



2016 Sporting Girls Invitational Tournament Rules

Updated: May 18, 2016

Registration and Credentials

ON-LINE REGISTRATION: Teams must register on-line and pay before the registration deadline in order to be considered for acceptance. Late registrations may be accepted at the discretion of the Tournament Director. A \$75 late registration fee will be applied.

ACCEPTANCE: Teams will be accepted based on their record.

WITHDRAWAL: Withdrawal must be done via email to the Tournament Director. There will be no penalty assessed for withdrawing before the registration deadline. A \$100 administrative fee will be charged to any team withdrawing after the registration deadline but before being notified of acceptance. Withdrawal after acceptance notification has been sent will result in loss of the entire registration fee - regardless of the possibility of a replacement team being found/accepted.

CHECK IN: Teams must check in at the MANDATORY REGISTRATION. The 2016 SGI Mandatory Credential Check-In will be held Friday night, May 27th, between 6:00 and 9:00pm at the Santa Clara Youth Soccer Park, 5020 Stars and Stripes, Santa Clara, CA 95051. Failure to check in will result in disqualification (without a refund of the fee) from the Tournament. At the discretion of the Tournament Director, the team may be allowed to compete as a "Guest Team." (See Guest Team rule.) Games not played will be classified as "Forfeits and Byes."

CREDENTIALS: At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide US Club Soccer Roster, laminated Player I.D. Passes with photographs, and signed Medical Release Forms. Proper Player Loan Forms will be required at Check-in along with other required credentials. Or CYSA Golden Rod Roster, laminated Player I.D. Passes with photographs and signed 1601 Forms. Proper Player Guest Forms will be required at Check-in along with other required credentials.

ROSTER: Teams in U12-U17 may register a maximum of twenty-two (22) players, but only eighteen (18) players can be nominated to play per game. Teams in U10-U11 may register a maximum of sixteen (16) players. A team may use up to seven (7) guest players, but any team utilizing guest players roster is still limited to twenty-two (22) and sixteen (16) maximum, as prescribed for the age group.

Rosters will be frozen up until the official check in.

Rules of Play

FIFA Laws of the Game will apply as modified by USSF and US CLUB SOCCER as described herein.

GAME CARDS: Field Marshals will issue the referee with a game card for each game. The referee will complete the card and return it to the Field Marshall after the game. Both coaches/team managers shall sign the game card prior to receiving their player passes back from the Field Marshal.

POSTING OF RESULTS: Match scores and assigned points will be posted at each field. Teams should verify their scores and postings. In case of a discrepancy, the official game card signed by the referee and

both coaches/team managers shall prevail.

SCHEDULES: The online system will reflect the official schedules. Teams should verify the schedules.

LOGISTICS: Teams will set up on the same side of the field, with the spectators on the opposite side.

Duration of Games & Overtime, by Halves, Ball Size, Penalty Kicks, and Goal Kicks are as follows

Division	Age Group	Playing	Game Lengths	Overtime**	Ball Size	PKs
U17 - 98/99	School Year	11v11	35 Minutes	5 Minutes	5	YES
U16 - 99/00	School Year	11v11	35 Minutes	5 Minutes	5	YES
U15 - 00/01	School Year	11v11	35 Minutes	5 Minutes	5	YES
U14 - 01/02	School Year	11v11	30 Minutes	5 Minutes	5	YES
U13 - 2003	Calendar Year	11v11	30 Minutes	5 Minutes	5	YES
U12 - 2004	Calendar Year	11v11	30 Minutes	5 Minutes	5	YES
U11 - 2005	Calendar Year	9v9	25 Minutes	5 Minutes	4	YES
U10 - 2006	Calendar Year	9v9	25 Minutes	5 Minutes	4	YES

* All Preliminary Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie. Quarter-Final, Semi-Final, and Final games will include added time as determined by the referee.

Quarter-Final games ending in a tie after regulation will proceed immediately to FIFA Penalty Kicks to determine who advances to the Semi-Finals.

** Semi-Final and Final games tied after regulation will play two equal overtime halves. If a tie still exists after overtime halves in Final games, FIFA Penalty Kicks will determine who advances or is awarded the trophy. Penalty Kicks will immediately follow the game.

