

3rd Annual

2019 North Orange County Invitational

Boys' Southern California Soccer Tournament

Tournament Rules and Guidelines

All scheduled games are final. Once the schedule is released there are no requests for game changes.

TEAM RESPONSIBILITIES:

COACHES and/or their REPRESENTATIVES are RESPONSIBLE for:

1. *providing* their OWN athletic trainer and equipment as specified in contract.
2. *ensuring* each player has the appropriate school medical release form at game sites.
3. *checking* your team's schedule and the list of the FIELDS (directions). It is possible you may be playing at more than one venue.
4. *checking* "Website" for the results, scheduling, and locations for the tournament leading up to and through tournament dates (in case of schedule changes).
5. *providing* accurate contact information to the tournament (in case of rainout situations).
6. *reviewing* all information and rules CAREFULLY prior to participating.
7. *arriving* at the designated field at least 45 minutes before the scheduled start time of the match.
8. *verifying* official match results as documented by the Referees on Match Reports administered by Field Marshals.
9. *the conduct* of their players and spectators on their sidelines and at the games.
10. *understanding* that their team(s) will lose one point for each ejected player(s) or coach(es).
11. *realizing* that the referees are CIF appointed and not controlled by the tournament committee.

GOVERNING RULES: Matches will be played by CIF rules.

No Protests: All games will be considered final and no protests will be allowed.

Minimum 4 Games for Varsity level only:

All teams will be scheduled for **at least 4 games**. Advancement to elimination or semi-final games shall be determined by points earned and tie breaker(s) (see **Tie Breakers**) during Group Play matches. JV and Frosh/Soph will play a **minimum of 3 games**.

Duration of Group Play and Group Consolation Matches (no overtime or penalty shots):

Half time shall be 5 minutes for all flights and their groups, length of match play as follows:

Varsity	70 minutes
Jr. Varsity	60 minutes
Frosh/Soph	60 minutes

Quarter-Finals and Semi-Final Matches (no overtime, straight to penalty kicks for advancement): Half

time shall be 5 minutes for all flights and their groups, length of match play as follows:

Varsity	70 minutes
Jr. Varsity	60 minutes
Frosh/Soph	60 minutes

Duration of Championship Matches (no overtime, straight to penalty shots for a winner): Half

time shall be 5 minutes for all flights and their groups, length of match play as follows:

Varsity	80 minutes
Jr. Varsity	70 minutes
Frosh/Soph	70 minutes

Home Team Identification:

The second team listed on the schedule shall be deemed the home team. Home team shall have choice of sideline and supply the game ball(s). In the event of a color conflict, **home team must change jerseys**.

Note: Teams must be on opposite sides of the playing field.

SCORING (11 point system):

Teams shall be awarded points for Pool Play matches as follows:

Win	6 points
Draw	3 points
Loss	0 points
Shutout Win	2 points
Shutout Tie 0-0	1 point additional (a 0-0 tie would be 3 points plus the 1 additional for the shutout)
Goals Scored	1 point each goal, max 3 points (whether a team wins, loses, or ties)

Forfeit 9 points (score as 1-0: 6 pts. for win, 2 pts. for shutout win, and 1 point for goal)

Red Cards	-1 point (minus 1 point for each <u>player or coach</u> ejected on that team)
Double-Yellow	-1 point (minus 1 point for each <u>player or coach</u> ejected on that team)

Examples:

3 to 0 win: 6 points for win, 2 points shutout win, 3 points goals for scored = awarded 11 points
0 to 0 tie: 3 points draw, 1 point shutout 0-0 = awarded 4 points

Advancement to elimination and/or group quarter and semi-final games shall be determined by points earned and tie breaker(s) during Pool Play matches. **Official match results shall be documented by the Referees on Match Reports administered by Field Marshals.**

JV Bracket: Top 2 from the overall 10 teams will play in the Championship match. This will be based on total points.

Continued

TIE BREAKERS:

Pool Play Tie Breakers: In the event that two or more teams are tied in points at the end of the Group Play, the following tie breakers shall be applied in order given until a winner is determined:

1. Winner of head to head competition
2. Net goals (goals scored minus goals against – NO MAX)
3. Goals against
4. Goals scored (NO MAX)
5. Total wins
6. Shutout wins
7. Red cards against
8. Yellow cards against
9. Coin Toss

Tie Breaker Semi-Final & Championship Matches:

If a game is tied at the end of regulation time, the teams shall go directly to penalty kicks.

Red Card and Double-Yellow Card Ejections:

Player or coach receiving a Red Card or double Yellow Cards is disqualified for the remainder of the match and the next match. A point will be deducted for an ejection of player

and or coach, see **SCORING**. A team may receive negative points in scoring. **Coaches shall be responsible for the conduct of their players and spectators on their sidelines.**

Player Substitution:

1. CIF Substitution shall be unlimited (in kicks from the mark any player on the team's roster can participate, they do not have to be on the field at the end of play.
2. Substitution shall be made at midfield at the halfway line. The substitute player shall not enter the field of play until allowed by the referee and the player substituted has left the field of play.

Player Safety & Equipment:

Follow CIF Rules and judgment of the officials.

Inclement Weather:

In the event of inclement weather, which the Tournament Committee deems as being unsafe conditions for the players and/or the fields and competition cannot continue, matches:

1. at the half time or are in the second half will have the score stand and game considered complete.
2. that are in the first half will be deemed not to have played.
3. may be shortened, kicks from the penalty mark or other as determined by the Tournament Committee.
4. as stated in CONTRACT once the tournament begins there will be no refunds for games cancelled due to weather.

Sportsmanship and Standard of Play:

1. **All players and coaches will be expected to demonstrate the highest standard of sportsmanship throughout the tournament.**
2. Any player given a red card, or any coach ejected from a game will not be permitted to participate in the remainder of the game in progress, and will not be able to participate in at least the teams next scheduled game, and may not be present at the game (forfeiture).
3. All coaches are responsible for the conduct of their players, parents, and friends while the team is at the tournament both off the field as well as on the field.
4. No alcoholic beverages or tobacco shall be permitted in the immediate vicinity of the playing site. No person shall be permitted to appear on, or in the vicinity of, the playing site in an intoxicated condition. Breaking the law is under the jurisdiction of the local Police Department, not the Tournament Committee.