

## Central Coast Summer Classic

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### **Game Procedures**

- Players will be checked, and rosters verified prior to first game.
- Coaches or managers are responsible for verifying the correct score on the game card after each game.
- Home team is listed first on the schedule.
- Home team will choose which sideline to locate their players, coaches, and spectators.
- Home team shall change jerseys if there is a conflict of colors.
- Home team shall provide the game balls. Game ball shall be subject to referee approval.
- A coin toss prior to kickoff shall determine the direction of play and possession of the ball at kickoff.

Games involving birth year divisions U13 & up will be played with an official size #5 ball.

Games for birth year divisions U12 & under will be played with an official size #4 ball. Unless Coaches agree on ball size

### **Length of Games Birth Year Division**

- 2017/2016 Boys/Girls Only 25 minutes 25 minutes 50 min Game 7v7
- 2015-2014 Boys/Girls 25 minutes 25 minutes 50 min Game 9v9
- 2013 & Older 30 minutes 30 minutes 60 min Game 11v11
- Preliminary round, semi-final, and championship games will consist of two halves of the following length with a five (5) minute half time.
- The tournament has a running clock unless professional medical care is required on the field.
- No overtime shall be played for pool play games. Semifinal or championship games ending in a tie will go directly to penalty kicks. Penalty kicks will immediately follow the game.

- Game Play: No Heading permitted for specific age groups. No Intentional heading will be allowed in the following age groups U11 and younger. If in the referee's judgment, a player intentionally heads the ball, the game will be restarted with an indirect free kick at the point of the infraction.

- Build Out Line 7v7 only.

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play (punts and drop kicks are not allowed) If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

**Scoring System: The 10-point scoring system will be used.**

Win = 6 points

Tie = 3 points

Loss = 0 points

Shutout = 1 point

One point for each goal scored, not to exceed three (3) goals per game.

Each team shall receive 4 points for games ending in a 0-0 tie.

A forfeit will be scored as a 1-0 game. Forfeit one, forfeit all. (Tournament committee decision)

**Tie Breaker:** If two teams are tied in points at the end of the preliminary rounds, the following tiebreaker procedures will be implemented to determine which teams advance:

- 1) Winner of head-to-head competition
- 2) Goal differential (six per game max)
- 3) Total goals against (three per game max)
- 4) Total goals scored (six per game max)
- 5) Shut out wins

**CREDENTIALS CHECK LIST:**

- Class I & III Tournament open to all U.S. Youth Soccer, U.S. Club Soccer, AYSO & recreational teams
- Teams will compete in the 2024-25 Cal South BIRTH YEAR age groups.
- Saturday Check-In for all teams (No required Friday check ins)
- (Mandatory team check-in prior TO first game)

- Valid laminated player passes.
- Player registration /copy of birth certificate/ Medical release forms for each player All players must have medical release forms.
- Team Check-in / Match Start Times: Teams must check in 60 minutes before each game at the field marshal tent nearest your game field.

Each player will be checked with their player Approved ID. All games will begin on time. Teams must be ready to start at scheduled time; failure to do so will result in a forfeit.

• Conduct: All coaches have complete responsibility for the conduct of their players, bench, and spectators FAILURE TO CONTROL ANY OF THE FOLLOWING WILL RESULT IN FORFIET. The Tournament Director shall decide the outcome of the game and the number of points, if any, to be awarded.

• Rosters: Rosters must be entered in the TGS system one week before the tournament. Unlimited loan players are allowed if the roster does not exceed the maximum number of players. Rosters are frozen after the team's first game. No player may compete in the Tournament on more than one (1) team.

### **Red & Yellow Cards**

• A player receiving a double yellow or straight red card shall be expelled from that game, shall not be replaced in that game, and shall not be permitted to play in the next game. The Tournament Committee may give a further suspension for violent conduct. Any coach who is ejected from the playing area will be suspended for the next game.

### **Substitutions**

• Unlimited substitutions will be allowed in all age groups, Teams may, however, substitute only with the referee's permission at any stoppage of play.

### **Weather**

• In case of inclement weather or dangerous field conditions, games may be shortened or rescheduled, go to a FIFA penalty shoot-out, or be canceled. The Tournament Director will make the final determination of the choice

### **Protests**

• No Protests allowed. Game officials and tournament committee decisions will be final!  
- No drones are allowed on CMT property. The team will be disqualified if the coaching staff or parents do not abide by this rule.

### **Tournament Refund**

- Once team is accepted there will NOT be any refunds

### **Award Ceremony**

- Trophies for champions from each bracket/ Medals for both champions and finalists