

2020 California Premier League

Awareness Cup

Rules of Play

Thank you to all parents, coaches, players and referees for attending the 2019 California Premier League's Awareness Cup. Each year the California Premier League dedicates a portion of the funds for this tournament to a local organization that works with cancer. Nearly everyone has had cancer affect their lives including our loss of log-time local coach, Ron Downer. This tournament is dedicated to his memory.

GENERAL

This tournament is open to and boys and girls teams from 2011 to 2001 from CYSA-S and USYSA National affiliates. Qualifying applicants will be accepted on a first-come first-serve basis and acceptance will be final upon receipt of payment and completion of application. Acceptance will be confirmed via email. The tournament committee reserves the right to accept or reject any application. Decisions are final and not open for appeal.

ROSTER

Roster size is age dependent

2001-2005: 22 rostered, 18 suited up

2006-2008: 18 players

2009-2011: 14 players

There is no limit on loan players. All players must have a valid and laminated player pass from their state or national association and a player application (medical release form) available at check-in. Both items are required. Any player not able to produce either will not be eligible. Teams playing with AYSO cards must be ALL AYSO cards or none – no mixed cards. Player cards must be valid for 2019/2020 season.

TEAM CHECK IN

Team check in will occur at the venue of your 1st game 1 hour prior to the kickoff. A team manager or coach must check in with the proper paperwork at the designated Field Marshal tent at each venue. The players do not need to be at the check in. Any additional players MUST be added at this time. If a player is not attending the first game, they must be added to the roster at this time or they are ineligible. Once a roster is finalized, a representative of CPL and the team representative will sign the bottom of the card to confirm agreement that this is the final roster. When the cards and paperwork has been verified, the team manager or coach will be given the game card to present to the referee. The player cards will remain at the Field Marshal tent for the duration of the game.

GAME CHECK IN

The game card received at check in will be presented by the team representative to the referee prior to the match. Any player not appearing on the roster presented to the referee is ineligible to play. An equipment check will be conducted at the referees discretion prior to the match. Due to loan players being accepted, duplicate numbers are acceptable but only at the referees discretion and approval. If needed, it will be the responsibility of the team to satisfy the referees concerns prior to a player taking the field.

HOME TEAM

The home team will be designated on the game card and will be listed first on the schedule of games. The home team will pick the side of the field they wish to defend in the first half and have the kickoff in the second half. If there is a conflict in jerseys, the home team will change colors. The home team will provide 3 game balls, properly inflated and appropriate for play. This will be at the referee's discretion.

FORFEITS

Any team that fails to have the appropriate amount of players eligible and on the field at the designated kick-off time will forfeit the game. There is no grace period. The tournament committee will credit the team present and ready to play a 1-0 score.

GAME CARDS

After the initial check-in, each team will provide the referee with their card. After the match, it is the responsibility of the team representative to collect the card with the final score and referee signature. PLEASE verify the score prior to leaving the referee. This card must then be returned to the Field Marshal tent to report the score. At this time, the player cards will be returned to the team representative and the Field Marshal will retain the game card. Prior to the next match a team representative will produce the player cards in exchange for the game card to present to the referee. *EXCEPTION – If a team is playing at different fields throughout the weekend, they may be given both the player cards and game card for transportation to and from a venue. The same process still applies at the new venue.*

RULES OF PLAY

Games will be played according to FIFA Laws of the Game, except where modified as follows:

Build Out Line Rules

- U9-U10 teams
- 7v7 teams only

The build out line promotes playing the ball out of the back in a less pressured setting. 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. 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. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Heading

- Players in 2011-2009 (U9-U11) programs and younger shall not engage in heading
- Any player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the teams' total number of allowed substitutions during the game.
- Intentional heading of the ball will result in an Indirect Free Kick (IFK) for the opponent where the offense occurred. If the offense occurs inside the penalty area, the re-start (IFK) will be at the penalty area line towards the halfway line perpendicular to where the offense occurred.
- Non-intentional heading of the ball will result in a drop ball. If the offense occurs inside the penalty area, the re-start (drop ball) will be at the penalty area line towards the halfway line perpendicular to where the offense occurred.

