

Creek Cup Tournament Rules

CHECK IN

All Teams will check in online by WEDNESDAY, leading up to the tournament.

AGE BRACKETS

U8-U10: 7v7 2x25 min halves (5 min halftime)

U11-U12: 9v9 2x25 min halves (5 min halftime)

EVENT ROSTERS & GUEST PLAYERS

Teams may roster a maximum of fourteen (14) players for each 7v7 and sixteen (16) players for each 9v9 team. GotSport Event rosters will be frozen 12 hours prior to the start of the Creek Cup.

US CLUB SOCCER REGULATIONS AND PROFESSIONALISM:

A player may only participate for one team in the tournament. If a player is found to participate on more than one team, all teams involved will be removed from the tournament; with all their games being recorded as forfeits, scored as 0-1.

Any team that is a 'no show' for any games will be removed from the event and will not be allowed to participate in Creek Cup events for 1 year.

(MODIFIED) LAWS OF THE GAME

F.I.F.A. RULES, unless otherwise noted. Additionally, following NorCal Guidelines as posted below.

U9 and U10: Build Out Line for all 7v7 games. Details can be found on the pdf presentation located at <http://norcalpremier.com/us-soccer-initiatives-norcal-implementation-continues/>

U9-U11: No Heading Rule. To ensure that NorCal Premier is in line with the latest recommendation, we will be implementing a no heading rule for all U11 and younger players.

Heading Game Rule: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area (6 yard box), the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

Substitutions: Unlimited substitution. Substitutions by either Team are allowed at any stoppage of play with the permission of the referee. Referees will be instructed not to allow substitutions that are deemed "excessive" or of a "time wasting" nature.

No Re-Entry Protocol: In accordance with the US Soccer return to play guidelines, any player removed from the field for a suspected head injury will not be allowed to return to the field of play unless cleared by a Healthcare Professional. In practice, this will mean that any player for whom a coach is called onto the field will have to leave the field and will not be allowed to return unless they are evaluated and cleared by a Certified Healthcare Professional.

REFEREES: Referees certified by the US Soccer Federation will officiate all matches.

TIME POLICY (Group and Play-off): Half-time will be five minutes. Minimal Injury time may be added at the sole discretion of the referee, however unlikely due to the need to continue to keep the games on schedule.

Cautions & Ejections: 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, a longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director. The tournament will hold the pass player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team, and will have no communication with the team 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". PLEASE NOTE, UNDER FIFA and US CLUB TOURNAMENT Sanctioning Rules, Red Cards can NOT be appealed. All sending offs are a mandatory 1 game suspension. If a player or coach is suspended beyond 1 match, that additional game ban may be appealed. *No points are deducted for sending offs, coach or player.*

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.

PLAYERS' EQUIPMENT: Players may be allowed to play in a soft cast, at the discretion of the referee. Players with hard casts will not be allowed to play. Players with hinged braces (metal or plastic) will not be allowed to play.

GAME CARDS AND PLAYER PASSES: Player and coach cards will be verified with the game card roster via online check in. Game cards will be provided by the Creek Cup Field Marshal & given to the Game Officials. Players not listed on game sheet will not be allowed to play, unless verified by the Tournament Director.

GROUP PLAY, DIVISIONS, & CHAMPIONSHIP INFORMATION

HOME TEAM: The home team is the first team listed on the game schedule. They will select their bench area/side, provide three (3) game balls (must be approved by the referee). The Home Team is to wear dark uniforms, and must change jerseys in the event of a conflict.

AWAY TEAM: The away team is listed second on the schedule and is to wear LIGHT (white) uniforms.

NO COIN TOSS: Prior to each game, the HOME TEAM will select either to Kick-Off OR choose their side of the field & direction, to begin the game.

BOTH TEAMS will sit on the same sideline.

GROUP PLAY FORMAT: Teams will be grouped by age and gender; creating one, two, three, or four divisions/levels of play. Each Team will be guaranteed 3 games. If a team is a 'no show' or forfeits a game, the scores for all of their games will be posted as a 0-1 loss.

Four (4) Team Divisions: Each team will play each other once in group play. The top 2 teams in points will play in a championship game.

Five (5) Team Divisions: Each team will play each other once in round-robin group play (four games). Champions (1st Place) and Finalists (2nd Place) teams will be determined by total points.

Six (6) Team Divisions: Teams will be divided into 2 brackets of 3 teams. Teams will compete in crossover group play (Teams in Group A will play against the Teams in Group B). After group play, the two teams with the most points will advance to the Final Game.

