

2010 San Francisco Cup Referee Instructions

1. Arrival and Check-in

In case of emergency and you will not make it to your games on time, call Rich Fern at 415-587-6299.

Arrive 60 minutes prior to kickoff for the first game of each day of the tournament. Otherwise arrive 30 minutes prior to kickoff for a preliminary match, or 45 minutes prior to kickoff for a quarter-final, semi-final or championship match.

FAILURE TO ARRIVE BY THE APPOINTED TIME MAY BE CAUSE FOR ALL OF YOUR REMAINING GAMES TO BE REASSIGNED AND MAY PRECLUDE YOU FROM BEING ASSIGNED TO FUTURE SAN FRANCISCO CUPS.

Check in with the site coordinator immediately upon your arrival. Site coordinators are present on the fields at all times. So if you do not find them immediately, keep looking, or else THEY WILL THINK YOU ARE A NO SHOW and replace you. Referee Tents or Areas will be set up around each site.

2. Assessments and Evaluations

If you have requested a Development and Guidance evaluation, we have attempted to match up a qualified Assessor to your games. Please stop by the Referee Tent to ask whether we were able to meet your request, and if so to meet your Assessor.

If you would like a Development and Guidance evaluation, please speak with the Field Marshall at the site.

3. Game Cards

Game cards will be issued by the Field Marshal. The game card must be signed by a coach from each team as well as the referee and assistant referees.

All the officiating crew must verify that the reported score is correct, not switched.

The player and coach passes will be held by the Field Marshal during each match.

4. Referee Payment

See the Referee Paymaster at the referee tent for each site. You will be paid in cash in exchange for a completed game card and any written reports. You will sign a referee payment envelope to confirm you have been paid in full for the game.

Tournament Rules of Competition

The following is an abbreviated version of the Tournament Rules. For complete rules, please visit

<http://www.sfcup.com/tourney/rules.lasso>

11. Length of Games

<u>Age Group</u>	<u>All Games</u>
U-12, 13, 14	2 x 30 minutes halves
U-15, 16,17,18,19	2 x 35 minutes halves

NOTE: Injury time will **NOT** be added to the length of the game, except under the most extenuating circumstances and at the discretion of the referee. **There will be no overtime play in any games.**

13. Substitutions

Unlimited substitutions are allowed with referee approval in the following situations:

- Prior to a throw in for one's own team
- Prior to a goal kick by either team
- Prior to the restart of the game following a goal being scored by either team
- Prior to the restart of the game for the second half
- Prior to the beginning of an overtime period
- Prior to the restart of the game following an injured player being removed from the field (either team may substitute)
- Prior to the restart of the game following a player being cautioned, the referee will give the coach the choice of substituting the cautioned player. (The player could re-enter at his/her team's next substitution opportunity.)

14. Ejections

Any player who is sent off, or any coach, assistant coach or registered team official who is dismissed for irresponsible behavior, will automatically be suspended from their next game. Section 4:08 of the CYSA Bylaws will be used to assess the minimum mandatory penalties. Additional penalties may be imposed. Send-off reports and USYSA member passes, which must be retained if the penalty has not been served in its entirety, will be forwarded to the team's District Commissioner or state Association. US Club passes shall be returned to the team.

15. Scoring System

- Three points for a win.
- One point for a tie.
- One point deducted for red cards.
- One point deducted for missing the mandatory tournament credentials check-in.

Forfeited games will be scored as 1 to 0 (3 points) in favor of the team that did not forfeit. In the case a team withdraws or does not check in for a game, all preliminary games for that team will be scored as a forfeit.

16. Tie Breaking Procedure

If a tie exists in points between two or more teams at the conclusion of the preliminary games, the following tie breaking procedures will be applied in sequence to determine which team advances to the next game.

- A. If more than two (2) teams are tied, skip to Step B. If exactly two (2) teams are tied, then the team which won head-to-head competition between the two (2) teams will advance.
- B. The team which has the highest goal differential will advance. The goal differential is defined as the difference of goals scored and goals allowed with a maximum difference of 4 (+4 or -4) in each game.
- C. The team with most goals scored to a maximum of 4 in each game advances.
- D. The team with fewest goals against advances.
- E. The team with fewest send-offs advances.
- F. Drawing of lots by the Tournament Committee.

If the score is tied at the end of regular time in the Qualifier, Quarter-Final, Semi-Final or Championship games, kicks from the penalty mark will be taken per FIFA rules to determine the winner.

ALL GAME RESULTS WILL BE CONSIDERED FINAL AND NO PROTEST OF THEIR OUTCOME IS ALLOWED.

17. Format

Four or five team bracket: In preliminary games each team will play every other team in their flight. In a four team bracket, the teams with the 1st and 2nd most points will compete in the Championship game. In a five team bracket, awards will be based on points from preliminary games, and the Champion shall be the team with the most points, and the Finalist shall be the team with the 2nd most points. In the event of a tie in points, the tie breaking procedure will be used to determine awards.

