

California Soccer Park

MAC Soccer Tournament

5v5 Adult Tournament Rules

I. Registration

- A. All registration is first come first serve with registration fee required to guarantee a position in the tournament.
- B. All players must be **18 years of age or older** at the start of the tournament to be eligible to play.
- C. All refund requests must be submitted 2 weeks prior to game day.

II. Schedule/Rosters

- A. Each team shall have a chosen 'Team Manager', who is responsible for team conduct, attendance & communication.
- B. Team rosters must be finalized no less than 1 week prior to the tournament.
 - i. Any **team caught with non-rostered player(s)** will forfeit the tournament.
 - ii. If a team cannot field the minimum legal amount of players, they must forfeit the game.
 - iii. Players **MUST** check in with game official prior to kick off.
- C. Tournament Schedules will be finalized and sent out via email.
- D. After initial check-in before the first game, you cannot add players to your roster.

III. Tournament Play

- A. Tournament setup
 - i. 12-16 team tournament
 - ii. 3 games guaranteed for all teams.
 - iii. Teams will be split into groups of 4 during the group stage.
- B. Top two teams of each group will advance to knockout stage.
 - i. If 12 teams, the top 2 from each group will advance. Two best third place teams will advance to knockout stage.
 - ii. If 16 teams, then only the top 2 from each group will advance.
- C. Standings will be kept and be posted regularly.
 - i. Games will be scored 3 points for a win, 1 point for a tie, and 0 points a loss.
 - ii. Goal Differential will be kept to be used as a tie breaker if needed.
 - iii. Forfeits will be scored as a 3-0 win for the non-forfeiting team.
 - iv. Teams who receive a Red Card will be deducted -1 point in standings.
- D. Standings will be determined based on the following criteria in the order specified:
 - i. Overall record - The team with the most overall points will win the tournament.
 - ii. Goal differential - The team with the greatest positive goal differential
 - iii. Head-to-Head – The head-to-head match result.
 - iv. Accumulation of yellow cards – The team with the fewest yellow cards

IV. Rules of Play

- A. Current FIFA Rules will govern play with modifications as stated herein unless otherwise stated in the tournament rules.
- B. Balls will be kicked in from the touch line or goal line within 1 yard of where they exited the field. 'Kick-Ins' are **indirect**.
- C. All free kicks awarded are **indirect**.
- D. Substitutions can be made at any time during the match. All substitutions **MUST** take place at center field. A substitute may not enter the field of play until the player being substituted has left the field of play.
- E. There is no offside in 5v5.

V. Participant Requirements

A. Player Eligibility

- i. Any player questioned by a Team Manager or Referee who is suspected of playing under false pretenses or rule violation must prove his/her identity to the Official present with any form of ID before the end of the game or the game will be forfeited and the player and the Team Manager will face suspension.
- ii. Players are not allowed to play for a different team.

B. Player's Equipment

- i. A player shall not wear anything that is dangerous to another player including jewelry. This will be determined by the Referee.
- ii. Player must wear color wristband, provided by California Soccer Park at check in.
- iii. All players must wear shin guards and soccer cleats / turf cleats. **NO EXCEPTIONS**
- iv. All players on a team are required to wear matching uniforms with numbered jerseys.

VI. Game Play

- A. If there is a conflict in shirt color than the Home Team (listed first on the schedule and game card) will be responsible for changing to an alternate color or wearing pennies (provided from office).
- B. If in the referee's opinion the slide tackle was performed with excessive force and/or endangered the safety of the opponent, then a Red Card (ejection) should be issued.
 - i. A goalie may dive to win the ball from an attacking player by leading with their hands or upper body. Any player may slide to save a ball from going out of bounds when there is a safe distance, in the referee's opinion, between other players.
- C. There will be a **10-minute grace period** for teams without enough players.

VII. Fouls and Misconduct

All team managers are responsible for team players.

- A. Yellow Card (caution): **Player must give their name to the referee.**
 - i. If a player fails to give their name to an official, they will be asked to sub off and an additional penalty will fall to the Team Manager. *Note: the player receiving the Yellow Card (caution) does not need to leave the field unless they do not give their name.*
- B. Red Card (ejection): **Players must give their name to the referee and are suspended from further play in that game and a minimum of one additional game.**
 - i. Ejections may warrant more than a one game suspension. This will be determined by the referee coordinator and tournament director.
- C. Foul and/or abusive language and/or action(s) directed towards a player, spectator, or official will result in a Red Card (ejection) from the game; plus additional game(s) suspension depending on severity. *Note: Only the team manager may consult the referee over decisions and calls at the official's discretion.*
- D. A player who accumulates three (3) Yellow Cards (cautions) during the tournament will result in a one game suspension. Yellow cards will clear for the final match.
- E. Fighting – Minimum one-year suspension from the time of infraction. Must leave premises immediately.
- F. Dissent may result in a Red Card (ejection), determined by referee.
- G. If a player is found to have given a false name during check in at the park office, they will be removed from the tournament.

VIII. Forfeits

- A. Any team that **forfeits a games will be removed from the tournament** and relinquished of all fees.
- B. There will be no postponement of games.

IX. Participants/Team Rosters

- A. Minimum number of players on roster – 8
- B. Maximum number of players on roster - 12
- C. All games must start with a minimum of four (4) players at the scheduled starting time.
 - i. Teams are not required to play down if the opposition is playing down.

- X. **Officials**
 - A. Games will be officiated by one center referee. No assistant referees will be used.
 - B. Officials must know and understand the rules CASP has put into place for their tournaments.
 - C. Officials will receive scorecards filled out with roster from the CASP.
- XI. **Group Stage**
 - A. Games will consist of two **15-minute halves with a 5 minute half time.**
 - B. No overtime periods will be held. Games may end in a tie during the group stage.
- XII. **Knockout Stage**
 - A. Games will consist of two **15-minute halves with a 5 minute half time.**
 - B. If the game ends in a tie, the game will go directly to penalty kicks. Winner advances.
 - i. The 5 players on the field at the end of regulation will each kick one penalty kick.
 - ii. If the result is still a tie, each bench player will be allowed one penalty kick until tie is broken.
- XIII. **Championship Game**
 - A. Games will consist of two **15-minute halves with a 5 minute half time.**
 - B. All yellow cards will reset at the start of the game.
 - C. If the game ends in a tie, the game will go directly to penalty kicks. Winner advances.
 - i. The 5 players on the field at the end of regulation will each kick one penalty kick.
 - ii. If the result is still a tie, each bench player will be allowed one penalty kick until tie is broken.
- XIV. **Substitutions**
 - A. Players may only sub on and off during stoppage of play.
 - B. If a team is caught playing with more than the legal number of players the game will be paused to correct the mistake and the team manager will be issued a Yellow Card (caution).