



**Tournament check-in procedures:** Check-in will be at 7:00 AM before the first round of games at 8:00 AM. Look for the Cal North and Raley's tents where Member Services Representatives Angelica and Dane will be along with our Spanish translator, Jaz, to aid in the process of check in.

**At tournament check-in you will need to provide the following if you are NOT a Cal North member:**

- a. Team Roster (2 sheets).
- b. Medical Release/Waiver of Liability (1601 form) signed by each parent/guardian/player listed on the Roster (1 Waiver per player).
- c. Official ID (Current) of each player with photography or league player passes.

**Cal North Members will only need the following for team check-in:**

1. Team Roster (2 sheets).
2. Cal North player passes.

Once the coach has presented their player passes and rosters, each player who is eligible to play will receive a wristband. The wristband will be used by referees to check-in players before match play, 10 minutes prior to kick-off.

If players lose their wristband, they must immediately come back to check-in tent to get a new one or they will be ineligible to play their next match.

**Match-time check-in procedures:** Teams must be present for pre-match check-in exactly 10 minutes before kick-off with wristbands on eligible players for referees to double check. This is mandatory before each match so please prepare accordingly beforehand.

## **CINCO DE MAYO SOCCER TOURNAMENT RULES**

The Cinco de Mayo soccer tournament is in its inaugural year in northern California. Eligible teams 8U will play 4v4, 10U will play 7v7, 12U will play 9v9 and U14-U18 will play 11v11.

**TOURNAMENT TEAMS.** All teams who will participate in the Cinco De Mayo Tournament are all teams who have delivered to the Tournament Director the following:

- a. Registration Form (Got Soccer) and Team Roster Signed by Cal North(2 sheets).
- b. Waiver signed by each player listed on the Roster (1 Waiver per player).
- c. Official ID (Current) of each player with photography or league player passes.
- d. Payment for participation in the tournament.

Each team may register a maximum of two (2) members of the Coaching staff to the Organizing Committee of the tournament. Under no circumstances, will roster changes of players or coaches be accepted once the tournament starts.

**PLAYER REGISTRATION.** All teams must submit their Form of Registration, Roster, signed Waivers and IDs no later than the day of the draw for teams and their corresponding payment. On the first day of the tournament, all players must register at the registration tent and present a photo ID at least one (1) hour before the start of

the first game. Players must have this identification at all times during the tournament in case of any report or clarification from the Organizing Committee.

After having registered at the registration tent, each player will receive a bracelet which they must wear throughout the tournament. If the player does not wear this bracelet, the player cannot play.

**OFFICIAL IDENTIFICATION.** To register players, they must submit a current Official ID with

photograph or player pass when registering the team in the tournament. At all tournament games, players shall submit to the Organizing Committee Official ID to the registration tent to identify the players and give them a bracelet. No player may participate in the tournament if they are not registered at the registration tent and are given a bracelet; any of the following Official Identification options are accepted, always ask to include date of birth, photograph and have a valid expiration date:

- a. Official league credential where the team plays.
- b. Driver's license.
- c. Passport and Consular ID's.
- d. Original birth certificate accompanied by a photo ID.

**TEAMS AND PLAYERS.** Only registered players can play in the tournament under the following guidelines: a. Players may not play for more than one team during the tournament.

b. All players will be assigned a shirt number and cannot change this number once the team is registered.

**COMPETITION SYSTEM.** The competition will be held in two phases, one qualifying and a second phase of finals. In qualifying, the points system will be applied following the outcome of every game. This stage will be played in a round-robin format.

The overall group standings and position are subject to the following:

- Three (3) points per game won.
- One (1) point for a tie game.
- Zero (0) points for a loss.

If at the end of qualifying, two or more teams are tied in points in their respective standings, the following tiebreakers will apply - in order 1-5, to define the position of the standings:

1. A direct result of the match between the clubs involved in the tie (Head to Head).
2. Goals differential.
3. Goals for.
4. Goals against.
5. Least amount of red cards
5. FIFA Penalty kicks (5) then sudden death if still tied.

**THIRD PLACE.** There will be no games to define third and fourth place clubs for the tournament.

**YELLOW CARDS.** Players who accumulate two yellow cards in the same match will be expelled from the field and will be sanctioned with a match suspension regardless of whether classification phase or finals phase. There will be no accumulation of yellow cards during the tournament.