Seven team bracket: There will be three (3) flights (A, B, C). Flight A shall have three (3) teams, and flights B and C shall have two (2) teams. In preliminary games in flight A each team will play every other team in their flight. In preliminary games in flights B and C each team will play the other team in their flight, then another team from the other two-team flight. After the second round of preliminary games, the teams with the 6th most points and the least points will play their third preliminary game. In addition the team with the most points in each flight will advance to the Semi-Final round, and the remaining teams with the two next most points will compete in the Qualifier, the winner of which will advance to the Semi-Final round. Teams from the same flight will not compete against each other in the Semi-Final round. The winner of Flight A and the winner of Flight B will compete in Semi-Final Game 1. The winner of Flight C and the Qualifier team will compete in Semi-Final Game 2. However if the Qualifier team is from Flight C, then the winner of Flight A and the Qualifier team will compete in Semi-Final Game 1, and the winner of Flight B and the winner of Flight C will compete in Semi-Final Game 2. The winners of the Semi-Final games will compete in the Championship game.

Eight or ten team bracket: There will be two (2) flights (A, B) of equal number of teams. In preliminary games each team will play every other team in their flight. The team with the most points in flights A and the team with the most points in flight B will compete in the Championship game.

Nine team bracket: There will be three (3) flights (A, B, C) of three (3) teams. In preliminary games each team will play every other team in their flight. After the second round of preliminary games, teams will be seeded according to their points for the Qualifier and Quarter-Final games. The teams with the 8th and 9th most point will compete in the Qualifier, the winner of which will advance to the Quarter-Final round. The teams with the 2nd and 7th most points will compete in Quarter-Final Game 1. The teams with the 3rd and 6th most points will compete in Quarter-Final Game 2. The teams with the 4th and 5th most points will compete in Quarter-Final Game 3. The team with the most points and the Qualifier team will compete in Quarter-Final Game 4. After the Quarter-Final round, from the remaining teams, the teams with the 2nd and 3rd highest seedings will compete in Semi-Final Game 1 and the teams the highest and lowest seedings will compete in Semi-Final Game 2. The winners of the Semi-Final games will compete in the Championship game.

Eleven team bracket: There will be five (5) flights (A, B, C, D, E). Flight A will have three (3) teams, and all other flights will have two (2) teams. In preliminary games each team in flight A will play every other team in their flight, each team in flight B will play each team in flight C, and each team in flight D will play each team in flight E. After the second round of preliminary games, teams will be seeded according to their points for the third round preliminary game, Qualifier game and Quarter-Final games. The teams with the 10th most and least points will complete in their third preliminary game. The teams with the 8th and 9th most points will compete in the Qualifier, the winner of which will advance to the Quarter-Final round. The teams with the 2nd and 7th most points will compete in Quarter-Final Game 1. The teams with the 3rd and 6th most points will compete in Quarter-Final Game 2. The teams with the 4th and 5th most points will compete in Quarter-Final Game 3. The team with the most points and the Qualifier team will compete in Quarter-Final Game 4. After the Quarter-Final round, from the remaining teams, the teams with the 2nd and 3rd highest seedings will compete in Semi-Final Game 1 and the teams the highest and lowest seedings will compete in Semi-Final Game 2. The winners of the Semi-Final games will compete in the Championship game.

Twelve team bracket: There will be three (3) flights (A, B, C) of four (4) teams. In preliminary games each team will play every other team in their flight. After preliminary games, the team with the most points in each flight will advance to the Semi-Final round. In addition the team with the next most points of all remaining teams (at-large team) will advance to the Semi-Final round. Teams from the same flight will not compete against each other in the Semi-Final round. The winner of Flight A and the winner of Flight B will compete in Semi-Final Game 1. The winner of Flight C and the At-large team will compete in Semi-Final Game 2. However if the At-large team is from Flight C, then the winner of Flight A and the At-large team will compete in Semi-Final Game 1, and the winner of Flight B and the winner of Flight C will compete in Semi-Final Game 2. The winners of the Semi-Final games will compete in the Championship game.

18. Preliminary Play

Each team will play at least three preliminary games OR two preliminary games with either a Qualifier game or Quarter-Final game. Accepted teams must be prepared to play each day of the tournament. Championship games will be held to determine first and second place in each age group, except for five team brackets where point totals shall determine awards.

19. Awards

There will be team trophies for 1st and 2nd place teams in each age bracket. There will be individual medals for players of 1st and 2nd place teams.

Programs and Tournament Pins will be given to each team at check-in. Additional programs will be available at playing fields.

20. Wristbands

Wristbands are loops of tyvek (high-density polyethylene fibers) that are placed and secured around the wrist to identify its wearer as being authorized to be on the field. No person without a valid wristband may be on the field, except Tournament Officials.

Referees shall inspect wristbands as part of their pre-game inspection of teams.