Eight (8) Team Divisions: Teams will be divided into 2 groups of 4 teams and compete in round-robin group play. The top team in points from each group will advance to the championship game.

POINT SYSTEM DURING GROUP PLAY:

3 points for a win
1 point for a tie
0 points for a loss

TIE-BREAKERS: In the event that two teams are tied with points after bracket play, an

1. Head to head
2. Goal differential (maximum 4 per match)
3. Fewest goals against (up to 6 per game)
4. Most goals for (up to 6 per game)
5. Most Wins
6. F.I.F.A. Penalty Kicks

Semi Finals and Finals Resulting in a tie after regulation time has concluded: F.I.F.A. Penalty Kicks will determine the winner.

FORFEITS: A team who fails to report ready to play by the scheduled kick-off time or who cannot field the minimum number of players needed to play a match at start time, will forfeit. Teams failing to check-in at the mandatory check-in or for taking actions which cause a game to be terminated, will forfeit. All teams who forfeit will have all of their games reported as a 0-1 loss.

NO SHOW FORFEITS: A team that does not show up for a game will be removed from the event and will be ineligible for future events for at least 1 year.

FINAL MATCH SCORE: All concluded games will be considered final as determined by the game referee. The score indicated on the game card cannot be disputed after it is turned back over to the Field Marshal.

Referees will report ejections, and provide red card reports to Creek Cup officials.

OFFICIAL STANDINGS: Official standings will be posted online. Scores will be updated to GotSport as soon as each score has been reported.

PROTESTS: No protests will be allowed. The referee's decision is final. Game conduct is under the jurisdiction of the referee, and the Creek Cup Director cannot overrule a referee's decision.

CREEK CUP RULES OF CONDUCT

Bench areas for each team will be established on the same side of the field during matches.

Coaching is allowed ONLY from the team's own technical area. Spectators must occupy the opposite side of the field, across from their team bench.

Three (3) staff members only will be allowed to coach in the Technical Area. All must have valid coach passes.

Club Staff Environment in the Technical Area: Additional Staff members will be allowed in the technical area, if they have a valid coach pass; with the limit of only 3 Staff members (above) coaching in the game.

Game referees or Creek Cup officials may terminate a game for misconduct of coaches, team officials, players, and/or spectators. The offending team may be suspended from further play and forfeit that game, and after review by Creek Cup officials and possibly, remaining games.

In this event, all previous points earned remain as played.

The possession, distribution or consumption of illegal substances and alcoholic beverages is not permitted on all tournament grounds. Coaches, team officials, team members or team parents found in violation of this rule will result in forfeiture of the games played by their respective team and suspension from Creek Cup.

Dogs or other animals are not allowed on any Creek Cup field.

The Creek Cup Director and/or Disciplinary Chairman may issue further punishment in the form of continued game suspensions for violent conduct.

RESCHEDULING OF MATCHES: In the unusual event that a significant loss of match time is experienced through no fault of the participating teams, any lost game time may be rescheduled or canceled at the discretion of the Creek Cup Director.

The rescheduling of the lost game time shall be subject to field and/or daylight availability. The Creek Cup defines a significant loss of game time as more than half of the game. *An example of an unusual event would be a major injury to a player, which prevented the use of the playing field.*

An accumulation of time delays due to minor/moderate injuries to several players would not constitute an unusual event nor will these delays be considered lost game time. An accumulation of time delays resulting from the normal course of a game will not be considered lost game time.

The Creek Cup Director reserves the right to amend brackets in the event that a team pulls out of the Creek Cup last minute, to provide alternative competition or a team is a no-show. The Creek Cup Director will ensure the remaining teams are provided with the best possible competition for the good of the game.

A game will be considered official when one half has been played. When only one half can be played, the official score will be the score at the end of the first half.

INCLEMENT WEATHER: In case of inclement weather, games may be shortened, may go to F.I.F.A. penalty kicks, or may be canceled. The decision to use the methods described herein to conclude a game will be decided by the Creek Cup Director; the decision will be final. There will be no refunds or reimbursements of the Creek Cup application fee for canceled or forfeited games.

*Heat Index Rule: If the temperature should exceed 90 degrees Fahrenheit, there may be, at the discretion of the Referee and/or Creek Cup Tournament Director, a 1-2 minute stoppage period, during

each half, for hydration/cooling off. Stoppage time will not be added to offset the time taken for said breaks.

CREEK CUP REFUND POLICY: Refunds will be made to all teams not accepted. Refunds will not be given if the tournament is completely canceled due to poor weather conditions/acts of nature/natural disaster.