Important Note

In the **first** single elimination game after group play the Qualifier, or Quarterfinal, or Semifinal match-ups will be adjusted in the case the resulting match-ups are between teams who have already played in the preliminary games. The adjustments will be reconfigured by swapping the lower ranked opponents. This rule will not apply in the Six and Seven Team Divisions.

HALF TIME: Half Time will be exactly five (5) minutes.

GAME CHECK-IN CONDUCT: 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 a certified Roster so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the Roster 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 and Roster will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game.

PLAYER'S EQUIPMENT: It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Hard casts are not allowed. Shin guards are mandatory for all players.

SUBSTITUTIONS: Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission under FIFA laws.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and

spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

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

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 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. For the purpose of this Tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

SUSPENDED AND TERMINATED GAMES: If in the opinion of Tournament officials a game must be suspended (for reason); the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of Tournament officials a game must be terminated for misconduct of players, substitutes, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate. If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "**INJURY**") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

INJURY: Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgement of the referee. Otherwise, each game will be played with running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "**SUSPENDED AND TERMINATED GAMES.**"

MEDICAL ASSISTANCE: All injuries shall be reported to the Tournament Director or Field Marshal so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the player's parent, coach, tournament official or referee. Tournament Headquarters will be notified of the medical emergency.

Tournament Competition

DETERMINING GROUP WINNERS: Teams will be awarded points on the following basis:

Six (6) points for each Win

Three (3) point for each Tie

Zero (0) points for each Loss

One (1) point for each Goal scored up to a maximum of three (3) goals

One (1) point for each shutout

MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

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

1. The winner in head to head competition.
2. Goal differential (upto 4 goals per game).
3. Fewest goals allowed (upto 4 goals per game).
4. Most goals for (upto 4 goals per game).
5. Most total wins.
6. Most shut outs.
7. If a tie still exists after steps 1 through 6, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarterfinal or Semifinal game.
8. If a three-way tie exists within a bracket after steps 1 through 6, a three way coin flip will be conducted. The teams that tie in the coin flip will complete in FIFA Penalty Kicks with the third Team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

If ties exist in the determination of a wildcard team, criteria 3 through 8 will be applied.

HOME TEAM: The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game balls, unless supplied by the Tournament. The game balls will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the side of the field they wish to defend and the visiting team will start with the kick off.

FOREFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-1 loss.

Teams failing to report ready to play within five (5) minutes of the scheduled kick off time will forfeit.

Home Teams unable to supply alternate jerseys, or teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and points awarded the same as a forfeit.

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

INCLEMENT WEATHER OR ACT OF GOD: In the event of inclement weather, or an act of god, once game have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in number paragraphs 7 and 8 of the section entitled, "DETERMINING GROUP WINNERS".

In case of cancellation due to inclement weather, the "Tournament Committee" retains the right to keep up to one-third (1/3) of the team fee to cover expenses. There will be no make-up games due to inclement weather.

Tournament Play

FOUR TEAM DIVISION will consist of one (1) Group of four (4) teams. Each team will play the others within its Group for a total of three (3) preliminary games. The first and second placed teams of the Group will meet again for the Championship.

FIVE TEAM DIVISION will consist of one (1) Group of five (5) teams. Each team will play the others within its Group for a total of four (4) preliminary games. The first and second placed teams of the Group will meet again for the Championship.

SIX TEAM DIVISION will consist of two (2) Groups of three (3) teams. Group A and Group B will cross play the three teams in the other Group for a total of three (3) preliminary games. At the end of the preliminary games the teams will be Ranked 1-6, using the points accumulated and if necessary the tie-breaking criteria. Once the Ranking is established the following semi-final games will be played: the 1st Ranked Team will play the 4th Ranked Team in Semi-Final #1, the 2nd Ranked Team will play the 3rd Ranked Team in Semi-Final #2. The Semi-Final winners will meet for the Championship.

