



Gold Cup Tournament Rules

Participation: Open to Bronze, Copper and recreational teams. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation and possess and present a valid state/provincial or national association roster. All teams will be scheduled to play a minimum of three matches.

1. GENERAL RULES

- a. There shall be no protests heard by the tournament committee. All decisions by the referees are considered final and may not be protested or appealed.
- b. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and all interpretations of the rules are final. If a team disregards any decision by the Tournament Committee, all remaining games will be forfeited and therefore disqualified from the tournament.
- c. Under no circumstances will the Tournament Committee, the host organizations or governing body be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- d. Players and coaches must be present at the field at the scheduled time ready to play. In the event of inclement weather, the Tournament Committee will have the authority to change any game as follows:
 - i. Relocate or reschedule games
 - ii. Change the duration of games
 - iii. Cancel preliminary games that have no bearing on the selection of division winners
- e. In the event of lightning making the presence of coaches/players on the field unsafe, the coach must call the District 6 number (530-436-6891) within five minutes of the scheduled game time to report in for the game and for further instructions.
- f. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be decided by the Tournament Committee after all tournament expenses have been paid. If the event is cancelled in part, the Tournament Committee reserves the right to refund teams with a credit towards future events and will be determined after the conclusion of the event.
- g. Upon the deadline to register or notice of acceptance (whichever takes place first), any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- h. Alcoholic beverages, smoking and vaping are not permitted at the tournament complex.
 - i. Dogs are not allowed at the tournament complex.
 - j. Artificial noise-makers are prohibited.
- k. Failure to comply with parking instructions from signage, event staff and/or facility staff and/or any of the general rules will result in the loss of parking privileges for the remainder of the tournament.

2. TEAM CHECK-IN

- a. Teams are required to input their event roster by midnight on Wednesday prior to the tournament. Rosters will freeze at that time.
- b. The team's official picture roster and/or player passes must be uploaded in the team's registration by midnight on Thursday prior to the tournament.
- c. No roster may be comprised of coaches and/or players with passes from different associations. E.g., USYS teams may only have coaches/players with USYS passes. They may not have coaches/players with US Club passes. Teams must check-in with tournament headquarters at least 30-minutes prior to their first match **each day**.
 - i. All team members with team officials must be present for team check-in.
 - ii. Team officials must possess a copy of the official USYS State Association, US Club, AYSO or SAY Soccer approved roster and/or member passes authorized by the team's Federation Organization Member (USYS, US Club, AYSO, SAY Soccer) along with medical releases for each participating player.



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3. AGE GROUP & ROSTER REQUIREMENTS

- a. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.
- b. No player shall play for more than one team during the tournament.
- c. A maximum of five (5) player transfers per team are allowed.

Age Group	Game Format	# of Players on the Field (min/max)	Roster Size (maximum)	Half Length	Ball Size
U7/8	5v5	4/5	10	4x10 QTERS	3
U9/10	7v7	5/7	14	20	4
U11/12	9v9	6/9	16	25	4
U13/14	11v11	7/11	22	30	5
U15/16	11v11	7/11	22	35	5
U17/18/19	11v11	7/11	22	35*	5

