

# Blues Cup 2017 Rules



## Application Rules

If you would like to be considered for participation, please complete the online tournament application. Payment of the application fee may be made by either Check made payable to So Cal Blues Soccer or by Credit Card (a convenience fee will be charged for the use of a credit card). Our online system will accept Visa, MasterCard or Discover. Credit cards will not be charged and checks will not be deposited until the team has been accepted into the tournament. **APPLICATIONS WILL NOT BE CONSIDERED SUBMITTED AND COMPLETE UNTIL EITHER A CHECK HAS BEEN RECEIVED IN OUR OFFICE OR A CREDIT CARD PAYMENT HAS BEEN AUTHORIZED.**

Entry Fees are:

Age Group	Entry Fee
U08 to U10	\$750
U11 to U13	\$1095
U14 to U19	\$1295

Entries submitted after July 1st, 2017 will not be considered for acceptance but may be retained for a wait list for consideration if an accepted team drops. Entries whose payment is not received in our office by July 1st, 2017 will be considered late entries. The completed Check (with team and age group noted on the check) and a copy of the payment page printed from your team's application must be mailed to:

**SC Blues Soccer Club  
26941 Cabot Rd Ste 131  
Laguna Hills CA 92653**

Teams that drop in writing prior to the July 1st, 2017 will receive a refund minus \$100 processing fee. No refunds will be granted for teams dropping after July 1st, 2017.

Team selections are made based upon an evaluation of their record. USYSA National Cup State and Regional results as well as results in major tournaments. Head to Head results against ranked teams. League results and overall record will be used to break ties. Final selections are at the sole discretion of the Blues Cup tournament officials. With the obvious roster changes due to the birth year introduction, we will do our utmost to make informed and balanced decisions in team selection. Our acceptance committee may request additional information. The decision of the acceptance committee is final and no appeals are allowed.

## Hotel Requirements

Teams using hotel rooms are required to obtain them from our approved hotels, using the group reservation procedure established by Blues Cup tournament officials and our hotel partner **Maverick Sports Travel**. Reservations will not be available until a team has been accepted into the tournament. The approved hotel list and procedure will be available on our tournament website [www.sdbluescup.com](http://www.sdbluescup.com) and complete reservation procedures will be provided as part of a team's acceptance package. You may not make hotel reservations until ACCEPTED.

## Registration and Credentials

**REGISTRATION:** Teams must check in at the MANDATORY REGISTRATION. The Blues Cup Mandatory Credential Check-In will be held Saturday Morning, September 2nd, 6.30-11.30am at our field headquarters in Oceanside and headquarters at the polo fields. Failure to check-in will result in automatic disqualification (without a refund of the fee) from the Tournament. At the discretion of the Tournament Director, the team may be allowed to compete as a "Guest team" (See Guest Team rule). Games not played will be classified as "Forfeits and Byes." Team check in is only required at the venue of their first games.

**CREDENTIALS:** At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide laminated USYSA Player I.D. Cards with photographs, and signed Medical Release Forms. USYSA Teams from outside CYSA-South must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by that Team's State Association. All Travel Papers must be submitted to the Tournament Director prior to check-in. Any player not listed on the Travel Papers, including any amendments, properly executed by that team's State Association will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. All teams must provide the USYSA Player I.D. Cards from the State Association listed on the Application. The Blues Cup will also accept Teams registering under the US Club Soccer banner. Player I.D. Cards from associations other than US Youth Soccer or US Club Soccer will not be accepted. It is required that teams have all USYSA or US Club Soccer cards as player cards cannot be mixed within a team. All player, coaches, administration cards must be for the 2017-18 season. Cards from 2016-17 cards will not be accepted. Nor will pictures or electronic copies of players documents or player cards .

**ROSTERS:** USYSA and US Club Teams may register a maximum of twenty-two (22) players for the GU16, GU17 and GU19 teams. However, each team will only be permitted to activate eighteen (18) players per game.

GU11-GU15 Teams may register a maximum of eighteen (18) players.

GU8, GU9, and GU10 teams may register a maximum of fourteen (14) players.

GU8-GU19 teams are permitted to use up to five (5) guest players, but any team that rosters guest players for the Blues Cup is still limited to the stated maximum roster size for that age group.

## Rules of Play

FIFA Laws of the Game will apply as modified by USYSA and CYSA-South as described herein.