SEVEN TEAM DIVISION will consist of three (3) Groups. Group A will consist of three (3) teams. Each team will play the others within Group A for a total of two (2) preliminary games. Groups B and C will consist of two (2) teams each. The teams in Groups B and C will play across (that is Teams in Group B will play the Teams in Group C) for a total of two (2) preliminary games. At the end of the preliminary games the teams will be Ranked 1-7, using the points accumulated and if necessary the tie-breaking criteria. Once the Ranking is established the following games will be played: the 6th and 7th Ranked teams will play each other in a Consolation Game for their third guaranteed game. The 4th and 5th Ranked teams will play each other in a Qualifier Game, the winner will advance to the semi-final. The 1st Ranked Team will play the winner of the Qualifier Game in Semi-Final Game 1, and the 2nd and 3rd Ranked Teams will play each other in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

EIGHT TEAM DIVISION will consist of two (2) Groups of four (4) teams. Each team will play the others within its Group for a total of three (3) preliminary games. The winner of Group A will play the second of Group B in Semi-Final Game 1, and the winner of Group B will play the second of Group A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

NINE TEAM DIVISION will consist of three (3) Groups of three (3) teams each. In preliminary games each team will play the other teams in their group. At the end of the preliminary games the teams will be ranked 1-9 using the points accumulated and if necessary the tie breaking criteria. Once the Ranking is established the following games will be played: the 8th and 9th Ranked teams will play each other in a Qualifier Game, the winner will advance to the Quarterfinal Stage.

Quarterfinal #1 - 1st Ranked Team vs. Qualifier Game Winner,

Quarterfinal #2 - 2nd Ranked Team vs, 7th Ranked Team

Quarterfinal #3 - 3rd Ranked Team vs, 6th Ranked Team

Quarterfinal #4 - 4th Ranked Team vs, 5th Ranked Team

Semi-Final #1 - Quarterfinal #1 Winner vs. Quarterfinal #4 Winner

Semi-Final #2 - Quarterfinal #2 Winner vs. Quarterfinal #3 Winner

Championship - Semifinal #1 Winner vs. Semifinal #2 Winner

TEN TEAM DIVISION will consist of three (3) Groups. Group A will consist of four (4) teams. Groups B and C will consist of three (3) teams. Each team in Group A will play the other teams within Group A for a total of three (3) preliminary games. The 1st and 2nd placed teams in Group A will advance to the Semi Final Games. The Teams in Group B and C will cross play (that is Teams in Group B will play Teams in Group C) for a total of three preliminary games. At the end of the preliminary games the teams in Groups B and C will be Ranked 1-6, using the points accumulated and if necessary the tie-breaking criteria. Once the Ranking is established The 1st and 2nd ranked teams in Groups B and C will advance to the Semi-Final Games. The

Winner of Group A will play the 2nd ranked team of Groups B and C in Semi-Final Game 1. The 1st Ranked team of Groups B and C will play the 2nd placed team of Group A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

ELEVEN TEAM DIVISION will consist of five (5) Groups (A, B, C, D, E). Group A will have three (3) teams, and Groups B - E will each have two (2) teams. In preliminary games each team in Group A will play every other team in their group, teams in Group B and C will play across (that is Teams in Group B will play the Teams in Group C) for a total of two (2) preliminary games, teams in Group D and E will play across (that is Teams in Group D will play the Teams in Group E) for a total of two (2) preliminary games. At the end of the preliminary games, the teams will be Ranked 1-11 using the points accumulated and if necessary the tie breaking criteria. Once the Ranking is established the following games will be played: the 10th and 11th Ranked teams will play each other in a Consolation Game for their third guaranteed game, the 8th and 9th Ranked teams will play each other in a Qualifier Game, the winner will advance to the Quarterfinal Stage.
Quarterfinal #1 - 1st Ranked Team vs. Qualifier Game Winner,
Quarterfinal #2 - 2nd Ranked Team vs, 7th Ranked Team
Quarterfinal #3 - 3rd Ranked Team vs, 6th Ranked Team
Quarterfinal #4 - 4th Ranked Team vs, 5th Ranked Team
Semi-Final #1 - Quarterfinal #1 Winner vs. Quarterfinal #4 Winner
Semi-Final #2 - Quarterfinal #2 Winner vs. Quarterfinal #3 Winner
Championship - Semifinal #1 Winner vs. Semifinal #2 Winner

TWELVE TEAM DIVISION will consist of three (3) Groups of four (4) teams. Each team will play the others within its Group for a total of three (3) preliminary games. The winner of Group A will play the Wildcard Team in Semi-Final Game 1, and the winners of Groups B and C will play in Semi-Final Game 2. The Wildcard Team will be the second place team with the most points or tiebreakers. If the Wildcard Team comes from Group A, then the Winner of Group A will play the Winner of Group B, and the Winner of Group C will play the Wildcard Team. The Semi-Final winners will meet for the Championship.

