



San Luis Obispo Soccer Club



2017 Junior's Festival - March 24th - 26th

2017 SLO Summer Classic - Girls Edition - August 4th - 6th

2017 SLO Summer Classic - Boys Edition - August 11th - 13th

Friday Games Optional

(Updated 12/30/16)

TOURNAMENT RULES

Disputes: The Center Referee shall have final say on all match related decisions. The Tournament Director (or Tournament Committee or Site Coordinator, as delegated by the TD) shall make all decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the administrator /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 TD/Tournament Committee shall resolve any situations not covered by these Rules and Regulations.

Protests: No protests will be accepted. All interpretations of the rules and other decisions made by the Center Referee, Tournament Director, Tournament Committee, or Site Director will be final.

Safety: All players are required to wear **shin guards** during their games. **No shin guard = no play.** The center referee will have final say on determining safety of all player equipment. **Casts:** No hard casts allowed unless padded, wrapped and approved by the head referee. Protective and approved **knee braces** are allowed per the referee's discretion. Any ridges or sharp edges will need to be covered. **Jewelry:** No jewelry of any kind, absolutely no exceptions.

Safety Coordinator: Each venue will have a Safety Coordinator on duty for the length of the tournament. The Safety coordinator will have ice, plastic bags and first aid kit with them, and they are responsible for low level first aid and to call 911 if necessary. As per US Club Soccer regulations, certified athletic trainers will be available on a ratio of one trainer to four fields at U11 and above.

Rosters: Unlimited loan players are allowed as long as the roster does not exceed players: 15 players for U8 - U11, 18 players for U12-15, and 22 for U16-19 (only 18 players to play per game). Rosters are frozen after the team's first game. Teams may not duplicate numbers on player jerseys, and numbers on jerseys must match the numbers on the team's game card.

Junior's Festival 2017

2008 U9 7v7
2007 U10 9v9
2006 U11 9v9
2005 U12 11v11
2004 U13 11v11

Summer Classic (Girls and Boys Edition) 2017

2005 U13 11v11
2004 U14 11v11
2003 U15 11v11
2002 U16 11v11
2001 U17 11v11
1999 U19 11v11

Coach and Player Cards: *Current USCS, USYSA, CYSA, or AYSO approved/laminated player card with a recent photo attached, will be required of all players at the official check-in and start of each game. Each team must have an administrator/coach with the proper USCS, USYSA, CYSA, or AYSO approved coaching card at all games. *Summer Classic 2017 - Player cards for 2016-17 will be accepted.

Teams traveling from outside California: Any teams traveling from outside California must present travel papers from the appropriate state organization. A copy of travel papers must be provided to the tournament, at time of check-in. Be sure to bring any "Amended Approved" travel roster to the Saturday check-in. Any player not appearing on your "Approved" or "Amended Approved" travel roster will not be permitted to play.

In addition, all loan players must have proper credentials (to include player card, birth certificate and medical release registration form, from matching team's state association) and must be added to the tournament roster.

Note, US Club Soccer: All US Club Soccer teams shall utilize their US Club Soccer player pass cards. All teams shall allow players registered to the same soccer club, to play up in years, without restriction.

Check-In: MANDATORY team check-in will be held at your team's first assigned venue **60 minutes PRIOR TO FIRST GAME.** The team must have the below listed items for credential processing. Exception: First game of the day, for all venues, check in will be conducted at 7:00am.

CREDENTIALS CHECK LIST:

- Valid laminated player card for each player and administrator (attached to team ring) new 2017 -18 and 2016-17 player cards accepted
- Signed medical release/registration forms for each player
- Approved travel papers and/or official roster, from outside California
- Two copies of team roster

Match Start Times: Each tournament venue will have a Time Keeper in charge of game times. The site TK will manage all games, to begin on time. Teams must be ready to start at scheduled time; failure to do so may result in a forfeit. A forfeit will be declared if a team cannot field a minimum of seven (7) players for 11v11, five (5) for 7v7 and 9v9 at start time. Pre-game warm-up is conducted in neutral space. Pre game warm up will not be allowed on the game field, unless in some instances where time allows. Games MUST START ON TIME.

The Time-Keeper will work directly with the referee crew, and together they will be responsible for the games starting on time.

Conduct: All coaches have complete responsibility for the conduct of their players, bench, friends and spectators at all times. If a spectator is asked to leave the field of play, it is the coach's responsibility to ensure this happens. That spectator is not allowed to attend the team's next game.