SUBSTITUTION

Substitution may take place at any stoppage of play but only at the referees direction and with their approval.

MISCONDUCT, RED AND YELLOW CARDS

Coaches are responsible for the conduct of their team (including coaches, players, and spectators) and may be cautioned or ejected for their misconduct. Any player or coach ejected will not be permitted to participate for the remainder of that game and their team's next scheduled game. At the discretion of the tournament committee, ejected players/coaches may be suspended from participation for the remainder of the tournament. The Field Marshal shall immediately report all red cards to the Head Field Marshal and the Tournament Director. The Field Marshal must collect a completed "USYSA Referee's Report" form from the referee for each red card issued. No points will be deducted

TERMINATION

If a match is terminated for any reason, the Tournament Committee will determine what course of action is to take place and the possible impact on the standings.

*It is understood upon acceptance to the Awareness Cup that weather or other natural occurrence is an act of God. Further, acceptance to the tournament acknowledges any decisions by the Tournament Committee with regard to facilities are final, without appeal and no compensation will be awarded. Games will **NOT** be rescheduled.

REFUNDS

You may request a refund up until team acceptances. No exceptions!

PROTEST

There are no protests. The decision of the Tournament Committee is final

POINTS AND STANDINGS

Three (3) points will be awarded for each win

One (1) point will be awarded for each tie

No points will be awarded for each loss

If a team forfeits during group play, all scores for that team will be recorded as 0-1 scores.

TIEBREAKERS

Tiebreakers will be applied in the following order:

- Head-to-head (skip in the case of a 3-way tie)
- Goals against (up to and including 4 goals)
- Goals for (up to and including 4 goals)
- Most wins
- Most shutouts (0-0 tie is considered a shutout)
- Kicks from the mark

In the case of a 3-way tie that does not eliminate a team prior to "Kicks from the mark" a coin toss will determine the seeding for kicks from the mark. Each of three teams will flip a coin with the two that end with the same result doing kicks from the mark. The odd coin will have a "bye". Once the two teams have concluded, the loser will be considered 3rd in the bracket. The winner will face the original team that had a "bye" to determine 1st (winner of pks) and 2nd (loser of pks) place in the bracket.

If a 4-way tie occurs and the above tiebreakers do not provide placing, a coin toss will determine the match up for kicks from the mark.

SEMIFINALS AND FINALS

If a team in- group play forfeits, all scores in that group will revert to 1-0 scores. Points accumulated during Saturday's games and Sunday morning games are to determine the seeding for the semifinals.

Groups of 16

Winner A vs Winner B

Winner C vs Winner D

Groups of 12

Winner of A vs Wildcard

Winner of B vs Winner C

* If Wildcard comes out of A, winner of A vs B, winner C vs wildcard

Groups of 8

Winner of A vs Winner B, straight to final

Groups of 6

Winner A vs 2nd B

Winner of B vs 2nd of A

3rd A vs 3rd B for 3rd guaranteed game

Groups of 5

Each team plays each other once. Team with the most points is Champion

Groups of 4

Each team plays each other once. The top two teams with the most points play again for 1st& 2nd place

All quarter-final, semi-final and final games ending regulation in a tie will go immediately to kicks from the mark.

CHAMPIONSHIP AWARDS First and second place awards (medals) will be given to the players of the top two teams in each division. First place team will also receive a Championship trophy and each player will receive a championship top.

Match Times

Age Under	Born On/After	Game Length	Ball Size
18/19	1/1/01/02	70	5
17	1/1/03	70	5
16	1/1/04	70	5
15	1/1/05	70	5
14	1/1/06	60	5
13	1/1/07	60	5
12	1/1/08	50	4
11	1/1/09	50	4
10	1/1/10	50	4
9	1/1/11	50	4