If a player or coach does not have a valid wristband for any reason (it is too loose, shows signs of tampering, etc.) except for being sent off or dismissed from the field, then they must proceed to the Field Marshal to validate their coach or player card and pay a \$5.00 fee to replace the wristband.

A coach or player who is dismissed or sent off the field must remove their wristband and return it to the Field Marshal. Failure to turn in a wristband will result in an additional one game suspension.

A coach or player who has served their suspension may go to the Field Marshal with their valid coach or player card, and request that a new wristband be secured to their wrist.

21. Start Times and Forfeitures

Teams must check in with tournament officials sixty (60) minutes prior to the scheduled start time of their first game. **Each player and credentialed coach will have a wristband attached. All wristbands must be secure and not removed. If a wristband needs to be replaced for any reason (it is too loose, shows signs of tampering, etc.), except for a red card, then the player or coach will be charged a \$5.00 fee to replace the wristband.** For subsequent games, the team official can bring the player passes and roster for the game card to the tournament officials for check in thirty (30) minutes prior to the game. A game will not start if the team has not checked in. Games will be started within five (5) minutes of the designated start time. If a team has not taken the field with a minimum of seven (7) players within the five (5) minute grace period, the game will be forfeited to the team that has taken the field with at least seven (7) players. If neither team takes the field within the five (5) minute grace period, no points will be awarded to either team and the game will be declared a double forfeit.

Any team falling below seven (7) players during the game will immediately forfeit, and the opposing team will receive **3 points**.

A team that forfeits more than one preliminary game for any reason will be removed from the tournament. A revised scoreboard will only include results of games among the remaining teams.

The referee, at his/her discretion, may abandon a game under the following conditions:

- A. A team leaves the field during play without the approval of the referee.
- B. A team is sent from the field by the referee for frequent and/or violent misconduct.
- C. Extreme "sideline area" misconduct (by player, coach, or spectators) that causes interruption of play.
- D. Possession or consumption of alcoholic beverages is prohibited at any of the fields. Any team (including its coaches, parents, or spectators) violating this rule will be immediately expelled from the tournament!

The official score of an abandonment forfeiture will be 1-0 (score not counted as goals for or against to determine a tiebreaker). A forfeiting team will receive zero (0) points regardless of the score at the time of forfeiture. Additional penalties may be imposed by the Tournament Committee.

22. Home Team

- A. The team listed first on the schedule will be designated the home team. The home team will be responsible for change of jerseys when conflicts of colors occur as determined by the referee. If the home team cannot supply alternate jerseys, the home team will forfeit the game.
- B. The game ball will be provided by the tournament.
- C. The home team in the Championship game will be determined by the tournament organizers.

23. Sportsmanship and Conduct

- A. Good sportsmanship will prevail. Coaches are responsible for the conduct of their players, parents, and spectators.
- B. The location of teams on fields will be determined by the San Francisco Recreation & Park regulations at each site. **PLAYERS, COACHES AND SPECTATORS MUST REMAIN IN DESIGNATED AREAS.**
- C. Coaching may be done only from the technical area.
- D. Team officials may not make derogatory remarks or gestures to the referees, other coaches, or players nor behave in an inciting or disruptive manner. Team officials shall conduct themselves in a responsible manner. If they fail to do so, then the referee shall expel them from the field of play and its immediate surrounds.

24. Injuries and Medical Assistance

Any injuries must be reported to a tournament official so that an accident report form can be completed. A tournament official will call 911 for an injury at the coach's or parent's request.

25. Weather Conditions

Games may be shortened or cancelled due to adverse weather conditions.

26. Tournament Cancellation

If the tournament must be cancelled due to inclement weather, acts of civil disobedience, war, destruction of facilities or other circumstances deemed by the CYSA State Tournament Committee to be beyond the control of the hosting league, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by the CYSA Tournament Committee Chairman. Refunds of no less than 70% of the team's entry fee will be postmarked and mailed to the teams within 45 days of the approved tournament date.

28. Prohibitions

- A. Players wearing orthopedic casts, air splints or metal splints shall not be eligible to participate in any game. Players may not wear any equipment that in the opinion of the referee is dangerous to the player wearing the equipment or any other player.
- B. The equipment of teams and players, including team banners, flags, uniforms, warm-ups, and equipment bags may not display logos, trademarks, or insignia expressing or symbolizing alcohol, tobacco, or controlled substances.
- C. Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport fields or complexes. Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future tournaments hosted by this league.
- D. Dogs are prohibited at this tournament.
- E. Use of tobacco products is prohibited at this tournament. Use of tobacco products on the grounds of any public school facility is a violation of California State Law.
- F. Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to remove a dog from the area of the soccer field, or if after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco products in the area of the soccer field.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO ESTABLISH POLICY AS DEEMED NECESSARY IN REGARD TO PROBLEMS AND CIRCUMSTANCES THAT ARE NOT SPECIFICALLY COVERED. THE DECISIONS OF THE TOURNAMENT COMMITTEE ARE NOT SUBJECT TO APPEAL.