THIRTEEN TEAM DIVISION will consist of five (5) Groups (A, B, C, D, E). Group A - C will have three (3) teams and Groups D and E will each have two (2) teams. In preliminary games each team in Group A - C will play every other team in their group, teams in Group D and E will play across (that is Teams in Group D will play Teams in Group E) for a total of two (2) preliminary games. At the end of the preliminary games, the teams will be Ranked 1-13 using the points accumulated and if necessary the tie breaking criteria. Once the Ranking is established the following games will be played:
The 12th and 13th Ranked teams, and the 10th and 11th Ranked teams will play each other in a Consolation Game for their third guaranteed game, the 8th and 9th Ranked teams will play each other in a Qualifier Game the winner will advance to the Quarterfinal Stage.
Quarterfinal #1 - 1st Ranked Team vs. Qualifier Game Winner,
Quarterfinal #2 - 2nd Ranked Team vs, 7th Ranked Team
Quarterfinal #3 - 3rd Ranked Team vs, 6th Ranked Team
Quarterfinal #4 - 4th Ranked Team vs, 5th Ranked Team
Semi-Final #1 - Quarterfinal #1 Winner vs. Quarterfinal #4 Winner
Semi-Final #2 - Quarterfinal #2 Winner vs. Quarterfinal #3 Winner
Championship - Semifinal #1 Winner vs. Semifinal #2 Winner

SIXTEEN TEAM DIVISION will consist of four (4) Groups of four (4) teams. Each team will play the others within its Groups for a total of three (3) preliminary games. The winner of Group A will play the winner of Group D in Semi-Final 1. The winner of Group B will play the winner Group C in Semi-Final 2. The Semi-Final winners will meet for the Championship.

TWENTY TEAM DIVISION will consist of five (5) Groups of four (4) teams. Each team will play the others within its Groups for a total of three (3) preliminary games. The winner of Group A will play Wildcard #3 in Quarter-Final 1. The winner of Group B will play Wildcard #2 in Quarter-Final 2.

The winner of Group C will play the 2nd place team of Group D in Quarter-Final 3. The winner of Group D will play the 2nd place team of Group C in Quarter-Final 4. The winner of Quarter-Final 1 will play the winner of Quarter-Final 4 in Semi-Final 1. The winner of Quarter-Final 2 will play the winner of Quarter-Final 3 in Semi-Final 2. The Semi-Final winners will meet for the Championship.

TWENTY-FOUR TEAM DIVISION will consist of six (6) Groups of four (4) teams. Each team will play the others within its Groups for a total of three (3) preliminary games. The winner of Group A will play Wildcard #2 in Quarter-Final 1. The winner of Group B will play Wildcard #1 in Quarter-Final 2. The winner of Group C will play the winner of Group F in Quarter-Final 3. The winner of Group D will play the winner of Group E in Quarter-Final 4. The winner of Quarter-Final 1 will play the winner of Quarter-Final 4 in Semi-Final 1. The winner of Quarter-Final 2 will play the winner of Quarter-Final 3 in Semi-Final 2. The Semi-Final winners will meet for the Championship.

Field Rules

TURF FIELD RULES: There are specific rules to safeguard the quality of the fields. The Cities of Santa Clara, San Jose, and Morgan Hill typically display Complex rules at the entrance to the fields. No food (especially seeds and gum), or any beverages other than water (no sports drinks) will be allowed. Please make sure your team and their parents are aware of these restrictions. There will be staff that will be ensuring these rules are being observed. Anyone one caught disregarding the rules can be ejected from the facility by the city staff and/or field marshals.

ALCOHOLIC BEVERAGES AND/OR CONTROLLED SUBSTANCES: Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport complexes and facilities. Any team (including players, coaches, parents, and affiliated spectators) found violating this rule will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited back to the Sporting Girls Invitational Tournament.

NO DOGS ALLOWED AT FIELD SITES: All participants and spectators should be advised dogs are not allowed at the field sites.

NO LITTERING: Please respect the fields made available to the Tournament. At the conclusion of your game pick up and dispose of all garbage generated by your team and their parents in the trash containers provided.

RULES NOT COVERED: The Tournament Committee will review any problem that is not specifically covered and reserves the right to establish policy as deemed necessary. The decisions of the Committee will be final and there will be no appeals allowed.

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