If, in the opinion of the game's officials, a game must be terminated for misconduct of coach, players, bench or spectators, the offending team can be suspended from further play and forfeit that game and all remaining games. The final score shall be 1-0 in favor of the non offending team per forfeit rules. All previous points earned remain as played. The governing state association will be contacted regarding team or player misconduct.

Red & Yellow Cards: A player receiving a second yellow in a game or a straight red card shall be sent off for the remainder of that game, shall not be replaced in that game, and shall not be permitted to play in the next game. The Tournament Committee may give a further suspension for violent conduct. Any coach that is expelled from the playing area will be suspended for the next game, and must leave the venue, until the suspension is lifted.

*****One scoring point deducted for each spectator, player, coach sent off or expelled*****

Forfeits: All forfeits will be scored as a 1-0 game with the winner receiving 8 points. A team forfeits, if:

- It fails to check-in at the Mandatory Registration. In this case, it will forfeit all scheduled games, until it has been properly checked-in, and is approved to play by the TD.
- If is not ready to start game at the scheduled time with a minimum of seven (7) players for 11v11, five (5) players for U8-U10.
- It plays a red-carded player (or any player not approved or in good standing) in the game following the issuance of the red card. In this case the team will forfeit this game and all others.

Game Procedures:

- **Player cards will be checked and rosters verified before each game, at a check-in point, managed by a Field Marshall. Teams must report to the check –in table**
- Field Marshals will handle game cards, and will retain player cards for the duration of the match. Player cards will be returned to the team coach or manager, following each match once they have signed the game card and the head referee gives permission
- Home team is listed first on the schedule and will defend the end of the field marked with a flag or standing cone, for the first half of play. The visiting team will take first half kickoff. Same rule applies for kickoff to begin overtime... home team will defend the end marked with a flag or standing cone, and visiting team will kick off. In the event of kicks from the mark, to decide the outcome of a game, home team will kick first and visiting team will defend first. The match referee will determine end to take kicks, or move to a designated area

- Home team is required to locate their players, coaches, and spectators on the side of the field marked by a flag or standing cone, at the midfield line. Opposing team’s players, coaches or spectators will occupy the opposite side of the field. Exception; for Cal Poly Fields, team benches located on East touchline and spectators on the West touchline.
- Junior’s Festival Coaches and Players only will locate themselves on the same side of the field either side of the halfway line. Spectators will watch the game on the other side of the field, opposite either the home or away team bench area.
- Home team shall change jerseys if there is a conflict of colors
- Home team provides three game balls. Game balls shall be of identical make, color and quality and are subject to referee approval. Games involving U13-U19 will be played with an official size #5. Games for U8-U12 will be played with an official size #4. The match official may choose to use alternate balls, should the home team’s balls not meet standards. All teams must warm up off the match field, and should be prepared to take the field immediately following the conclusion of the preceding match.
- **Chart One: Length of Games** SLO Junior’s Festival and Summer Classic Game Times (with Five (5) minute half-time & Ten (10) minutes between all games, pool play through finals.

Chart One: Length of Games

Division	Pool Play Length of half No Overtime*	Playoffs Length of half No Overtime*	Championship Length of half	Overtime** Finals Only
U8 - U11	25 minutes	25 minutes	25 minutes	One 5 minute 5 Kicks each
U12-U19	30 Minutes	30 Minutes	30 Minutes	One 10 minute 5 Kicks each

The Junior’s Festival and Summer Classic has a running clock in all games, unless professional medical care is required on the field (i.e. paramedics). All pool and playoff games will be terminated if 5 minutes or less remains before the next game start time, regardless of the amount of time played in each half up to that point. A game is complete with one half played, regardless of the circumstances of termination during the second half. The results shall be based on the score at termination. The Referee has final decision, but can consult with the TD or Tournament Committee regarding terminating games.

*No overtime shall be played in pool play or playoff games. Playoff games ending in a tie will go directly to Kicks from the mark. Any player may take a kick from the mark, and does not have to be on the field at the end of overtime. However, each player is limited to one kick, until every available teammate has attempted a kick. **Final games ending in a tie will play one overtime period following a two minute break (refer to chart) If a game is still tied after overtime, kicks from the mark will determine the winner. Kicks from the mark will immediately follow the game, but subject to field scheduling, **may** be moved to a different field/area at the same venue (refer to chart)

Substitutions: Unlimited substitutions will be allowed in all age groups, including overtime periods. **Substitutes** must request, to the nearest official, for substitution before the stoppage in play. Substitutions may occur during any stoppage of play, but only with the referee's permission.

