

[TOURNAMENT HEADQUARTERS for the NORTH/SOUTH CHALLENGE CUP:](#)  
Tournament Headquarters will be located at the Kern County Soccer Park next to field 19

**TEAM CHECK-IN by Team Representative**

Team check-in is to be held the night before at host hotel or no later than 2 hours prior to first game for teams traveling from outside the Bakersfield Metropolitan area. Approval from the tournament director for on-site field check-in is mandatory.

There will be no refunds or reimbursements of tournament application fee for cancellation or forfeiture of games.

You must bring the following documents to Team Check-in:

**TEAMS FROM THE UNITED STATES**

If you ARE A MEMBER of US Clubs you will need to bring:

1. US Club Soccer Player cards.
2. US Club Soccer medical releases.
3. US Club Soccer Tournament Roster
4. Your Hotel information if you are staying over (hotel name, # of rooms, check in and check out dates)
5. Emergency cell phone #'s for your team in case of delays, field/schedule change, etc.

If you ARE NOT A MEMBER of US Clubs you will need to bring:

1. Approved travel papers from your State Association.
2. Approved travel roster from your State Association.
3. State Player Cards.
4. Medical Releases.
5. Your Hotel information if you are staying over (hotel name, # of rooms, check in and check out dates)
6. Emergency cell phone #'s for your team in case of delays, field/schedule change, etc.

**FOREIGN TEAMS**

Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry in to the United States that is required by the United States. Teams are required to have and present player picture identification cards. Tournament rules require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

**PLAYER AGE AND ELIGIBILITY**

Boys and Girls U8 through U19 are eligible to participate in our tournament. A maximum of 26 players on a roster, 18 players on a game card to be submitted prior to each game with the player cards to the referees. Game cards will be provided at team check-in. Unlimited guest players are allowed. No player may compete in the Tournament in two age groups or on two teams.

**PLAYER CREDENTIALS**

Player picture identification cards are to be present and available at all matches. Identification cards are required to be checked by the referee prior to each match. If cards are not available, special circumstances will be handled by the Tournament Director.

**GAME CARD**

The shirt number of each player must be the same as the player's shirt number on the game card and 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). Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). In cases where a player changes a damaged jersey whether for blood or material destruction, numbers can be changed with a backup jersey. The referee shall document such change on the score card.

**AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN THE GAME CARD.** The score indicated on the game card cannot be disputed after it is turned over to the Field Marshal.

**SAFETY EQUIPMENT**

All players are required to use shin guards at all times. No shin guards - No play! No protests will be accepted. No jewelry may be worn.

**CASTS**

Players are not allowed to play in a hard cast. Players will be allowed to play in a soft cast with a doctor's release and at the discretion of the Head Tournament Referee.

### **HOME TEAM – VISITOR TEAM RESPONSIBILITIES**

The home team will be listed first on the game schedule. The home team will change jerseys in case of a color conflict. The home team will choose the side of the field they wish to sit on. The home team will decide which side of the field to defend the first half. The visiting team will kick-off the first half.

**NO RUNNING CLOCK** The North/South Challenge Cup tournament does not accept “Running Clock” aspect. Every effort should be made to keep the game on schedule. The referee is in charge of determining if time should be added for injuries or stoppages.

### **NO SHOWS**

All games will begin on time. A forfeit will be declared if a team cannot field a minimum of seven (7) players at start time.

### **DURATION OF GAMES**

All U8 - U10 games will be 8 v 8.

Games for U8 - U12 will use an official size #4 ball.

Games for U13 - U19 will be played with an official size #5 ball

### **PRELIMINARY ROUNDS QUARTERFINALS & SEMI-FINALS**

will consist of the following periods with a five (5) minute half time:

U17 - U19 80 minutes

U15 - U16 70 minutes

U13 - U14 60 minutes

U11 - U12 50 minutes

U8 - U10 50 minutes

Quarterfinal and Semifinal games ending in a tie will go immediately to F.I.F.A. penalty kicks to determine the winner. All games will have five (5) minute half time.

### **CHAMPIONSHIP GAMES**

U17 - U19 90 minutes

U15 - U16 80 minutes

U13 - U14 70 minutes

U11 - U12 60 minutes

U8 - U10 50 minutes

Championship games ending in a tie will have two ten (10) minute overtime periods (not sudden death). If still tied, F.I.F.A. penalty kicks will be used to determine the winner.

In case of inclement weather or field conditions, games may:

1. Be shortened
2. Go to F.I.F.A. penalty kicks
3. Be canceled

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

1. Each team will take a maximum of five (5) penalty kicks.
2. 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.
3. In the overall standings, 2 points will be given for the win, 1 point for a tie and 0 points for a loss.
4. The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement.
5. 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 score will revert back to a 1-0 win or a 0-0 tie.

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 Tournament Directors. 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 defines a significant loss of game time as more than half of the game. An accumulation of time 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.