Duration of Games & Overtimes, By Halves, and Ball Size are as follows:

Division	Format	Prelim/Quarter-Finals	Semi-Finals**	Semis & Finals Overtime Halves	Ball Size
U19 – 1998	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U19 – 1999	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U18 – 2000	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U17 – 2001	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U16 – 2002	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U15 – 2003	11 vs 11	30 Minutes	35 Minutes	10 Minutes	5
U14 – 2004	11 vs 11	30 Minutes	35 Minutes	5 Minutes	5
U13 – 2005	11 vs 11	30 Minutes	30 Minutes	5 Minutes	4
U12 – 2006	9 vs 9	30 Minutes	30 Minutes	5 Minutes	4
U11 – 2007	9 vs 9	30 Minutes	25 Minutes	5 Minutes	4
U10 – 2008	7 vs 7	25 Minutes	25 Minutes	5 Minutes	4
U09 – 2009	7 vs 7	25 Minutes	25 Minutes	5 Minutes	4
U09B (U8) – 2010	7 vs 7	25 Minutes	25 Minutes	5 Minutes	4

\*All Preliminary Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie, added time will not be given by the Referee during Preliminary Games.

Quarter-Final, Semi-Final, and Final games will include added time as determined by the referee.

Quarter-Final games ending in a tie after regulation will proceed immediately to FIFA Penalty Kicks to determine who advances to Semi-Finals.

\*\* Semi-Final and Final games tied after regulation will play two equal overtime halves. If a tie still exists after overtime halves in Semi-Final and Final games, FIFA Penalty Kicks will determine who advances or is awarded the trophy. Penalty Kicks will immediately follow the game.

HALF TIME: Half Time will be exactly five minutes.

GAME CHECK-IN CONDUCT: At least forty five minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and game card so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to initial the game card area for that game before the player cards will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game.

PLAYERS' EQUIPMENT: It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Hard casts are not allowed per CYSA-South rules. Shin guards are mandatory for all players.

SUBSTITUTIONS: Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission under FIFA laws.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used.
- The tone of the voice is instructive and not derogatory.
- Each coach or substitute remains within 10 yards on either side of the halfway line.
- No coach, substitute, or spectator makes derogatory remarks or gestures to referees, other coaches, players, substitutes, or spectators.
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next TWO scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

SUSPENDED AND TERMINATED GAMES: If in the opinion of tournament officials a game must be suspended (for reason); the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

INJURY: Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in no time being added to the full game time during Preliminary games, Quarter Finals, Semi-Finals, and Finals will have added time due to severe injuries based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. All preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section; "SUSPENDED AND TERMINATED GAMES."

## Tournament Competition

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Six (6) points for each Win.
- Three (3) 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 4 points for each team (3 for tie, 1 for shutout).

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. Fewest goals against.
3. Most goals for.
4. Most total wins.
5. Most shut outs.

If a tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarterfinal or Semifinal game.

If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be determined at the fields.

If ties exist in the determination of a wild card team, criteria 2 through 7 will be applied.

HOME TEAM: The Home Team will be the team that appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the side of the field they wish to defend and the visiting team will start with the kick off. All teams will play from the same side of the field, with the Home Team selecting the side from which they will play. Parents are to mirror the location of their Teams on the opposite Sideline.

FORFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the Mandatory Registration or for taking actions that cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

GUEST TEAMS: The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 against the Guest team. The opposing team is awarded eight points.

INCLEMENT WEATHER, FACTORS BEYOND OUR CONTROL OR ACT OF GOD: In the event of inclement weather, or act of god, once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in the section "**DETERMINING WINNERS.**"

The Referee or Tournament Director will determine if a field is safe for play. Teams are expected to show up for scheduled games times unless notified by a tournament official. Rain or other weather conditions will not delay play unless the referee determines the fields are unsafe. If necessary, games may be shortened, go directly to FIFA Penalty Kicks or be cancelled. If a game is terminated due to problems associated with the fields, including lighting for a night game, the score will stand if game is into the second half. If cancelled prior to half time the score will be determined by penalty kicks. If a Quarter or Semi Final match cannot be played, FIFA penalty kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions.

If the Tournament Director rules that during the preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rules will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.

If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games scores will revert to 1-0 wins or a 0-0 tie.

In case of cancellation due to inclement weather or any other reason, the "Tournament Committee" retains the right to retain the full amount of the team fee to cover expenses. There will be no make-up games due to inclement weather or refunds.

## Tournament Play

**EIGHT TEAM DIVISION:** will consist of two (2) Brackets of our (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the second place team of Bracket B in the Semi-Final Game 1, and the winner of Bracket B will play the second team of Bracket A in Semi-Final Game 2. The Semi-Final winners will meet for the Championship.

