

2024 West Coast Futbol Classic Rules of Play

August 10-11, 2024

General

This Class I tournament is open to all boys & girls teams under 2006-2017 from CYSA-S and USYSA National Affiliates. The application deadline is July 12, 2024. Qualifying applications will be accepted on a first-come first-serve basis. We will be notifying teams by email. The Tournament Committee reserves the right to accept or reject any application. Decisions are final.

Roster

The roster limit is a maximum of twenty two (22) players: 20 suited up, 2006-2012, eighteen (18) players 2013-2014 & fourteen (14) maximum 2015-2017. A maximum of six (6) loan players is allowed. All players must have a valid laminated Player Pass from their state or national association. A player application (also called medical release form) is also required. Any player without both of these documents will not be allowed to play. You may use valid player cards 2024/2025 cards. ECNL/ECRL/GA/DPL teams must present the proper paperwork required for their league.

Saturday Tournament Check-In

Coaches or Team Administrators must check-in teams 1-hour before their first game on Saturday morning at the field marshal tent. All player application forms and valid player ID cards will be verified at check-in. We will print and hand out game cards with the team roster and verify information at this time. Your getsoccer roster freezes on Wednesday, Aug 8, 2024 at 6 pm, so we can print game cards. However, you can add players to your roster up until your first game on Saturday.

After each game, managers need to pick up their player cards and game cards at the field marshal tent. Referees enter goals scored, the half-time score, and the final score of the match. Referees will also record any misconduct (jersey

#, first and last name of any player, coach or spectator ejected or cautioned), and return the cards to the Field Marshal. See Misconduct and Yellow Cards. The “No Shin Guard, No Play” rule will be strictly enforced. **A player wearing an orthopedic cast or hard brace will not be allowed to play, no exceptions.** Also, baseball cleats (those that contain a toe cleat) will not be allowed. Some fields are "turf" (Tesoro HS) and have certain rules. Please refer to "fields" on the website. All players must have appropriate jerseys, with unique numbers prominently displayed on the backs. The player ID cards of two teams will be collected and verified.

Home Teams

The first team listed on the playing schedules is the designated home team. The teams will sit on one side of the field and the spectators on the opposite side of the field mirroring their respective team. The Home team will have a choice of bench and which side of the field to defend. It is the responsibility of each team to monitor their spectator behavior during each game. The home team will provide the game ball. The designated away team will have the privilege of kicking off. If the referee determines there is a conflict in jersey colors of the two teams, the home team is required to change to another color jersey. Any home team required to change to another jersey that fails to provide the means to do so, will be in violation of the rules and forfeit for that game.

Forfeits

Any team that fails to have seven (7) eligible players on the field at the scheduled game time, in appropriate uniform, will forfeit the game. There will be no grace period. The tournament committee will credit a score of 1-to-0 (3 points) to the team that was present, ready to play.

Rules of Play

Games will be played according to FIFA Laws of the Game, except as modified by these Tournament Rules of Competition.

Build Out Line Rules

- U9-U10 teams
- 7v7 teams only

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Heading

- Players in 2017-2014 (U8-U11) programs and younger shall not engage in heading
- Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the teams' total number of allowed substitutions during the game.
- Intentional heading of the ball will result in an Indirect Free Kick (IFK) for the opponent where the offense occurred. If the offense occurs inside the penalty area, the re-start (IFK) will be at the penalty area line towards the halfway line perpendicular to where the offense occurred.

Non-intentional heading of the ball will result in a drop ball. If the offense occurs inside the penalty area, the re-start (drop ball) will be at the penalty

area line towards the halfway line perpendicular to where the offense occurred

Substitutions:

Substitutions may only take place during:

- Own throw-in
- Own player has an injury, but only the injured player may be substituted
Own player cautioned (yellow card) but only the player cautioned may be substituted
- Any goal kick
- Any kick-off

NO Substitutions on:

- Free kick (direct or indirect)
- Corner kick
- Penalty kick · Yellow cards optional for player receiving yellow card only.
- **If opposing team substitutes, you may substitute.**

Misconduct, Red & Yellow Cards

Coaches are responsible for the conduct of their team (including coaches, players, and spectators) and may be cautioned or ejected for their misconduct. Any player or coach ejected will not be permitted to participate for the remainder of that game and their team's next scheduled game. At the discretion of the tournament committee, ejected players/coaches may be suspended from participation for the remainder of the tournament. The Field Marshal shall immediately report all red cards to the Head Field Marshal and the Tournament Director. The Field Marshal must collect a completed

“USYSA Referee’s Report” form from the referee for each red card issued.
No points will be deducted.

