



2017 CLOVIS CHALLENGE CUP RULES AND REGULATIONS

GENERAL INFORMATION

Hosting Club: Clovis Crossfire

Age Group and Gender U8-U19 Boys and Girls

Sanctioned to Host: All US CLUB Soccer teams and USYSA approved Travel teams

CONTACT INFORMATION

Tournament Director:

David Gomez

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FEES

U8 \$350

U9-U12 \$525

U13-U19 \$625

Applications should be made online and paid for by credit card or echeck. Applications received without appropriate fees are considered incomplete and will not be considered for acceptance.

REGISTRATION DEADLINE: October 6, 2017

TOURNAMENT DATE: October 28-29, 2017

Refund and Withdrawal Policy

Any team withdrawing from the tournament must do so by written notice sent certified mail, return receipt requested no later than 14 days prior to tournament start date, unless officially directed otherwise. Teams withdrawing within two weeks prior to the tournament start date will be granted a refund upon committee approval only.

FIFA RULES: As modified by USYSA, USCLUB Soccer, USSF and as modified herein.

DISPUTES: All Disputes shall be settled by the tournament committee.

PROTESTS: All game results will be considered final. No Protests will be allowed.

CREDENTIALS: ALL USCLUB Soccer and USYSA teams are eligible to play provided that the proper US CLUB credentials are presented at registration. The following credentials must be presented at the mandatory credentials check-in.

1. **Official Team Roster** – Teams must be affiliated with FIFA and/or USSF and be affiliated with their State, Provincial or National Association. An official team roster, guest player forms with signatures of both the loaning club and receiving club representative.
2. **Medical Authorization Form** - Each participating athlete must complete an official sanctioning organization soccer medical authorization form. Each form MUST include a parent's signature.
3. **Laminated USCLUB Soccer Player pass** – Valid laminated player cards with a photograph. Player passes must all be from the same and current season, they cannot be a mixture of seasons.

4. **Laminated US CLUB Soccer Coaches pass** - Each team must have at least one properly credentialed adult present on the sidelines of each match. Coaches' pass cards must possess a current season expiration date.

For NON US CLUB registered teams: If you are not a US Club registered team, you may attend our tournament as a non-member by obtaining temporary USCLUB status and our tournament. Visit www.usclubsoccer.com and select the green "Registration" Tab and proceed to the "Tournament Team Insurance" Option for further details.

Each team will receive a packet containing rules of competition, schedule, and any updates or new information at the mandatory check-in.

Guest Players: This tournament will accept up to five guest players on a roster, with a total roster size not to exceed 18 players for any one game. Guest player forms must be submitted at check-in, complete with all signatures. Guest player must have current player pass, medical release of the same year as the rest of the team, to be inspected at check-in.

Guest Teams: Teams that are accepted to the tournament as guest teams shall not advance out of their bracket. The guest team results are predetermined to be 1-0 against the guest team. The opposing team is awarded 3 points.

Game Cards: will be provided by the tournament. Team rosters must be input on-line 2 days prior to the tournament. Failure to complete the on-line roster will result in your manual input the night of registration. Only those players on the game card will be permitted to participate in tournament games. There will be no write-ins. Players and coaches may not be added once registration check-in is complete. In addition to all credentials being verified at check-in, all passes will be checked prior to the beginning of each game by the referee.

Shin Guards and Casts: All players are required to wear shin guards – no shin guards, no play. Players will NOT be allowed to play with a hard cast. It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of the hard brace.

Home Team vs Away Team: The team is listed first on the schedule and will switch jerseys in case of conflict. The away team or team listed will switch sides in case of conflict. All parents will sit on one side of the field and both teams on the opposite side of the field. No parents will sit in between the fields of play.

Game Forfeits: All games will begin on time, however and at the discretion of the tournament Director a suitable grace period may be granted under certain circumstances. A forfeit will be determined if a team is unable to field at least 7 players on a 11v11 format, 6 players on a 9v9 format and 5 players on a 7v7 format at game time.

PROHIBITIONS

The following are prohibited at any of the tournament game sites:

1. Possession or consumption of alcoholic beverages or controlled substances.
2. DOGS - NO DOGS ON THE SCHOOL SITES
3. Noise makers, horns, etc
4. Use of tobacco products- Use of tobacco products on the grounds of any public school facility is a VIOLATION OF CALIFORNIA STATE LAW
5. Fire Arms

Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to comply with the prohibitions listed above. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future Clovis Crossfire events. In addition, the proper legal authorities will be notified and criminal action may be taken.

DURATION OF GAMES

All teams are guaranteed three games.

U8

All games – Four 10-minute quarters with two 2-minute breaks and 5-minute half time.

U9-U12

All games – 25 minute halves with a 5-minute half time (Ties Stand).

Finals – 25 minute halves – with a 5-minute half time. Games ending in a tie will play two 5-minute overtime periods (no golden goal) followed by FIFA kicks from the mark if still tied.

U13 and older

All preliminary games – 30-minute halves with a 5-minute half time (Ties Stand).

Finals – 30 minutes halves – with a 5 minute half time. Games ending in a tie will play two 5-minute overtime periods (no golden goal) followed by FIFA kicks from the mark if still tied.

