

Copa Real 2013 – Youngers
January 18 – 19, 2014

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REGISTRATION AND TEAM ELIGIBILITY

1. Check-in – Initial team check in by a team representative will be 90* minutes prior to the first match at the headquarters located at the team’s field of play. Players, coaches and administrators will be checked in at their field of play 30 minutes prior to each game.
*Team representatives with an 7:45 or 8:00 a.m. Saturday start time, may check their team in 60 minutes prior to the match at the headquarters located at the team’s field of play. Players, coaches and administrators will be checked in at their field of play 30 minutes prior to each game.
2. Requirements - All teams shall present picture identification cards issued by the team’s Federation Organization Member (USYS, etc.) along with medical release forms at INITIAL TEAM check-in. Player cards for the 2013-2014 season must be provided. Teams from outside the State Association where the tournament is located must provide proof of permission to travel. Teams utilizing valid US Club Soccer passes do not need travel papers. AYSO teams may not participate in this tournament.
3. Foreign Teams – Not included in this tournament.

PLAYER AGE AND ELIGIBILITY

Age Group	Gender	Roster Size	Loan Players
U8/9B	Boys & Girls	14	Unlimited
U9	Boys & Girls	14	Unlimited
U10	Boys & Girls	14	Unlimited
U11	Boys & Girls	18	Unlimited
U12	Boys & Girls	18	Unlimited
U13	Boys & Girls	18	Unlimited
U14	Boys & Girls	18	Unlimited

REQUESTS TO BE MADE DURING REGISTRATION

Bracketing requests must be made when registering your team and will be taken into consideration but not guaranteed. Tournament officials will make every effort to bracket each team according to their level of play and/or play records. Refunds will not be given to teams that are unhappy with their bracketing.

Coaching conflicts must also be provided during registration listing the coach, team gender, age group and team name of all teams involved. Tournament officials will make every effort possible to avoid coaching conflicts if we are provided the information in advance. Once the schedule is posted, we cannot make any changes.

TEAMS

1. The home team is listed first on the game schedule. The home team may choose which side of center line they will stand. In the event of color conflict (determined by a referee), the home team must change to an alternate color jersey.
2. Both teams sit on the same side of the field. Parents mirror their team on the opposite side of the field. Parents should not inter-mingle on the opposite sideline. Managers/coaches are expected to remind spectators to remain on their own side of the field at all times. In all cases spectator team seating will allow the referee's assistants clear runs and view of all touch lines. No persons are permitted behind the goals.

PLAYER CREDENTIALS AND UNIFORMS

1. Player picture identification cards are to be present and available at all matches.
2. Identification cards are required to be checked by the referee or field marshal prior to each match
3. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same. (Examples –The player changing his or her shirt, or the daily match report being changed).

LAWS OF THE GAME -

1. All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:

Game Length -

Age	Pool/Quarter/Semi Play Halves	Final Halves (Regulation)	Final Overtime
U8/9B, U9, U10	25 minutes	25 minutes	2 – 5 min OT
U11 – U12	30 minutes	30 minutes	2 – 5 min OT
U13 – U14	30 minutes	35 minutes	2 – 5 min OT

2. Based on bracket sizes, quarter final and semi-final games may be scheduled. This determination will be made at time of scheduling and is at the discretion of the tournament committee.
3. Pool play games ending in a tie will be scored as a tie. There is no overtime in pool play. Quarter Final and Semi Final games ending in a tie go to penalty kicks immediately following regulation time. (See penalty kick information below.)

Championship Games

In tied championship games there will be two, full five minute overtime halves, running clock following regulation time. If the game is still tied at the end of this overtime period, teams will go to penalty kicks.

Penalty kicks shall be exercised by both teams taking five shots from the penalty spot. Teams shall take their kicks alternately and only those players remaining on the field at the end of overtime shall participate. In the event a tie still exists, a "sudden death" kick shall be taken from the penalty spot one versus one until one team wins.

4. Substitution

Time Substitutions may be made, with the consent of the referee, at any stoppage of play.

Substitutions shall be made at midfield within (10) yards of the halfway line. The substitute player shall not enter the field of play until allowed by the Referee and the player substituted has left the field.

When an injured player (excepting the goalkeeper) is attended to by anyone from outside the field of play, they must leave the field until after play has restarted, at which time with the Referee's permission they may re-enter the field. On leaving the field the team may opt to substitute for the injured player instead.

Excessive substitutions resulting in confusion or delay of game are to be discouraged by the referee.

Free substitution is permitted in all age groups.

5. Player Equipment
 - a. No jewelry of any type is permitted.
 - b. Shin guards are required. No exceptions.
 - c. No hard casts are permitted. Soft casts are permitted with the permission of the referee.

