

District 2 Recreational Cup Rules & Procedures

The Tournament will be played under FIFA rules as determined by CalNorth/CYSA with the following changes and additions:

1. Credentials:

A team representative should have Team Roster or already in GotSoccer

2. Team Check-In:

Teams must check-in 20-30 minutes before each game at the site headquarters for credential and equipment check. Milpitas Complex, will be the Headquarter. Marshals will check players. Team Rosters will be required in case the team does not have player passes. Team roster

3. Substitution:

Substitutions are allowed, as provided by CYSA rules.

4. Ejection:

A player receiving a red card will automatically not be allowed to participate in his or her next Tournament game.

A coach receiving an ejection will automatically not be allowed to participate in his or her next - Tournament game.

5. Game Start:

Games will be started within 5 minutes of the scheduled time. If a team has not taken the field with a minimum number of players (see below) within a 5 minute grace period, they will forfeit the game to the other team in attendance, if they have the required number of players on the field. Referees will be instructed to strictly enforce this provision.

6. Number of Players:

For U8: 7v7, including goalie; 4 players minimum to start the match and to continue play.

For U10: 7v7, including goalie; 4 players minimum to start the match and to continue play

For U12; 9v9, including goalie; 5 players minimum to start the match and to continue play

For U14: 11v11; 7 players minimum to start the match and to continue play

7. Field Size: (these are approximate) & Goal Size

U8: 50 yds. x 35 yds, 6' x 12'

U10 and U12: 70 yds. x 35-50 yds, 7' x 21'

U14: 100-105 yds. x 50-65 yds, 8' x 24'

8. Teams:

Teams designated as home teams on the schedule will provide the game ball and will change jerseys in case of a conflict.

Players and Coaches shall occupy one side of the field and reside in the technical area during the game. All spectators shall be on the side opposite of the players and coaches or on bleachers on either side of the stadium field.

9. Check in Procedures & Tournament Headquarters:

All teams should report to headquarters for check in 30 mins before their first game time with a team roster from GotSport in hand

Tournament contact will be Amin Fazal (408) 981-7950

10. Length of Games:

Under 8

2 - 15 min halves

Under 10

2 - 20 min halves

Under 12

2 - 20 min halves

Under 14

2 - 25 min halves

Halftimes will all be 5 min in length max.

Championship games, if tied, will go straight to penalty kicks from the mark, if necessary.

11. No Blowout Games:

In order to maintain reasonable scores in games, the Jamboree - Tournament score for each game will not be above a five-goal differential.

Suggestions for holding down score:

Shift forward players into positions on the back.

Impose a condition on your players before they can shoot (e. g. 6-8 consecutive passes).

Designate one of the players as the only player who can shoot on goal.

Prohibit players from shooting on goal, give them a different objective.

12. Field Marshals:

Field Marshals will be at each site.

13. Alcoholic Beverages:

Possession or consumption of an alcoholic beverage is expressly prohibited at all Parks and school sites in the City of Milpitas. Team members or parents found violating this rule would result in their team forfeit all games and will be suspended from the Tournament.

14. Protest:

Tournament logistics preclude the possibility of considering protests. The results of all games are final.

15. Awards:

Every player that participates in the Tournament will receive a tournament pin.

U8, U10, U12 and U14 - All teams are guaranteed three (3) games. The division sizes will be determined based on the number of teams registered. Trophies will be awarded to Champions.

Medals will be awarded to Champions and finalists placed depending on the division.

16. Points and Tiebreakers

Point for U10 thru U14 will be awarded as specified below:

Win - 6 points, loss - 0 points, tie - 3 points.

Goals 1 point each to a maximum of 3.

Shut out - 1 point. (0-0 tie is considered a shut-out)

Forfeit - 7 points to opposing team, posted as a 1-0.

Tiebreakers will be observed in the order as follows:

1. Goal Differential
2. Goals Against

3. Goals For
4. Head to Head
5. Most Wins
6. Penalty Shootout

17 First Aid:

All teams are responsible for providing their own first aid kits. Field Marshals do not have first aid kits. If the injury is serious, 911 can be called.

18. RIGHT TO CHANGE

The District II Cup Chairman or DII Board of Directors reserves the right to change any rule. If a change occurs, an update will be posted on the District II website no later than five (5) days before the weekend of the competition.

19. SPORTSMANSHIP

GOOD SPORTSMANSHIP IS EXPECTED OF ALL PLAYERS, COACHES, PARENTS, AND SPECTATORS THROUGHOUT THIS TOURNAMENT.