

# FOLSOM SURF HALLOWEEN CLASSIC 2024

## Tournament Rules & Regulations

FIFA rules will apply unless noted below. It is expected that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of fair play and will conduct themselves in accordance with the Tournament Rules.

**ALL PLAYERS MUST BE ON YOUR GOTSPORT ROSTER AND APPROVED THAT ARE PLAYING IN THE TOURNAMENT.**

**\*\*\*\*PLAYERS MAY ONLY PLAY FOR AND BE ROSTERED ON ONE TEAM FOR THE ENTIRETY OF THE TOURNAMENT, REGARDLESS OF AGE GROUP, CLUB AFFILIATION, BRACKET, POSITION, INJURY.**

### Team Check-In & Registration:

**ALL DOCUMENT REGISTRATION MUST BE DONE ONLINE by FRIDAY, October 18th.**

Failure to check-in may result in disqualification from the tournament without a refund of the fee.

### Roster Instructions:

- Log onto your GotSport account and click your team that is playing in the tournament.
- Click on TEAM REGISTRATIONS.
- Select Folsom Lake Surf Halloween Classic from the drop down menu.
- Add any LOAN or CLUB PASS players by clicking on the buttons available. For more information on this please follow this link: <https://gotsport.zendesk.com/hc/en-us/articles/4406129679767-How-to-add-a-guest-club-pass-player-for-an-event-as-an-admin->
- To check for "APPROVED PLAYERS" go the "TEAM REGISTRATIONS" tab, click on Folsom Lake Surf Halloween Classic.
- Click the "ROSTER" tab, your approved players will appear on this roster.

- For instructions on adding players to your roster please follow this link: <https://gotsport.zendesk.com/hc/en-us/articles/360050014493-How-to-Register-Teams-to-an-Event-Add-Players-to-a-Roster>.
- PLEASE MAKE SURE THIS ROSTER IS 100% CORRECT, THE MATCH CARDS WILL BE PRINTED WITH THIS ROSTER. IF PLAYERS ARE NOT ON THE MATCH CARD ROSTER, THEY MAY NOT BE ELIGIBLE TO PLAY.

You are required to maintain all MEDICAL RELEASES for your team throughout the tournament. Be sure to have proper documents for any and all players for the entirety of the tournament and have them available upon request of the tournament officials.

Please note you will not see the document approved as in years past.

For game day check-in, teams will need to bring players and their laminated player/coach passes (US Club, CYSA-N, etc) to the Halloween Classic tournament check-in tents 30-minutes to 60-minutes before the first game played.

### **Tournament Format:**

All teams will play a minimum of 3 games. There will only be 5 minutes between games, please be courteous & clear the field promptly. There will be no injury or stoppage time.

### **Game Rules:**

U8-U10: 7v7, 25min. halves

U11-U12: 9v9, 25min. halves

U13-U14: 11v11, 30min. halves

All games will have a 5 min half times.

All US Soccer mandates for the age groups will be followed (build out line, heading rules). All Fouls for all age groups will follow FIFA/US Soccer

(USSF). All other rules and regulations set by FIFA/US Soccer (USSF) are enforced except those exceptions authorized by FIFA or USSF.

### **Protests:**

Protests will be allowed only for paperwork and credential issues. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final. Disputes will be handled by the tournament committee and tournament director. Referee decisions may NOT be disputed. Once a game has been played, protests will not be allowed.

### **Roster Size:**

U8-U10- 14 Players allowed. For U11 and U12 teams, you may have a maximum of 18 players with 15 players suited up per game. For U13 - U14 age groups, Teams may register a maximum of 26 players with a maximum of 18 players suited up per game. The maximum number of guest players allowed is 3 per team.

### **Preliminary games:**

Preliminary games will start at the scheduled time. Coaches should arrive early to their designated fields and make sure that uniform colors do not conflict and that the teams are ready to go. Time will be kept by the referee on the field and they will be instructed to start the time at the scheduled time.

### **Uniforms/Costumes:**

Costumes are encouraged but not required. If costumes are being worn, Please make sure they are all the same concept (ie. color) and that players have a number assigned to them, with the number on the costume (sleeve or on back). Players may wear Halloween make-up and hair color, and teams may wear Halloween socks, jerseys or shorts. No Jewelry, or long nails will be allowed. No hard cast will be allowed.

### **Home team:**

The home team is listed first and will kick off. If jerseys/costumes are the same for both teams, the home team will need to change jerseys. Home team must also provide the game ball. The game balls will be subject to Referee approval, the referee may request another ball from either team.

## **Divisions:**

### **4- Team divisions:**

One bracket, will play each other once and the top two point getters will play in the final.

### **5 - Team divisions:**

One bracket, Saturday is seeding, all teams will play 2 games. Sunday will be as follows: quarter-final (4v5), Semi-finals: 1v(Winner of 4v5) & 2v3. Championship match will between winners of semi-final games.

### **6 - Team divisions**

One Bracket, each team will play cross bracket for a total of 3 games in group play. 1st highest overall points will play 2<sup>nd</sup> highest overall points in Final.

### **7 - Team divisions:**

One bracket, Saturday is seeding, all teams will play 2 games. Sunday will be as follows: 3<sup>rd</sup> guarantee teams 6v7, winner of (6v7) v 5. Semi finals: 1v4, 2v3. Championship match will between winners of semi final games.