**TWELVE TEAM DIVISION:** will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the Wildcard Team in semi-final Game 1, and the winners of Brackets B and C will play in a Semi-Final Game 2. The Wildcard Team will be the second place team with the most points or tiebreakers. If the Wildcard Team comes from Bracket A, then the Winner of A will play Winner B, and the Winner C will play the Wildcard. The Semi-Final winners will meet for the Championship. Blues Cup reserves the right to add Qtr Finals at the discretion of the Tournament.

**SIXTEEN TEAM DIVISION:** will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Bracket A will play the 2nd place team of Bracket B in Quarter-Final Game 1. The winner of Bracket B will play the 2nd place team from Bracket A in Quarter-Final Game 2. The winner of Bracket C will play the 2nd place team from Bracket D in Quarter-Final Game 3. The winner of Bracket D will play the 2nd place team from Bracket C in Quarter-Final Game 4. The winner of Quarter-Final Game 1 will play the winner of Quarter-Final Game 3 in Semi-Final Game 1. The winner of Quarter-Final Game 2 will play the winner of Quarter-Final Game 4 in Semi-final Game 2. The Semi-Final winners will meet for the Championship.

**TWENTY TEAM DIVISION:** Each Division will consist of five (5) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket along with three (3) Wildcard Teams advancing to the Quarter Finals. The Wildcard teams will be the next three (3) highest points (after bracket winners) in all five (5) brackets. Game 1: Winner A will play Wildcard #3; Game 2: Winner B will play Winner D; Game 3: Winner C will play Wildcard #2; Game 4: Winner E will play Wildcard #1. If the Wildcard team is from the same bracket then the Blues will adjust the Quarter Final games according to the following protocol working in order so that no Bracket Winner will play a Wildcard Team from the same Bracket:

1. If Wildcard #1 has already played the Bracket Winner then it will be switched with Wildcard #2.
2. If the above switch results in Wildcard #2 being placed against a team they already played then Wildcard #1 will be switched with Wildcard #3 and Wildcard #2 will remain as originally scheduled.
3. If Wildcard #2 has already played the Bracket Winner then it will be switched with Wildcard Team #1.
4. If the above switch results in Wildcard #1 being placed against a team they already played then Wildcard #2 will be switched with Wildcard #3 and Wildcard #1 will remain as originally scheduled.
5. If Wildcard #3 has already played the Bracket Winner then it will be switched with Wild Card #2.
6. If the above switch results in Wildcard #2 being placed against a team they already played then Wildcard #3 will be switched with Wildcard #1 and Wildcard #2 will remain as originally scheduled.
7. Note: In the event of any unforeseen conflicts remaining after utilizing the above protocol the Blues shall make any adjustments necessary to resolve team conflicts. The Semi Final games will be played as the winner of Game 1 (1A / WC) against the winner of Game 2 (B1 / D1); and the winner of Game 3 (C1 / WC) against the winner of Game 4 (E1 / WC). Semi-Finals winners will meet for the Championship.

**TWENTY-FOUR TEAM DIVISIONS:** Each Division will consist of six (6) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket along with two (2) Wildcard Teams advancing to the Quarter Finals. The Wildcard Teams will be the next two (2) highest points (after bracket winners) in all six (6) brackets. Game 1: Winner A will play Wildcard #2, Game Two: Winner C will play Winner B; Game 3: Winner E will play Wildcard #1, and Game 4: Winner F will play Winner D. If Wildcard is from same bracket then Blues Cup will adjust Quarter Final games so bracket Winner does not play Wildcard from same bracket. The Semi-Final games will be played as the winner of Game 1 (1A/WC2) against the winner of Game 2 (1C/1B); and the winner of Game 3 (1E/WC1) against the winner of Game 4 (1F/1D). Semi-Final winners will meet for the Championship.

**THIRTY-TWO TEAM DIVISIONS:** Each Division will consist of eight (8) Brackets of four (4) teams. Each team will play the other within its Bracket for a total of three (3) preliminary games with the top team in each Bracket advancing to the Quarter Finals. Game 1: Winner A will play Winner D, Game Two: Winner C will play Winner B; Game 3: Winner E will play Winner H, and Game Four: Winner F will play Winner G. The Semi-Final games will be played as the winner of Game 1 (1A/1D) against the winner of Game 2 (1C/1B); and the winner of Game 3 (1E/1H) against the winner of Game 4 (1F/1G). Semi-Final winners will meet for the Championship.

The tournament director reserves the right to adjust the brackets, schedules, or crossovers, at any stage of the competition without consultation or the agreement of affected teams. This decision will be final and no appeals will be heard.