

## COASTAL TOURNAMENTS – RULES 2025

### **Rules of play:**

It is the understanding of this tournament committee 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.

### **Protests:**

No protests will be allowed during this tournament. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final.

### **Medical Release:**

All players must have signed medical release forms at team check in and throughout the tournament.

### **Roster Size:**

Teams may register/roster a maximum of 18 players for U12 through U19 age groups, and 13 for U6-U10. A team may use up to 7 guest players but any team utilizing guest players is still limited to the stated maximum roster size. Note: Rosters are frozen once the first game is played and no additional players may be added after the competition has started.

### **Player's Credentials and Equipment:**

The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, casts, metal objects, jewelry, or headbands may be worn. Soft cast are permitted with the permission of the referee. Casts are allowed in CYSA if padded and the referee considers them to be safe.

Player picture identification cards are to be present and available at all matches.

Identification cards are required to be checked by the referee prior to each match

The shirt number of each player must be the same as the player's shirt number on the game card or roster.

### **Home Team:**

The home team appears first on the game schedule. The Home Team will supply game ball, unless supplied by the tournament. The game ball is subject to referee approval. The home team will be required to switch to an alternate jersey, if the referee declares color conflict.

### **Team Check- In & Registration:**

Teams must register at the field one hour prior to first game. Failure to check-in may result in disqualification from the tournament without a refund of the fee. Game Roster is final after check-in, no alterations or player additions may be made after.

### **Requirements for Check-In & Registration:**

At the Mandatory Registration, teams must provide the required credentials. All US teams must provide valid laminated Player ID Cards with photographs and signed medical Release forms

### **Conduct:**

All coaches should be mindful to ensure that their players, bench, friends, and spectators associated with their respective teams, obey tournament rules and act civilly and in a sportsmanlike manner at all times. Failure to do so may result in penalties or sanctions against the respective team, at the sole discretion of the tournament:

- No mechanical devices are used;
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line
- No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
- No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior.

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Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams can be removed from the tournament per the Tournament Committee if they feel team sideline is out of control.

No alcohol permitted at the tournament

No noise makers

No smoking

No animals (Dogs)

### **Equipment:**

No Jewelry

Casts are allowed in Cal South if padded and the referee considers them safe.

Mandatory that all players wear shin guards

### **Cautions & Ejection's:**

A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played. For flagrant violations, longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director. The tournament director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team with no communication of any manner. Players may sit with the team but may not be in uniform. Suspended Coaches must be "Out of Sight & Sound of the Field".

### **Suspended Games:**

If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned. Additionally, the home league and state association will be contacted as appropriate.

### **Substitutions:**

Unlimited substitutions allowed in all ages group. However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions are allowed only at the following times (including over-times):

Substitutions by either Team are allowed at any stoppage of play with the permission of the referee.

### **Side Lines:**

Both teams and coaches will be on the same sideline directed by the field marshal or referee unless otherwise notified. All spectators will be on the opposite sideline.

### **Forfeitures & Byes:**

Games not played will be classified as "Forfeits & Byes". Teams failing to report ready to play within Five (5) minutes of scheduled kick-off time forfeit that game. All teams who Forfeit will have the game scored 0-1 loss. The winner will be awarded 8 tournament points for a win (3 for the win, one for the goal, and one for the shutout). A team needs at least 6 players for a U9-U10 match and 7 players for a U11-U15 match for the game to get started. Teams taking actions which cause the game to be terminated will forfeit.

### **Disputes:**

**Tournament Committee will handle all disputes that are non-referee decisions and make all final decisions.**

**Decisions by referees may not be appealed and any decision on a dispute will be final and may not be appealed.**

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### **Playing Times:**

Play will be based on halves as specified below:

Bracket	Prelims & Qtr.	Semi Finals	Finals	Overtime for Finals (Qtr. & Semi's Direct to PK'S)	Ball Size
U-17/U18/U19	30 Mins	30 Mins	30 Mins	Direct to PK's	5
U-16	30 Mins	30 Mins	30 Mins	Direct to PK's	5
U-15	30 Mins	30 Mins	30 Mins	Direct to PK's	5
U-14	30 Mins	30 Mins	30 Mins	Direct to PK's	5
U-13	30 Mins	30 Mins	30 Mins	Direct to PK's	5
U-12	25 Mins	25 Mins	25 Mins	Direct to PK's	4
U-11	25 Mins	25 Mins	25 Mins	Direct to PK's	4
U-10	25 Mins	25 Mins	25 Mins	Direct to PK's	4
U-9	25 Mins	25 Mins	25 Mins	Direct to PK's	4
U6-U8	20 Mins	20 Mins	20 Mins	Direct to PK's	

- All teams will be scheduled for a minimum of 3 games.
- All Preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point.
- A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.
- A preliminary game can end in a tie.
- In the event that the wild card is coming out of the same group the tournament will determine that Group 1 Winner will then play Group 2 Winner and Wild Card will then play Group 3 winner.

### **Injury:**

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. In the discretion of the tournament and its staff all Preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point.

**Quarterfinals & Semi-Final** Games ending in a tie will go directly to FIFA Kicks from the Mark to determine a winner.

**CHAMPIONSHIP GAME**, if tied after overtime, will proceed immediately to FIFA Kicks from the Mark procedure to determine the winner. In the event of an injury, time may be added on at the option of tournament officials.

### **Half-time:**

Half-time will be exactly five (5) minutes. Please help officials with this request.

### **Tournament Points System:**

3 Points For each Win

1 Point For each tie

0 Point For each Loss

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### Score Reporting:

Scores after each game must be reported to the Field Marshall

### Tie Breakers:

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

1. **The winner of head to head competition**
2. **Fewest goals against**
3. **Goal Differential**
4. **Most goals for (Maximum of 3 goals per game)**
5. **Most total wins**
6. **Most Shut outs**
7. **If a tie still exists after steps 1 through 4, FIFA Kicks from the Mark will be taken 15 minutes prior to the scheduled start of the Semi-Final game.** If a 3-way tie exists within a bracket after steps 1-5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Kicks from the Mark with the third team. The coin flip and time of the FIFA Kicks from the Mark will be determined at the fields.

8. **If a team advances as a wildcard and is set to play a team from the same group, the tournament most likely will move the wildcard team to play opposite semi final.**

Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement games, the tournament will endeavor to rescheduled such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God there will be no refund or credit of fees.

#### **Three Way Tie Scenario:**

If more than two teams are tied at the end of preliminary rounds, the tie breaker criteria list shall be used in order shown to advance or eliminate teams. Once one team advances or is eliminated and if the remaining two teams are still tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. (See different examples below).

#### **Example 1: Three way tie:**

Head to Head cancels out since all 3 teams either beat or tied each other.

Team A Goal Differential +3

Team B Goal Differential +2

Team C Goal Differential +1 In this above example Team A is first place, Team B is second place and Team C is third place.

#### **Example 2: Three way tie:**

Head to Head cancels out since all 3 teams either beat or tied each other.

Team A Goal Differential +3

Team B Goal Differential +3

Team C Goal Differential +1 In this above example Team C is Eliminated. Since Team A and Team B are tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. In this case, Team B beat Team A 1-0 in pool play. Therefore, Team B is first place, Team A is second place and Team C is third place.

### Acts of God:

Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement games, the tournament will endeavor to rescheduled such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God there will be no refund or credit of fees.