TOURNAMENT AND MATCH SCHEDULES

1. Tournament Format – All age groups will follow pool play format followed by quarter finals, semi-finals or finals. The exception to this is Five Team Flights. Five Team Flights - Each team will play four pool play games, with the team having the most points at the completion of pool play being declared the champion and the team with the second most points being declared the finalist. In the event of a tie for point totals, the tie-breaker rules apply.
2. Match Schedules – The minimum number of matches a team will play is three. Teams will play 2 games on day one of the tournament and 1 game on day two if they do not move out of pool play.
3. All games will be considered final. No protest will be allowed.
4. Referees - All matches will use only referees certified by the Federation.
5. Match Delays, Suspensions, Cancellations –

If game play (including game start) is delayed or suspended for an inordinate amount of time through no fault or responsibility of either team, the Tournament Director or Field Marshal, at their discretion, may vary from tournament rules to establish the outcome of the game. Variance can include, but is not limited to, a change of game time, shortening the length of the game, or determining a winner by FIFA penalty kicks.

Weather

In the event of adverse weather, matches may be shortened or cancelled at the Tournament or Venue Director's discretion. Unless otherwise notified, report to your scheduled field. If inclement weather delays games, matches may be postponed or played the next day. Matches may be shorted to two 15 minute periods. Matches terminated prior to completion of one half, will be rescheduled. PK's may be used to determine winner. A coin toss may determine winner. Awards may be based on match points, at the discretion of the tournament director. A reduced/modified schedule due to weather is not considered a tournament cancellation. Out of state teams and those traveling the furthest distance will be given priority in scheduling.

6. Refund Policy - Refunds

Tournament Cancellation

If the tournament is canceled due to weather or any other factor outside the control of the Copa Real tournament, teams will be refunded a portion of their tournament fee. The refund will be determined by the amount of tournament fees paid by all teams minus tournament expenses.

Team Withdrawals

Teams withdrawing on or prior to December 13, 2013 will be refunded their tournament fee minus \$150. Teams withdrawing after acceptance notifications have been sent (based on email date/time stamp) will forfeit all tournament fees and will not receive a refund.

FORFEITS

1. Teams failing to report, ready to play within five minutes of the scheduled kickoff time, not having a minimum number of players required, or the home team failing to change to an alternate jersey when required, will result in the forfeiture of the game by a 1-0 score. If both teams fail to appear within five minutes of the scheduled kickoff, each team will receive 0 points.
2. A minimum of six players are required for U8/U9B, U9 and U10 and a minimum of seven players are required for U11-U14.
3. Teams forfeiting any game will automatically forfeit all of their games before and after the forfeit. The Tournament Director may waive the requirement to forfeit all games before and after the forfeit, at his discretion, on an individual basis, if the Tournament Director determines that the forfeit is beyond the control of the forfeiting team and/or would result in point manipulation that would unfairly penalize another team.

DETERMINING WINNERS

Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Two (2) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout.
- MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED.
- A 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)

B13 Flight 1 - If wild card comes from group A , then group A winner will play pool B winner & wild card will play pool C winner.

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition.
2. Goal differential (goals for and goals against) example: 3 goals for, 1 goal against = +2 (maximum differential +3 per game)
3. Fewest goals against
4. Most goals for.
5. Most total wins.
6. Most shut outs.
7. If a tie still exists after steps 1 through 6, FIFA Penalty Kicks From the Mark, will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarter-Final or Semi-Final game.
8. If a three-way tie exists within a bracket after steps 1 through 6, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks From the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks From the Mark with the third team. The coin flip and time of the FIFA Penalty Kicks will be thirty (30) minutes prior to the Quarter-Final or Semi-Final games.

MATCH AND SCORE REPORTING

1. The Field Marshal will be responsible for reporting the match results, cautions, and ejections to the tournament headquarters
2. The Field Marshal will be responsible for delivering and collecting all lineup cards to/from the referee.

PROTESTS

1. All referee decisions and game results are final and no appeals or protests are permitted.
2. Disputes such as player eligibility or tournament rule interpretation are decided by the Tournament Director. These decisions may not be appealed or protested.

CONDUCT AND DISCIPLINE

1. Team and Spectator Conduct – The coach is responsible for the players and the parents behavior. Failure to do so may result in the coach being ejected and can further result in the forfeit of the game or expulsion by the team from the tournament.
2. General Rules - Animals, alcoholic beverages, smoking, verbal abuse of anyone is not permitted.
3. Ejections - Any player or coach sent off during a match will not be permitted to participate in the remainder of the game they are playing when given the card, and will not be allowed to participate in the next game (2 yellow cards in one game = 1 red card). Coach red card or ejection penalties affect only participation with the particular team when the offense occurred.

Teams that are short player(s) due to red card ejection will also play any overtime short a player(s).

The tournament committee may take additional disciplinary action against a team or individual for serious offenses, including suspension from the remainder of the tournament and non-eligibility for future tournaments. The passes for the player or coach are to be held by the Venue Director until the suspensions are served. Coaches may NOT be located on the spectators side of the field nor may the coach communicate with the team during the game in any manner while serving their suspension; players may sit with the team but may not be in uniform.

4. Report of Disciplinary Action - All red card infractions will be submitted to CYSA-South per policy outlined in the Tournament Operations Manual (4/07).

GAME BALLS

The home team is responsible for providing the game balls.