

Fullerton Rangers Youth Soccer Club

2011 City Cup Rules

1. The 2011 FRYSC City Cup Tournament is for teams in Divisions U9-U12 and shall be played under FIFA Laws except as modified by CYSA-South rules modified for youth competitions, and FRYSC rules as noted herein.
2. The Tournament Committee can only make decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the administration/coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). The Tournament Committee shall resolve any situation not covered by these rules.
3. No protest shall be allowed. The City Cup Tournament Committee shall resolve all situations or events not covered explicitly by these rules.
4. All coaches have the complete responsibility for the conduct of their players, parents, bench, friends, and spectators at all times. If, in the opinion of the game officials, a game must be terminated for misconduct of players, parents, bench, friends, or spectators, the offending team can be suspended from further play and forfeit that game and all remaining games.
5. **LICENSED COACH/MANAGER:** There must be a USYSA licensed coach representing each team at each game. The coach must have an Administrator's Pass (laminated card).
6. **REFEREES:** No protests will be accepted. The referee's decision is final. Referees will be paid by the Field Marshall at the field.
7. Home team is listed first. Home team has the north or east side, is responsible to change uniform in case of color conflict, and will supply the game ball. Teams and spectators must be on opposite sides of the field.
8. Net/goal/corner flags pick-up and drop-off responsibilities are noted on each division schedule. Both teams are responsible for net/goal set-up and take-down.
9. All players must play a minimum of 50% of each game, including overtime in final if necessary. Failure to do so may result in a forfeit of that game and/or all games played by that team.
10. All players must wear shin guards which are completely covered by their socks.
11. Roster/game cards must be filled out completely prior to each game. The game card and player passes will be presented to the referee or field marshal prior to each game. After check-in, the player passes will be returned to the coach. After the game, both coaches shall sign the game cards and leave them with the referee or field marshal. Each coach shall reports scores that same day to their Division Commissioner. Scores will then be posted on the FRYSC web site.
12. No player will be allowed to play with an injury that, if aggravated by play, could cause serious harm to the player or which, in the opinion of the referee, constitutes a danger to others. No player wearing a hard cast of any kind will be permitted to play.
13. EACH TEAM IS RESPONSIBLE FOR ENSURING THAT THEIR SIDELINE IS CLEAR OF ALL TRASH AT THE END OF THEIR GAMES.

14. The consumption or use of alcoholic beverages is strictly forbidden at all venues. Smoking is not permitted on any school grounds and parks.
15. Please check the FRYSC web site in case of rain, or muddy/wet field conditions following a rain, or to get last minute changes to game times.
16. Teams will be seeded based upon their regular season standings.
17. **SINGLE ELIMINATION**: Single elimination (applies to Divisions BU9, GU10, BU10, BU12) shall be as indicated below. If tied as the end of the game, the winner shall be determined by "Kicks from the Penalty Mark" per FIFA Rules.
 - 17.1. LENGTH OF GAMES will be as follows
 - U9: 20-minute halves. No overtime. No stoppage/injury time.
 - U10: 20-minute halves. No overtime. No stoppage/injury time.
 - U12: 25-minute halves. No overtime. No stoppage/injury time.
18. **POOL PLAY**: Pool play shall be as indicated below. Games may end in a tie. The winners of each pool will advance as indicated on the each schedule.
 - 18.1. LENGTH OF GAMES will be as follows
 - U9: 20-minute halves. No overtime. No stoppage/injury time.
 - U10: 20-minute halves. No overtime. No stoppage/injury time.
 - U12: 25-minute halves. No overtime. No stoppage/injury time.
 - 18.2. POOL PLAY POINTS: The winner of each pool is the one with the most points. Points will be awarded for each game as follows:
 - 18.2.1. Six (6) points for a win
 - 18.2.2. Three (3) points for a tie
 - 18.2.3. Zero (0) points for a loss
 - 18.2.4. One (1) point for each goal scored, up to a maximum of three (3) per match
 - 18.2.5. One (1) point for each shut out (a 0-0 tie is not considered a shut out)
 - 18.2.6. Forfeits shall be recorded as 1-0 and 8 points awarded to the winner. If a team forfeits any game, the Scheduling Committee will evaluate the reason for the forfeit and decide if the previous games played by that team and games to be played that team will also result in a 1-0 score.
 - 18.2.7. Two (2) points will be deducted for each coach or player sent off (red carded) or ejected
 - 18.2.8. A team may receive negative points for a match.
 - 18.3. POINT TOTAL TIES: In the cases of ties within a pool the following shall apply:
 - 18.3.1. Head-to-head competition (only if all teams tied have played each other)
 - 18.3.2. Goals against (least goals allowed)
 - 18.3.3. Shut-out wins
 - 18.3.4. Subtract one (1) point for each yellow card
 - 18.3.5. Kicks from the Penalty Mark per FIFA Rules.
19. **CHAMPIONSHIP GAME**: The championship game shall be as indicated below. In case of a tie at the end of regulation play, two 10-minute overtime periods must be played. Golden goal does not apply. If still tied, the winner will be determined by "Kicks from the Penalty Mark" per FIFA.

- 20. SUBSTITUTIONS:** Substitutions shall be unlimited and players must enter from the center of the field only. Substitutions can be made, with the consent of the referee, at the following times only (including overtimes):
- 20.1. Prior to a throw-in by either team
 - 20.2. Prior to a goal kick by either team
 - 20.3. After a goal by either team
 - 20.4. At half time
 - 20.5. On any foul/penalty calls or stoppage of play by either team
 - 20.6. After an injury (injured players only). If a coach must enter the field of play at any time to check on a down player, that player must be substituted at that time
 - 20.7. Prior to the start of either overtime period
- 21. WARNINGS AND EJECTIONS:** Coaches **MUST** substitute yellow carded players at the time the referee shows the yellow card to the player and before restarting play. No other substitutions will be permitted at that time. The player may return at the next allowed substitution. A player receiving a second yellow card in a game shall be expelled from that game, shall not be replaced in that game, and shall not be permitted to play in the next game. A player given a direct red card in a game shall be expelled from the game, shall not be replaced in that game and shall not be permitted to play in the next game at a minimum. The Tournament Committee may give further suspension for violent conduct.
- 22. ANY PLAYER OR TEAM MEMBER USING FOUL AND/OR ABUSIVE LANGUAGE AND/OR CONDUCT MUST BE PUNISHED WITH A RED CARD (EJECTION). PARENTS OR COACHES SHALL BE VERBALLY EJECTED AND MUST LEAVE THE FIELD PREMISES.**
- 23.** Violation of CYSA-S rules or the rules herein may be reviewed by the Tournament Committee. If necessary, violations will be referred to the FRYSC Trial Board Committee.
- 24.** Although the pool schedules are posted, they are subject to change. The pools will not change, but the game times and venues may change. It is the responsibility of the coach to check the posted schedule.
- 25.** In case of inclement weather or field conditions or an unusual event, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Contingency plans may include:
- 25.1.** Games played as rescheduled
 - 25.2.** Shortened length of games
 - 25.3.** Decide games with "Kicks from the Penalty Mark" per FIFA
 - 25.4.** Cancel all game.
- 26. THE TOURNAMENT COMMITTEE WILL MAKE ANY OTHER RULES OR DECISIONS NOT COVERED HERE.**

GOOD LUCK!

HAVE FUN!

THANK YOU!

Kicks from the Penalty Mark Procedure to Determine a Winner

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken
- If at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.
- Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remains within the centre circle and they shall take the kicks