

Merced Atlas Cup – Rules & Regulations

Rules of Play:

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

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 Marshal the team's Player Passes (to include the Merced Atlas Cup Sticker from Team Check-In) and Game Roster so that the team may be checked in to play and the game started as scheduled. The Field Marshal will retain the Game Roster and the team's Player Passes until completion of the game. Each team manager or representative will be required to initial the game card for that game before the Player Passes will be returned. A team who fails to properly check-in with the Field Marshal will forfeit that game.

Player's Equipment:

Casts

All players, parents, coaches, and referees are required to act as a reasonable person concerning player safety, including protecting players from wearing any equipment or device that is dangerous to the player wearing the equipment or device or to any other player. Dangerous equipment and devices include but are not limited to orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, shall not be eligible to participate in any tournament game.

Braces

It is strongly recommended for the safety of the player, that a player does not wear a brace during tournament play. Braces are allowed as long as the referee decides that the brace will not or cannot hurt the player wearing the brace or any other player and that all metal, metal like or plastic brace supports are properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, and hard plastic or like devices are permitted provided the Referee does not deem the support to be potentially harmful to other players.

Shin Guards

Shin guards are required for all tournament play. They must be worn properly and shall be professionally manufactured and unaltered. Shin guards cover a minimum 3/4 of the shin, except they do not have to be longer than 10". The shin runs from the ankle to the knee. Players wearing shin guards that are too short will not be allowed to play.

Eyeglasses

Players who must wear sunglasses are encouraged to wear sports goggles. Players must wear glasses that are safe. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

Jewelry

Absolutely no jewelry including earrings, bracelets, Lance Armstrong type rubber bracelets or abnormally long fingernails may be worn while participating in any tournament play. Only Medical Alert Warning Bracelets may be worn; which are to be taped as necessary. Earrings and other piercing cannot be taped.

Substitutions:

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times (including overtimes):

Prior to a throw-in by either team;

Prior to a goal kick, by either team;

After a goal by either team;

After an injury on either team;

At halftime; and

On a caution, (only the cautioned player may be substituted at that time).

NO SUBSTITUTIONS IN ANY PENALTY KICKS.

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THE TOURNAMENT OFFICIALS, WITH THE REFEREE DIRECTOR, HAVE THE RIGHT TO INSTITUTE UNLIMITED SUBSTITUTION CITING EXTREME CONDITIONS. This must be notified to coaches at the beginning of each game.

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 within 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.

Noisemakers are allowed but up to the discretion of the tournament staff and referee. If they are felt to have a negative impact on the game at hand, the referee may ban their use.

Cautions & 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 (i.e., deduction of 1 point for each Red Card). A player or coach who has been ejected (Red Card), including receiving two cautions (Yellow Cards) in a single game, will not return for that game and will not be allowed to participate in the next scheduled game. The Tournament Director, with the disciplinary board, may extend this ejection due to the severity, up to the remainder of the tournament. Additionally, and due to the severity of the actions causing the send off (violent conduct, serious foul, etc.), the Tournament Director may contact the players/coaches home club and district, requesting additional disciplinary actions.

Suspended & Terminated Games:

If in the opinion of Tournament officials a game must be suspended (for reason), the game must 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,

bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous earned remain as played. Additionally, the home league, State Association and/or US Club 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 medical attention is provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension or 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”.

Tournament Competition:

Duration of Games, Overtime and Game Ball Size

Division	Prelims*	Semi-Finals	Finals	Overtime**	Ball Size	#of Players on field	
U-16	30 min.	30 minutes	35 min	5 min.		5	11 vs. 11
U-15	30 min.	30 minutes	35 min	5 min.		5	11 vs. 11
U-14	30 min.	30 minutes	35 min	5 min.		5	11 vs. 11
U-13	30 min.	30 minutes	35 min	5 min.		5	11 vs. 11
U-12	25 min.	25 minutes	30 min	5 min.		5	11 vs. 11
U-11	25 min.	25 minutes	30 min	5 min.		4	8 vs. 8
U-10	25 min.	25 minutes	30 min	5 min.		4	8 vs. 8
U-9	25 min.	25 minutes	30 min	5 min.		4	8 vs. 8
U-8	25 min.	25 minutes	30 min	5 min.		4	8 vs. 8

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All Preliminary Games will be call 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. Final results will be based on the score at the time the game is called. Preliminary games can end in a tie.

** Semi-Final, and Final games that are tied after regulation time will play two equal overtime halves (if a goal is scored in this time frame a winner is declared). If a tie still exists after overtime halves, FIFA Kicks from the mark will determine who advances or is awarded the championship trophy. Kicks from the mark will immediately follow the game.

Half Time:

Half Time will be exactly 10 minutes. The Tournament Director reserves the right to extend the time in excessive (i.e., extreme heat) conditions.

Determining Winners:

Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) point for each Tie
Zero (0) point for each Loss

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.

Goal differential – all goals will be counted.

Fewest goals against.

Most total wins.

Most shut outs.

If a tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the Semifinal game.

If a three-way tie exists within a bracket after steps 1 through 5, 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 at the fields.

If ties exist in the determination of a wild card team, criteria 2 through 7 will be applied.

Home Team: Jerseys & Game Balls

The Home Team will be the team, which appears first on the game schedule. 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. Teams will play from the same side of the field, with the fans sitting on opposite side from players. Game balls will be provided for the tournament. However, in the event that a game ball is required (i.e., game balls are not available), the Home Team will supply the game ball subject to Referee approval.

Forfeits & Byes:

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three tournament points. Teams failing to report ready to play within five 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 tournament points awarded the same as a forfeit.

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Protests:

NO PROTEST WILL BE ALLOWED.

Disputes:

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

Guest Teams:

The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Flight. Guest Teams cannot advance out of their Bracket. Guest Team game results are predetermined to be a 1-0 against the Guest team. The opposing team is awarded three points.

Inclement Weather or Act of God:

In the event of inclement weather, or act of God, once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined in the section entitled, "DETERMINING WINNERS". In case of cancellation due to inclement weather, the tournament officials retain 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. In the case of extreme heat, the Tournament Director, along with the Referee Director may deem on a case-by-case basis that a three (3) minute water break is provided in the middle of each half. The time required for this break will be taken from playing time and each coach will be advised of this action, prior to the start of the game.