### **The following rules of conduct apply:**

All coaches have complete responsibility for the conduct of their players, bench, friends and spectators at all times. If, in the opinion of game officials, a game must be terminated for misconduct of players, bench or spectators, the offending team can be suspended from further play and forfeit that game and all remaining games. In this event, all previous points earned remain as played.

### **RED CARDS**

A player OR coach given a red card in a game shall be expelled from that game, and shall not be replaced in that game and are not permitted to play/coach in the next game, as a minimum. The Tournament Directors may give a further suspension for violent conduct. When a red card is given the player/coach should leave the immediate playing area. The coach must not participate in coaching a game that he/she has been suspended for; he/she must not sit on the bench or coach from the sideline at all. A player may sit on the bench during the suspended game, but not in uniform.

### **COMPETITION FORMAT**

The Tournament reserves the right to alter the game formats to enhance competition and to improve the overall quality of the Tournament. Four, Five, Six, Eight, Ten and Twelve team divisions will play as follows:

**FOUR TEAM DIVISIONS** will consist of three (3) preliminary games. The top two point holders will meet for the championship.

**FIVE TEAM DIVISIONS** will consist of four (4) preliminary games, all teams playing each other. The top two point holders will meet in the championship.

**SIX TEAM DIVISIONS** will consist of two (2) groups of three (3) teams each. They will play a cross-over format. i.e., A1 will play B1, B2 and B3, etc. The top two (2) point gainers will go to the semi-finals. Boys U10 will not have a semi-final and will go straight to a final with the top 2 point holders.

**EIGHT TEAM DIVISIONS** will consist of two (2) Groups of four (4) teams each. Each team will play the other teams in its Group for a total of three (3) preliminary round games. The winner of Group A will play the second place team in Group B in Semifinal #1, the winner of Group B will play the second place team in Group A in Semifinal #2. The Semifinal winners will meet for the Championship.

**TEN TEAM DIVISIONS** will consist of two (2) groups of three (3) and one group of four (4). Each team in bracket A and B will play a crossover, teams in bracket C will play a round robin. 1st place in bracket A and 2nd Place in bracket C will progress to Semi Quarter Final #1. 1st Place Flight C and 2nd Place bracket A will play in quarterfinal #2. 1st Place Flight B and Wildcard will play in quarterfinal #3, 2nd Place bracket B will play Wildcard in quarterfinal #4. Winner of Quarterfinal 1 and 3 will play in SemiFinal #1. Winner of Quarterfinal #2 and Quarterfinal #4 will play in SemiFinal #2.

**TWELVE TEAM Divisions** will consist of three (3) Groups of four (4) teams each. Each team will play the other teams in its Group for a total of three (3) preliminary round games. The winner of Group A will play the second place team in Group C in quarterfinal #1. The winner of Group C will place the second place team in Group A in quarterfinal #2. The winner of Group B will play wild card #1 in quarterfinal #3 and the second place team in Group B will play wild card #2 in quarterfinal #4. If wild card #1 comes from Group B then wild card #1 will play the winner of Group A and the second place team in Group C will play the winner of Group B. If wild card #2 comes from Group B then wild card #2 will play the winner of Group C and the second place team in Group B will place the second place team in Group A. The winner of quarterfinal #1 will meet the winner of quarterfinal #3 and the winner of quarterfinal #2 will meet the winner of quarterfinal #4 in the semifinal. The semifinal winners will meet for the Championship.

### **POINT SYSTEM**

The following point system will be used to determine 1st in each Group and the wildcard selection during preliminary rounds:

Two (2) points for each win

One (1) point for each tie

Zero (0) points for each loss

No points are deducted for accumulated red and yellow cards.

A forfeit will be scored as a 1 - 0 game. The 1-0 will not be counted as goals for or against to determine tie breaker for advancement.

### **TIE BREAKER RULES**

For divisions with wildcard teams, the wildcard teams will be the teams that do not win their bracket, with the highest point totals. In the event of a tie on point totals, the below tie breaking system will apply. This tie breaker criteria will also be used to determine home team in the championship game in the event of a tie on point totals.

1. Head to Head (where applicable).
2. Fewest goals allowed.
3. Most goals scored.
4. If required to determine the winner for advancement after steps 1, 2, & 3 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the quarterfinal or semifinal game.

If more than two teams are tied at the end of the preliminary round, the tie breaker rules listed above will be used until one team is eliminated (starting at step 2).

The remaining two teams will be compared beginning again with Step 1 of the Tie Breaker Rules (Head to Head) until 1 team is determined the winner.

### **SUBSTITUTIONS**

FIFA substitution rules apply. A player may be substituted on at a stoppage of the play with the permission of the referee.

### **MATCH BALL**

If a tournament ball is not available, the home team must provide a match ball.

### **BENCHES**

Where benches are supplied, we encourage teams to remain on the same side of the field. Home team has first choice. When no benches are supplied, we encourage teams to remain on the same side of the field.

### **Good of the GAME**

The Tournament Director reserves the right to amend brackets in the event that a team pulls out of the tournament last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.