### **8 - Team divisions**

Teams will be divided into 2 groups of 4 teams each. Each team will play 3 preliminary games against their group. The team within each group with the most points will advance to the Championship game on Sunday.

### **Finals, semi-finals and consolation games:**

Game times will be same as preliminary. If games are tied after regulation, games will **GO STRAIGHT TO PK's** from the mark to determine a winner. Team Trophy and individual awards will be given to division champions. All 2nd place winners will receive individual awards only. Awards will be presented immediately following the respective championship games.

### **Score Reporting:**

Scores after each game will be reported by the Field Marshals or the Tournament Director. If the score is misprinted on the internet, please contact the Tournament Director ASAP.

### **Points & Standings:**

- 3 Points for each win
- 1 Point for each draw
- 0 Points for a loss

(Points are not deducted for red cards)

### **Tie Breakers:**

In the event of a tie, the winner will be determined as follows:

- 1. The winner of head-to-head competition.
- 2. Goal Differential (there is no limit on goal difference)
- 3. Goals For (there is no limit on goals scored)
- 4. Goals Against (there is no limit on goals scored)
- 5. Most Wins
- 6. Penalty Shoot Out

### **Three Team Ties:**

Should there be a tie between three or more teams, and teams are still tied after steps 1 through 6... a three-way coin toss will be conducted to determine the order of which teams will shoot PKs. The teams that tie in the coin flip will compete in FIFA Penalty Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team. The coin toss and time of the FIFA Penalty Kicks will be thirty (30) minutes prior to the Semi-Final or in some cases Final game.

In the event two of the three teams are from the same bracket, the coin toss will be bypassed and the two teams from the same bracket will compete in FIFA Penalty Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team.

### **Player Deportment:**

The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded and reported immediately to the event directors.

A player receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card). A player who has been ejected (sent off) will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. If this player is found to be participating in the next scheduled game - the team with that player will forfeit the game.

A coach who has been ejected (sent off) will not be allowed to participate in the next scheduled game. Any player or coach ejected (Red Card) from a game shall be ineligible to take part in any further action with the team during that match.

The referee, referee coordinator and event staff/director will assess the ejection and decide upon further suspension. The discretion will be solely down to the event director and referee coordinator.

### **Sportsmanship:**

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents, assistant coaches, team officials, and spectators affiliated with their team. No foul or abusive language will be allowed.

### **Field Marshals:**

Field Marshals will be present at all fields. All participants should be aware that the Marshals have the authority and right to remove any unruly or uncivil spectators or coaches from the game field perimeter and/or the field complex area. Anyone found consuming alcohol at any location will be asked to either dispose of the alcohol or to leave the premises.

### **Event Committee:**

In the event of conditions beyond the Event Committee's control, final decisions with respect to game cancellations, shortenings or terminations

shall lie solely with the Event Committee and director. The Event Committee/Director, in conjunction with the Referees' Committee/Coordinator, reserves the right to change field assignments. In addition, the Event Committee/Director reserves the right to change sectional and divisional assignments in the interest of fair and balanced competition.

### **Rule Changes:**

The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be announced at the team check-in. Any situation not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may alter these rules as necessary, and such changes will be final and no appeal will be accepted.

### **Refunds:**

If the entire event is cancelled due to weather prior to your first scheduled match, FLS may refund a maximum of 50% refund to your team once all event expenses have been fully covered. If weather curtails the event thereafter, every reasonable attempt will be made to assure teams play at least 2 games but no refunds will be given.

### **Spectators:**

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team and MIRROR their team. Do not change ends at half-time. Do not mix in with the spectators of the opposing team. Each team is to remain on their half of midfield. Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams may be removed from the tournament per the Tournament Committee if they feel team sideline is out of control.

### **Prohibitions:**

#### **• Alcohol or Controlled Substances:**

Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport fields. 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 tournaments hosted this club.

- **Tobacco/Vaping Products:**

Use of tobacco products is prohibited at this tournament. Use of tobacco products on the grounds of any public facility is a violation of California State Law.

- **Dogs/Pets:**

Dogs are prohibited at this tournament from being on fields. This will be enforced by field marshals and/or site directors. We love dogs, but they have no place on fields per US Club Rules. Service dogs that are clearly marked as such are okay as long as they don't cause disruption. No other dogs, regardless of size, color, temperament, name, etc., will be allowed. If a spectator brings a dog to the tournament and does not follow these rules will be considered in demonstrating unsportsmanlike behavior and will be treated as such.

Referees will be instructed to terminate a game if, after being asked to do so, any person affiliated with the team refuses to remove a dog from the area of the soccer field, or if after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco/vaping products in the area of the soccer field. The opposing team will be granted an immediate win of a minimum of at least 1-0, and the team with the offending spectator will lost all points for that game.

- **Tents/Shade covers:**

EZ-Ups/Shelters must be secured with stakes, and must be approved by Tournament Officials prior to their set-up. No stakes are to be used on Artificial Turf Fields.

- **RV's/Vans:**

RV's/Vans will be allowed at site locations based on the rules of the site, and at the discretion of the Site Director and/or Tournament Director.

The tournament is not responsible for the enforcement of any of the site rules regarding RVs/Vans.