Termination

If the referee terminates the match due to weather, field conditions or misconduct, the Tournament Committee will decide the impact of this termination on the tournament standings.

*It is recognized and understood upon entering the West Coast Futbol Classic Tournament that adverse weather is an Act of God. Further, entrance to this tournament requires acceptance of all decisions regarding use of facilities (therefore, potentially, the outcome of competition) by the Tournament Committee as final

Refund Policy

You may request a refund up until team acceptances. No exceptions!

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The Tournament Committee will accept no protest.

Point System & Team Standings

Six (6) points shall be awarded for each win

Two (2) points shall be awarded for each tie

Zero points shall be awarded for each loss

One (1) point for each goal scored up to a maximum of three (3) per game

One (1) point for each shutout

A 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)

If a team in- group play forfeits, all scores in that group will revert to 1-0 scores. Points accumulated during Saturday's games and Sunday morning games are to determine the seeding for the semifinals.

06/07 Super Group Boys AND Girls

Both boys and girls will have 32 teams competing in this 06/07 Super Group

There will be 16 teams in Bracket A and 16 teams in bracket B. which means 4 teams in A,B,C,D on each side. Top teams from A,B,C,D move on to the final eight (quarter finals) from both sides.

Quarterfinals, Semi-Finals and Finals game times will be shortened to 25 min. half's. If tied after regular time then we will go straight to penalty kicks. (5 PK's per team)

Groups of 16:

Winner A vs Winner B

Winner C vs Winner D

Groups of 12

Winner of A vs Wildcard

Winner of B vs Winner C

* If Wildcard comes out of A, winner of A vs B, winner c vs wildcard

Group of 10

Each team plays 4 pool play games. Team with the most points is Champion

Groups of 8

Winner of A vs Winner B, straight to final

Groups of 6

One bracket of 6 teams. Teams 1,2,3 will play 4,5,6 in Group Play. Championship game will be 1st in points vs 2nd in points, of ALL 6 teams.

Groups of 5

Each team plays each other once. Team with the most points is Champion.

Groups of 4

Each team plays each other once. The top two teams with the most points play again for 1st & 2nd place

Tiebreaker

Six levels of tie breaking will be employed to resolve ties in standings.

- Head to Head competition; in case of three way tie, head to head is never used and move directly to tie number 2
- Fewest goals against (up to 4 goals per game)
- Most goals for (up to 4 goals per game)
- Most total wins
- Most shutouts
- F.I.F.A. kicks from penalty spot
- Semi Finals: straight to PKs
- Championship games tied after regulation will go straight to PKs

3 way tie:

If three or more teams cannot be separated through tie breakers above, penalty kicks shall determine 1st, 2nd & 3rd. A coin toss will determine which team receives a bye from the initial PK shootout. 2 remaining teams will participate in the initial shootout. Loser of the initial shootout will become the 3rd place team. Winner of the initial shootout will participate in an additional shootout against the team receiving bye in the secondary shootout. Winner of the secondary shootout will become 1st in pool. Loser of the secondary shootout shall become 2nd in pool. 4 way tie: pk's. Coin toss to see which teams meet in pk's. If three or more teams cannot be separated through tie breakers above, penalty kicks shall determine 1st, 2nd & 3rd. A coin toss will determine which team receives a bye from the initial PK shootout. 2 remaining teams will participate in the initial shootout. Loser of the initial shootout will become the 3rd place team. Winner of the initial shootout will participate in an additional shootout against the team receiving

bye in the secondary shootout. Winner of the secondary shootout will become 1st in the pool. Loser of the secondary shootout shall become 2nd in pool.

4 way tie: pk's. Coin toss to see which teams meet in pk's

Championship Awards

First and second place awards (medals) will be given to the players of the top two teams in each division. First place team will also receive a Championship trophy and each player will receive a championship top.

Match Times

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Age Under	Born On/After	Game Length	Ball Size
18/19	1/1/2006	70	5
17	1/1/08	70	5
16	1/1/09	70	5
15	1/1/10	70	5
14	1/1/11	60	5
13	1/1/12	60	5
12	1/1/13	60	4
11	1/1/14	60	4
10	1/1/15	50	4
9	1/1/16	50	4
8	1/1/17	40	4

Other

***Our club is a dog friendly association, however, we cannot allow dogs at the fields-parks, per city code. Some cities may issue a ticket if someone has a dog on their fields.

