will check player passes and make sure the game card is completed before the start of the game. All games will begin within five minutes of the scheduled start time. If a team has not taken the field with the minimum number of players within the five-minute grace period, the game will be declared a forfeit to the team in attendance with the minimum of players on the field. The team winning by forfeit shall receive a 1-0 score. If both teams fail to take the field within the five minutes grace period with the minimum of players, both teams will receive no points.

GAME CARDS: Game cards will be issued at team check-in. Prior to game time, the Field Marshall will collect the card from the home team and give it to the visiting team to complete. Upon the conclusion of the game, the Field Marshall will collect the card from the center referee to post the score and return the card to Tournament Headquarters.

HOME TEAM: The team listed first on the game schedule is designated the Home Team for preliminary rounds. The team with the highest point total shall be the Home Team in Championship and Consolation games. The Home Team gets choice of touchline (side of field) and is responsible for changing jerseys in case of a conflict.

GAME BALL: The Home Team shall provide three game balls (1 for the game and 1 to be placed next to each goal) acceptable to the referee. If any is found to be inadequate, the referee may select a ball from the visiting team.

FOUR TEAM DIVISION: Each team will play the other teams in their flight in a round-robin format. The two teams with the most points after the round-robin is completed will advance to the Championship Game Sunday afternoon.

SIX TEAM DIVISION: There will be Flight A and Flight B, each with three teams. Each team will play the other two teams in their flight on Saturday. On Sunday, the winner of Flight A will play the 2nd place team of Flight B. The winner of Flight B will play the 2nd place team of Flight A. The winner of each of those games will advance to the Championship Game. The two 3rd place teams will play each other Sunday morning.

EIGHT TEAM DIVISION: The teams will be divided into two flights of four teams. Each team will play the other teams in their flight in a round-robin format. The teams within each flight with the most points from the preliminary round will advance to the Championship Game on Sunday afternoon. The team in each flight with the second highest points will advance to the Consolation Game.

LENGTH OF Preliminary Games

U-9 Games - Two 20 min. halves
U10 Games - Two 20 min. halves
U11 Games - Two 25 min. halves
U12 Games - Two 25 min. halves
U13 Games - Two 30 min. halves
U14 Games - Two 30 min. halves
U16 Games - Two 30 min. halves

LENGTH OF Championship/Consolation Games

U-9 Games - Two 25 min. halves
U10 Games - Two 25 min. halves
U11 Games - Two 30 min. halves
U12 Games - Two 30 min. halves
U13 Games - Two 35 min. halves
U14 Games - Two 35 min. halves
U16 Games - Two 35 min. halves

*** All ties will stand in preliminary games—no overtime periods.

In the event of a tie in a Championship or Consolation Game, a winner will be determined by playing two 5 minute GOLDEN GOAL overtime periods (10 minute game switching sides after five minutes). The first team to score shall be declared the winner. In the event neither team scores in the overtime period, penalty kicks will determine the winner.

SCORING: The maximum point total per game is 10.

Preliminary Games

6 points for a win

0 points for a loss

3 points for a tie

1 point for a shut-out (0-0 tie qualifies as a shut-out)

1 point per goal (max 3 points)

*** 1 point will be deducted for each player's red card.; *** 3 points will be deducted for each coach's red card.

TIE BREAKING PROCEDURE: If teams remain tied after completion of preliminary round, the following tiebreaker will determine selection for advancement to the Championship and Consolation Games in this specified order:

Head-to-head competition (team that won head-to-head game between tied teams advances)

Team with fewest losses advances.

Team with the highest goal differential advances (goals scored minus goals allowed not to exceed a differential of 4 in any 1 game).

Team with the fewest goal allowed advances.

Team with the most goals scored advances (maximum of 4 goals per game).

Team with fewest send-offs advances.

Shootout as per FIFA rules.

FORFEITURES: The referee may terminate a game and award a forfeiture if:

Any team falls below 7 players (11 versus 11) or 5 players (8 versus 8) on the field.

A team leaves the field during a game without the referee's approval.

Alcoholic beverages or drugs are observed on the sidelines of either team.

A team is sent from the field by the referees for violent play or misconduct by coaches, players or their fans.

***The team winning by forfeit shall receive a 1-0 score for that game (8 points)

SPORTSMANSHIP / CONDUCT / PROHIBITIONS: Coaches are responsible for the conduct of their players, assistant coaches, parents or spectators. Comments to the other team's player, coaches or to the referee is considered poor sportsmanship. Possession or consumption of any alcoholic beverage or controlled substances is expressly prohibited at all fields. Any team (player, coach, parent or spectators) found violating this rule will forfeit all games played and face possible expulsion from the tournament.

EJECTIONS AND CAUTIONS: Players and or coaches that are ejected from a game will be automatically suspended from at least the NEXT game. A send-off report will be completed by the referee and forwarded to the Tournament Director. The Tournament Rules Committee may impose additional games of suspension if deemed necessary. The Tournament Director will hold the player/coach card until the suspension has been lifted. Should an ejection occur during the last game for that team, or in extreme conditions, the players/coaches card will be forwarded to the teams Leagues Officials for further action. Players who are cautioned (YELLOW CARDS) shall be substituted for at the time of caution.

AWARDS: Tournament pins will be distributed to all players.

Individual player awards will be given to all players in Championship and Consolation Games.

Awards will be distributed on the field immediately following each Championship and Consolation Games.

RAIN PROCEDURES: In the event of inclement weather, all games will be played unless the Tournament Committee considers it unplayable or the referee considers the fields unsafe to continue. The Tournament Committee is solely responsible for rescheduling any rained out games.

REFUND POLICY: No refunds will be issued after July 31th for any team that drops out of the tournament.