**RED CARDS.** Players receiving a straight red card during a match may not continue that game and will be suspended from the next match (no matter if classification phase or finals phase) and must leave the playing area. Should a player continue with violent or unsportsmanlike conduct or by any club players, general club members, trainers, coaches, families, fans, friends, or any individual related to the team, the team may be expelled from the tournament without appeal, if the Organizing Committee of the tournament considers it so. If the team is expelled there is no possibility of reimbursement of registration of participation and the team will be excluded from future tournaments.

All coaches are responsible for the behavior of their players, their families, friends and team.

**DISCIPLINE.** Any player sent off during the tournament may be required to appear before the Organizing Committee of the tournament with his coach or team manager. The Organizing Committee of the tournament will determine whether the player can continue or whether it should be withdrawn from the tournament depending on the offense.

**EXPULSION OF THE TOURNAMENT.** The Organizing Committee will expel any player or tournament team that commits any of the following acts:

- a. Violent or unsportsmanlike conduct.
- b. Aggression to members of the Organizing Committee.
- c. Aggression to the public or berating of opposing teams.
- d. Aggression to the Officiating members.

**GAME TIME.** Prior to the start of the tournament, the Organizing Committee will announce the official times for qualifying matches and for the finals phase.

**EXTRA TIME AND PENALTY KICKS.** There will be no overtime in finals situations. Instead, teams will go straight to penalty kicks from the spot at the end of regulation.

**UNIFORMS AND SHIN GUARDS.** All teams must register the following information with the Organizing Committee - the color of the uniforms they will participate with in the tournament. The uniform consists of: game shirt, shorts, socks, shin guards and soccer shoes. All uniforms must include the following on the back of the shirt game - a unique number that will be assigned to each team player. No player can participate in the tournament if the shirt game has no number.

If in the opinion of the game Referee both club uniforms are confusing in colors, they may be prompted to change shirts, or alternatively, use coats to the visiting club.

**HOME AND AWAY.** The first team named in match information, is considered the "Home" team and the second team is the "Away". If there is a conflict of colors on the uniforms, the "Home" team will be responsible to use an alternate uniform.

**MATCHES.** For the timely initiation of matches, teams must report to the registration tent one half hour before the start of their game. There will only be a five (5) minute wait period (tolerance). A team can start playing a game with a minimum of seven (7) players on the field, including goalkeeper. If the team does not show on the field ready to play, or it happens to have less than seven (7) players during those first five (5) minutes, the match will be closed. If a team does not show on the field, the team on the field will win by a score of 3-0.

The length of matches for these age groups are U8 and U10 55 mins (25 min halves, 5 min half), U12 65 mins (30 min halves, 5 min half), U16 85 mins (40 min halves, 5 min half), and U18 95 mins (45 min halves, 5 min half)

The bench can be made up of a maximum of nine (9) players as substitutes and two (2) registered members of the Coaching staff.

**SUBSTITUTIONS.** Any player who has left the game as part of a substitution, may return the pitch during the remainder of the game (unlimited).

**SUSPENSION OF MATCHES.** Once initiated, games may be suspended only by natural causes (hail or lightning), for reasons of major force as dictated by the Organizing Committee, either for lack of safety and security (invasion or aggression of public participants) or some other unforeseen event during the tournament.

If a team withdraws from the field once the game has started, the club that stays on the field wins the match by a score of 3-0.

If a game is suspended, the Organizing Committee will reserve the right to set (or not set) extra games to meet the schedule of the tournament without right of appeal by the clubs.

**GAME BALLS.** All clubs shall be responsible to present game balls for games.

**HYDRATION.** It is recommended that all players, coaches and families bring water and hydrate during the tournament days. The tournament will not provide hydration to participants.

**PROTESTS.** THERE WILL BE NO PROTESTS. ALL DISPUTES WILL BE RESOLVED IMMEDIATELY BY THE TOURNAMENT DIRECTOR. THESE DECISIONS WILL BE FINAL.

**FRAUD.** Those teams that attempt to use players who are not officially registered in the tournament, will automatically be expelled from the tournament without refund of registration

fees.

**GENERAL PROVISIONS.** The body responsible for the interpretation and enforcement of this regulation will be the Organizing Committee. The Organizing Committee will have the broad discretion to resolve cases not covered by these rules.

**SPECTATORS.** The setup of fields during the match will be as follows: Two teams and their coaches will be on one side of the field, separated by the halfway line. Parents and spectators are to set up and remain on the opposite side of the field at all times until the game's conclusion.