*40-MINUTE HALVES FOR FINAL

4. FORMAT

- a. Within each age group, brackets of four to twelve teams are determined for preliminary round play. Bracket winners (or top 2 points earners in group) will play a Final match. The next top two point earners in brackets of eight or more teams will have the a consolation match to determine third place. An exception may occur if there is an odd number of teams in an age group.
- b. All players of all teams reaching a Final will receive 1st or 2nd place awards.
- c. Home Team: The team listed first on the schedule is the home team. The home team shall provide the game ball and change jersey colors if necessary.
- d. Preliminary Round Scoring:
 - i. Three (3) points for each win (including a forfeit win, to be listed as a 3-0 game)
 - ii. One (1) point for each draw (tie)
 - iii. Zero (0) points for each loss
- e. Preliminary games ending in a draw will remain a draw.
- f. Delay of Game: Teams not ready for play within 5 minutes of their assigned game time shall forfeit the match. Forfeits will be scored as a 3-0 win for the opponent.
- g. Failure to Play: All teams must attempt to play all games assigned in the schedule. Failure to comply with this requirement may result in the offending team being disqualified for play in District 6 events the following year. This includes any and all teams of the offending coach.
- h. Send-Offs: Players who are sent off must leave the game. Coaches who are sent off shall not return for the remainder of the tournament. Anyone sent off may not participate in any matches played by his/her team following the send-off until the tournament PAD committee has granted permission. Any violation of this provision will result in added disciplinary action for both player and coach, which could include forfeiture of all tournament games. At least the minimum penalty (number of games suspended) as shown in the Cal North PAD Manual must be automatically applied in all cases involving players or coaches who are sent off.
- i. Team Conduct: Referees will hold coaches responsible for the conduct of their team, assistants, and spectators. The tournament committee expects all coaches to encourage Fair Play, and enthusiasm without criticism. Note that an excessive goal differential (greater than 5 goals per game) is not in the best interest of Fair Play.



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- j. Termination: If the referee terminates a match prior to completion, the tournament committee may re-schedule the game to be played again in its entirety, or may consider the match concluded as of the Referee's termination.

5. LAWS OF THE GAME

- a. FIFA Laws of the Game apply for all games played, except as modified by any special tournament rules specified herein.
- b. A three-man referee system will be utilized for all 11v11 games and a one-man referee system for small-sided games (5v5, 7v7, 9v9). Linesmen may be utilized for 9v9 games at the discretion of the Tournament Committee.
- c. Substitutions by either team shall be unlimited, and may occur at any stoppage of play. Substitute(s) shall enter the field of play only after the player has been given permission to do so by the Referee.
- d. All decisions by the referee are considered final.
- e. Heading: Players may not intentionally head the ball in U12 and under games. Heading is allowed in U14, U16 and U19 play. The penalty for heading in U12 and under play is an indirect free kick taken as per the Laws of the Game.
- f. 5v5 Modified Rules
 - i. Games shall consist of four 10-minute quarters with two-minute quarter breaks and a five-minute half time.
 - ii. All free kicks are indirect; no penalty kicks.
 - iii. Opponents should be a minimum of 10 feet from the ball on all restarts.
 - iv. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the halfway line until the ball is put into play.
 - v. Once the opposing team is behind the halfway line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the halfway line and play resumes as normal. The goalkeeper may choose to restart play before the opponents have retreated behind the halfway line.
 - vi. If a punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.
- g. 7v7 Modified Rules
 - i. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.
 - ii. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The goalkeeper may choose to restart play before the opponents have retreated behind the build out line.
 - iii. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
 - iv. If a punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.
 - v. Minimum distance for opposing players from a free kick is 8 yards.
 - vi. Offside: The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.



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6. DETERMINATION OF DIVISION WINNERS

- a. Preliminary Round Tie-breaker: If teams are tied in points after preliminary play, the following sequential tie-breaker steps are used to determine a bracket winner from only the teams that are tied.
 - i. Head-to-head competition
 - ii. Most wins
 - iii. Goal Differential: Actual goals scored minus actual goals allowed, up to plus or minus 5 goals per game; the bracket winner is the team with largest goal differential.
 - iv. Goals Against: Actual goals allowed up to 5 goals per game; the winner is the team with fewest goals against.
 - v. Goals For: Actual goals scored up to 5 goals per game; the winner is the team with the most goals for.
 - vi. Most shutouts
 - vii. FIFA Kicks from the Mark

Note that each tie-breaker step in the above is separate and applies only to teams that remain tied after evaluation of the results of the previous step. A team that loses in a step is no longer in the tied group of teams.

- b. Tied match in Final or Consolation: If tied at the end of regulation, FIFA Kicks from the Mark shall be used to determine a winner. No overtime will be played; teams shall immediately begin kicks from the mark.

7. FINAL NOTES

- a. Clean-up: Please help keep fields clean. Dispose of all trash following each of your games.
- b. Lastly: Have fun, and encourage all parents and spectators to remember that these are children playing a game.