



## Rules of Competition

Surf Cup Sports and Empire SURF would like to take this opportunity to welcome the players, coaches, referees, parents and friends to our tournament. In the next few paragraphs we would like to explain to each of you the special information and rules of our tournament --- 2024 Temecula Spring Soccer Festival

### 1. General

This Class I tournament is open to all boys & girls teams under U7 - U14 from CYSA-S US Club and USYSA National Affiliates. The application deadline is March 25th. Qualifying applications will be accepted on a first- come first-serve basis. The Tournament Committee reserves the right to accept or reject any application. Decisions are final.

### 2. Roster

The roster limit is a maximum of eighteen (18) players (14 maximum in U-7, U-8, U-9, U-10). A maximum of five (5) loan players is allowed. All players must have a laminated Player Pass from their state or national association. A medical release form is also required. Any player without both of these documents will not be allowed to play. Travel papers are required outside of CYSA-S. Players are only allowed to play on one team for the event. Goalkeepers are only allowed to play on one team for the event. In the case that teams are breaking the roster rules, please notify the tournament coordinator. The tournament committee will make the final decision. 2025-2026 AGE BRACKETS:

U8: 2017's  
U10: 2016's  
U11: 2015's  
U12: 2014's  
U13: 2013's  
U14: 2012's

#### FLIGHTS:

Best of the Best- 1st Flight  
Premier- 2nd Flight

### **3. Tournament Check-In**

Coaches or Team Administrators must attend their assigned mandatory check-in meeting on Saturday 1 hour before their first game in the competition. All rosters, medical release forms, and player ID cards will be verified at check-in. Completed game cards and assigned team roster must be submitted at this time. Your roster will FREEZE at check-in. No additional players may be added after the check-in process.

### **4. Game Check-In**

Teams must be at their assigned fields at least thirty-minutes (30) before their scheduled game times for check-in. The "No Shin Guard, No Play" rule will be strictly enforced. All players must have appropriate jerseys, with unique numbers prominently displayed on the backs.

### **5. Home Teams**

The first team listed on the playing schedules is the designated home team. Home time will select the touchline they prefer. The two teams competing in a game must locate themselves on the opposite sides of the field. Parents will sit with the team on the same side of the field. The home team shall have the first choice of location and half. The home team will provide the game ball or the ball will be provided by the tournament. The designated away team will have the privilege of calling the coin toss. If the referee determines there is a conflict in jersey colors of the two teams, the home team is required to change to another color jersey. Any home team required to change to another jersey that fails to provide the means to do so, will be in violation of the rules and forfeit for that game.

### **6. Forfeits**

Any team that fails to have seven (7) eligible players on the field at the scheduled game time (6 for U-7, U-8, U-9, and U-10) in appropriate uniform will forfeit the game. There will be no grace period. The tournament committee will credit a score of 3-to-0 (6 points) to the team that was present and ready to play.

### **7. Game Cards**

The Team Manager shall present the game card to the referee before the start of each game. Managers/Coaches of the winning team will enter the final score of the match. In the case of a draw, have the HOME team submit the score. Referees will also record any misconduct (jersey #, first and last name of any player, coach or spectator ejected or cautioned), and return the cards to the Field Marshal for review. (See Rule #10, Misconduct and Yellow Cards)

### **8. Rules of Play**

Games will be played according to FIFA Laws of the Game.

Build Out Line Rules

7v7 teams only

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to

denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Heading

Players in 2018-2014 (U8-U11) programs and younger shall not engage in heading the ball. Players in 2013 (U12) and older ARE ALLOWED to head the Ball.

## **9. Substitutions**

Substitutions can occur at any dead ball situation with the consent of the referee.

## **10. Misconduct, Red and Yellow Cards**

Coaches are responsible for the conduct of their team (including coaches, players, and spectators) and may be cautioned or ejected for their misconduct. Any player or coach ejected will not be permitted to participate for the remainder of that game and their team's next scheduled game. At the discretion of the tournament committee, ejected players/coaches may be suspended from participation for the remainder of the tournament. The Field Marshal shall immediately report all red cards to the Head Field Marshal and the Tournament Director. The Field Marshal must collect a completed "USYSA Referee's Report" form from the referee for each red card issued.

## **11. Termination**

If the referee due to weather, field conditions or misconduct terminates a game, the Tournament Committee will decide the impact of this termination on the tournament standings. \*It is recognized and understood upon entering the Golden State Challenge that adverse weather is an Act of God. Further, entrance to this tournament requires acceptance of all decisions regarding use of facilities (therefore, potentially, the outcome of competition) by the Tournament Committee as final without objection, appeal or compensation whatsoever.

## **12. Protest**

The Temecula Spring Soccer Festival Committee will not accept any protests.

## **13. Competition Format**

The following points system will be awarded in the preliminary games:

- Six (6) points for each win
- Three (3) points for each tie.
- Zero (0) points for each loss.
- 1 point up to 3 goals
- 1 point for a clean sheet
- Failure to begin a match, complete a match or a team leaving the field of play shall result in a forfeit to the opposing team by a score of 1-0.

## **14. Tie-Breaker**

If teams are tied after preliminary games, the following tie-breaking system will be used to determine the winner:

- Head to Head
- Most Wins
- Goal Differential
- Goals Against
- Most shutouts
- Goals For (Goals For Limit:4/Goals Against Limit: 4/Goal Differential Limit: 4)

## **15. Game Times**

- 2017-2016: 25 mins, size 4 balls
- 2015-2014: 25 mins, size 4 balls
- 2013-2012: 30 mins, size 5 balls

**\*\*ALL KNOCK-OUT ROUNDS AND FINALS WILL FOLLOW THE SAME GAME TIMES IN GROUP STAGES\*\***

**\*\*\* In case of inclement weather or field conditions, games may:**

1. Be shortened
2. Go to F .I.F .A. penalty kicks
3. Be canceled

\*If the Tournament Director rules that during the preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:

Each team will take a maximum of five (5) penalty kicks.

At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.

Every team must show up to their assigned field at the mandated time. Referees will conduct the penalty kick shootout.

There will be no refunds or reimbursements of tournament application fee for be canceled.