

Tournament Director

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Withdrawing from the Tournament

Should an accepted team withdraw from the tournament; the amount of the entry fee returned will range from a full refund to a total forfeiture based on the ability of the tournament director to replace the withdrawn team with another suitable team. The amount of the refund, if any, is solely the discretion of the tournament director.

Awards

1st place team trophies will be presented for Varsity and Junior Varsity. Individual medals will also be given to all teams finishing in 1st and 2nd place in Varsity and Junior Varsity. Awards will be presented after the conclusion of each Championship Game.

Players and their families invest a great deal of time and energy in winning their award. We like to make our award ceremony a celebration of accomplishment, and we ask for your help with the involvement and cooperation.

Game Cards

The tournament will provide games cards. At the end of each game, both coaches should check the game card with the center referee to ensure it is correct before signing the game card.

Bench Area

Due to the layout of Redding Soccer Park, team benches are located on the outside of each field. Home team has their choice of bench. Water jugs will be provided by the Redding Soccer Park.

Teams are responsible for clean-up in their team bench area. Teams will be assessed a \$25 cleanup fee if team areas are not picked-up properly (i.e. water bottles, tape, food, loose trash, etc).

Home Team

Teams listed first on the game schedule will be designated the Home Team during the preliminary rounds. The team with the highest point total shall be the Home Team in the Consolation/Championship games. The Home Team shall provide the game ball, and change jerseys if a color conflict exists.

Start Times and Forfeiture

Referees will check the teams in at the field prior to each game. All games will begin within five minutes of the scheduled start time. If a team has not taken the field with a minimum of seven players within the five minute grace period, the game will be forfeited to the team that has taken the field with at least seven players. If neither team takes the field within the five minute grace period, no points will be awarded to either team and the game will be declared a double forfeit.

The referee and/or Tournament Director may terminate a game at their discretion and award a forfeit if:

1. A team leaves the field during a game without the referee's approval.
2. A team is sent from the field by the referee for violent play and/or misconduct by coaches, players or fans.
3. A team is deemed to be in gross violation of FIFA, CIF or Redding Soccer Park tournament rules.

Substitutions

Follow NFHS rules.

Sportsmanship and Conduct

Coaches are responsible for the conduct of their assistant coaches, players, team officials, parents, and spectators affiliated with their team.

Ejections

Any player, coach, assistant coach or registered team official who is sent off will automatically be suspended from their next game. The send off report will be forwarded to the Tournament Director and Tournament Disciplinary Committee (PAD Committee). Additional penalties may be imposed. Send-off reports will be forwarded to the team's Athletic Director. Any additional disciplinary action over and above that assessed by the Tournament Committee will be at the discretion of the member's league disciplinary committees.

Format for Games

Each team in the tournament shall play a minimum of three preliminary games (forfeited games will count in the game minimum), 2 on Friday and 1 on Saturday. The number of teams per division will be determined by the tournament committee, depending upon the number of qualified teams accepted per division.

The number of teams per flight will depend on the number of teams per division.

Length of Games

Varsity and Junior Varsity will play 35-minute halves with a 10 minute half time.

Injury time will be added only in extreme cases and at the discretion of the referee. In all preliminary games ties will stand. In the championship/consolation games, in the event of a tie, two overtime periods of five minutes each will be played. The Golden Goal rule will **NOT APPLY** during the two over time periods. If the game is still tied after the second overtime period, then FIFA penalty kicks will determine the winning team.

Teams will be given a minimum rest of 1 $\frac{1}{2}$ hours between games. The rest period will commence when a team's game ends and will end with the team's subsequent game begins.

Preliminary Game Points

Points shall be awarded to each team based on the following:

Condition	Points
Win	+6
Tie	+3
Shutout	+1 (includes 0-0)
Goals scored	+1 each goal scored (maximum of 3 per game)
Red Card/Ejection	-1 each player, -2 each coach

Maximum number of points for a shutout tied game: 4 points.

Maximum number of points for a tied game: 6 points.

Maximum number of points for a won game: 10 points.

Maximum number of points awarded for a forfeited game: 9 points. A forfeited game will be scored 2-0 for the non-forfeiting team.

Tie Breaker

In case of a tie in tournament points following the completion of the preliminary games, the advancing team will be determined based on the following criteria in the order specified.

1. Head to Head competition- team that won the head to head competition between the teams that are tied will advance (should there be a tie in tournament points between three or more teams, the tie-breaking procedure begins with #2 below)
2. When and if only two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at #1 above)
 - a. Win/Loss record. Team with most wins advances.
 - b. Team with the highest goal differential advances-total goals scored less goals allowed (maximum differential of four per game)
 - c. Team with the fewest goals allowed advances
 - d. Team with most goals scored advances (not exceeding 4 goals counted for any game)
 - e. Team with the fewest red cards/ejections advances
 - f. Penalty kicks per FIFA guidelines

Advancing to Consolation/Championship Games

In preliminary games, the teams will typically play within their flight, depending on the number of teams per division:

1. Four team flight - Each team will play all teams in their flight. The teams with the highest two point totals will advance to the Championship Game and the two teams with the lowest two point totals will advance to the Consolation Game.
2. Five team flight - Each team will play all teams in their flight. The team with the highest point total will be crowned Champion. The team with the second highest point total will be considered runner up, and so on to fourth place.
3. Six team flight - Each team will play the other two teams in their flight and one cross-over game into the other flight. The teams with the highest point total in their flight will advance to the Championship Game, and the teams with the second highest point total in their flight will advance to the Consolation Game.
4. Eight team flight - Each team will play all teams in their flight. The teams with the highest point total in their flight will advance to the Championship Game, and the teams with the second highest point total in their flight will advance to the Consolation Game.
5. Ten team flight - In the three team flights, each team will play all teams in their flight and one cross-over game into the other flight. In the four team flight, each team will play all teams in their flight. The flight winners with the two highest point totals will advance to the Championship game. The third flight winner and the second place team with the highest point total will advance to the Consolation game.
6. Twelve team flight - Each team will play all teams in their flight. The flight winners with the two highest point totals will advance to the Championship game. The third flight winner and the second place team with the highest point total will advance to the Consolation game.

The home team for all Championship/Consolation games shall be the team in the game with the higher point total from the preliminary rounds.

Medical Assistance

Any injuries should be reported to the Tournament Director. Tournament Director shall complete an accident report for all injury reports. In the event of serious injury, emergency medical services will be called if requested by the parent, coach, referee, or school official.

Weather

Redding Soccer Park is an all weather park; therefore tournaments will not be canceled due to severe weather except lightning or smoke. If the tournament is canceled any uncommitted entry fees will be returned to all participating teams with due allowance made for games played, awards, programs, and other unrecoverable expenses.

Other Situations

Under no circumstances will alcoholic beverages of any kind, tobacco products, or animals (except

service dogs) be allowed within the confines of the tournament complex.

NO STAKES MAY BE USED ON ANY OF THE PLAYING SURFACES.

No food or drinks can be brought into the Redding Soccer Park (except water for the players).

A gate fee of \$3.75 will be charged for all spectators over the age of 12. Coaches, players, and school officials will not be required to pay the gate fee.

The Tournament Committee will resolve any situation not covered by these rules.

This document has been reviewed and approved by the Executive Committee of the Shasta Regional Soccer Association.

All game results will be final. No protest will be considered.