Weather: In the case of inclement weather or dangerous field conditions, games may be shortened or rescheduled, go to a FIFA penalty shoot-out, or be cancelled. The Tournament Director will make the final determination of the choice. It may be necessary to change the game times or locations if the assigned field becomes unavailable or some similar difficulty arises. If the scheduled games are unable to be played, awards will be based on a point system to be determined by the Tournament Director.

Trash: Each team is responsible for ensuring that their sideline is clear of all trash at the end of their games. The Field Marshall may withhold the team game cards, if trash is not discarded properly. Please help us keep the venues clean and safe for the players and officials.

Scoring System: Ten Point System

- Six (6) points awarded for a win
- Three (3) point awarded for a draw
- Zero (0) points for a loss
- One (1) point awarded for each goal scored, up to three in a single match
- One (1) point awarded for a shutout, including 0-0 final score

One (1) point will be deducted for each player send-off or coach expulsion that is recorded by the referee/s.

Tie Breaker: If two teams are tied in points at the end of the preliminary rounds, the following tiebreaker procedures will be implemented to determine which teams advance.

1. Winner of head to head competition
2. Highest goal differential (+/-)
3. Most wins in pool play
4. Goals For
5. Goals Against
6. Most shut-outs recorded

If 3 teams are tied, we will move through the tie breaking procedures, beginning with number 1 and continuing on until one team is eliminated. Once one team is eliminated, we will go back to Tie Breaker number 1 to restart the process with the two remaining teams.

If required to determine the winner for advancement after the above steps still result in a tie, kicks from the mark will be taken thirty (30) minutes prior to the scheduled start of any semi-final game.

Wild Card Teams For divisions with wildcard teams, the wildcard teams will be the teams with the highest point totals that do not win their bracket. In the event of a tie on wildcard point totals, the tie breaking system above shall be used.

Game Delays: In the event of an unusual event that results in a significant loss of game time, the lost game time may be rescheduled at the discretion of the TD/Tournament Committee. The rescheduling

of the lost game time is subject to field availability. An example of an unusual event would be a major injury to a player, which prevented the use of the playing field. The Tournament Committee defines a significant loss of game time as more than half the game. An accumulation of 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.

Tournament Cancellation Policy: If the tournament is cancelled for any reason prior to 30 days before the tournament, full refunds will be granted. If the tournament is cancelled for any reason between 29 and 1 day prior to the scheduled date, refunds, less hard costs, will be granted. Cancellation or termination during the event will result in no refund. Teams canceling their application after the schedule is published will receive no refund. Teams withdrawing from the tournament, after being accepted and post application deadline, may receive a partial refund... but only if a replacement team is found, and at the discretion of the Tournament Director.

LOCAL FACILITY RULES:

- No dogs or other pets allowed at any of the venues, no exceptions
- No overnight camping allowed. Parking lots will open up daily at approximately 7:00am
- No stakes or other penetrating objects (stakes, signs, umbrellas, etc.) allowed. Please use other means to secure items
- No tarps allowed on turf. Blankets are allowed
- No smoking allowed on or near fields
- No Parking in restricted areas. Offenders may be towed
- No alcohol allowed
- Please pick up all trash
- No Drones at all venues
- Absolutely no food or drink at the Cal Poly turf complex

Tournament Parking Fees

The SLO Summer Classic does not charge for on-site parking at any event venues. However, some of the venues we permit are managed by the State of California, San Luis Obispo County, and SLO High School and fees are unavoidable. Please see the venue parking fee information below:

Barney Schwartz Park Parking Free

Cal Poly Parking Free on Saturday and Sunday. Monday- Friday 7 am - 5 pm, get permit at Kiosk

SLO High School - Parking fee to use Taylor Field

Cuesta College - You need to pay to park. Use the parking machines provided.

Damon Garcia Parking - Free. Once the parking lot is full, all others should park at the adjacent SESLOC lot in approved spots, on Industrial Way or at the Graduate at the end of Industrial Way. Please do not park in the Marigold Center, and parking is not allowed on Broad Street. Drop off should occur at the gate to Damon Garcia parking lot. Please respect the parking attendants, as they are only doing their jobs.