Substitutions

Unlimited substitutions are allowed with referee approval in the following situations:

Prior to a throw in for either team

Prior to a goal kick by either team

Prior to the restart of the game following a goal being scored by either team

Prior to the restart of the second half

Prior to the beginning of an overtime period

Prior to the restart of the game following an injured player being cautioned, the referee will give the coach the choice of substituting the cautioned player. (The player could re-enter at his/her team's next substitution opportunity).

A "cautioned" (yellow card) player (MANDATORY) at the time card is issued.

Substitutions shall be made at midfield within 10 yards of the halfway line. The substitute player shall not enter the field of play until allowed by the referee and the player substituted as left the field of play.

The referee has the discretion to limit substitutions in the final minute of play.

Ejections

Any player, coach, assistant coach or registered team official who is shown a red card will be automatically suspended for the remainder of that game and will not be allowed to play/coach in the next game. Additional penalties may be imposed for violent conduct. A coach or registered official must leave the field, may not sit on the bench nor coach from the side line. A player may return to the bench after the suspension but not in uniform. Cards will be taken by the referee and turned over to tournament headquarters where they will be held and returned after the suspension has been served. Further, one (1) point per red card (player or coach) will be deducted from team total scores as defined in the tournament Scoring System.

COMPETITION FORMAT

The Crossfire seeding committee reserves the right to alter the format to enhance the competition and improve the overall quality of the tournament. Divisions will be as follows, but not limited to:

4 team: Will consist of one flight all teams will play each other and the championship game will consist of the two high point teams.

5 team: One flight of five teams, with each team playing each other once and the team with the highest points being awarded 1st place and the team with the 2nd highest points being awarded 2nd place.

6 team: Will consist of two flights of three teams. Each flight will play 2 games to determine the 1st and 2nd then 1st of A will play 2nd of B and 1st of B will play 2nd of A to determine who shall go to the championship. 3rd of A will play 3rd of B for their 3rd game.

7 team: Will consist of one flight of four teams and one flight of three teams. Each flight will play two preliminary games within their flights to determine placement. The first place team in each flight will play the 2nd place team. The 3rd place teams will play each other with the winner playing in a consolation game against the fourth place team from the 4 team bracket.

8 team: Will consist of two flights of four teams. The first place team from each flight will play in the Championship.

9 team: Will consist of three flights of three teams. Each team will play two preliminary games within their flights to determine placement. The first team in each flight and the next highest point total team (4th in points) will play in a semi-final game. The winners of the semi-finals will play for the championship. Flight placement will determine 3rd game for each of the remaining teams.

WILD CARD SELECTION

Brackets with wild cards: Wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with rules.

TOURNAMENT SCORING

All teams are guaranteed three games.

Maximum number of points allowable per game 10

Six (6) points for a win

Three (3) Points for a tie

Zero (0) Points for a loss

One (1) Point for a shut out

One (1) Point per goal maximum of three

One (1) point deducted per Red Card. (Player or Coach)

Forfeited games will be scored as 1-0. The 1-0 will not be used as goals for or against in the event of a tie breaker.

A team who forfeits will have the games scored a 0-1 loss. The winner will receive 8 points (6 for the win, one for the goal and one for the shut out.) 4 points will be given for a 0-0 tie. No points will be deducted for excessive goal differential; however, we ask all teams to be respectful of other teams. No points will be awarded if neither team shows for a game. Official standings shall be kept at Tournament Headquarters. Unofficial results will be posted at the other locations.

TIE BREAKING PROCEDURE

In the case of a tie after the completion of preliminary games or for a "Round Robin" format, the following system will apply:

- A. Winner of Head to Head
- B. Team with the fewest losses
- C. Team with the highest goal differential advances (not to exceed plus 4 goals in any one match)
- D. Team with the fewest goals allowed advances

- E. Team with the most goals scored advances (Maximum of 4 goals per match)
- F. Kicks from the mark as per FIFA rules. Team with the most successful kicks advances.

AWARDS

- A. A team award will be awarded to the first place coaches
- B. Individual awards will be given to the 1st and 2nd place teams.
- C. Awards will be distributed onsite and immediately following the Championship games.

Rules of Conduct: All coaches are responsible for the conduct of their players, staff, parents, friends and any affiliated spectator. If in the opinion of the referee it is deemed a game should be terminated due to the misconduct of any person or persons, the offending team will be suspended, forfeit that game and any remaining games.

Injuries and Medical Assistance: Any injured must be reported to a tournament official so an injury report can be completed.

Weather Conditions: If deemed necessary by the Tournament Committee, games may be shortened, be determined by penalty kicks or be canceled due to extreme weather or field conditions. A water break may be added if deemed necessary.

Tournament Cancellation: Should the Tournament Committee have to cancel the entire tournament due to inclement weather, acts of civil disobedience, war and destruction of facilities or other circumstances beyond its control. The Club may retain up to 30% of team entry fee upon verification of expenses. Refunds will be mailed within 45 days of notice of cancellation.

Hotel Information: A list of local hotels will be posted on the tournament website.

Tournament Director: The tournament director reserves the right to establish policy as deemed necessary in regard to problems and/or circumstances not specifically addressed. The Final decision of the tournament director is not subject to appeal.