

# 2016 Bay Area Senior Games Soccer Tournament Details & Rules

## FORMAT OF PLAY

Tournament format will be pool play with the top four teams (at minimum) advancing to a playoff bracket. Every effort will be made to provide teams with a minimum of three games the 1st day of round robin play with a minimum total of five games for the two day tournament (\*may vary based on number of teams in age group). The Bay Area Senior Games reserves the right to change the tournament format for any age division based on entry numbers, space restrictions or other circumstances. Age divisions are: W50-59, W60+, M50-54, M55-59, M60-64, M65-69, M70+.

**\*NOTE:** (Special round robin bracket which combines **M65 & M70 age divisions** was created per request and approval of Team Captains in those age divisions to allow for more playing opportunity, but points earned in those games do not count towards either team's pool play total. **ONLY points earned in games within age group (M70 Team A vs. M70 Team B, or M65 Team A vs. M65 Team B) count towards total points in pool play.** Captains, please see Head Official Rich Fern at the Tournament Officials Tent if you have any questions or concerns.

## RULES

This tournament will be conducted in accordance with U.S. Soccer Federation rules, except as modified herein.

### Points:

Seeding for playoff brackets will be based on points earned during the round robin play. Scoring system is as follows:

- 6 points for win
- 3 points for a tie 1 point for a shut out (A 0:0 tie will be counted as 4 points for each team: 3 for tie, 1 for shut out)
- 3 point max for goals (1 point for each goal up to max. of 3)
- 8 points for forfeit (Will be scored 1-0 and will count as 8 points for the winning team: 6 for win, 1 for goal, 1 for shut out).

A draw at the end of an elimination playoff game will be broken by a shoot-out of 5 penalty kicks from the penalty mark per team. If teams are still tied, each team gets 1 kick from the penalty mark until tie is broken.

### Determination of group winners:

The team with the highest number of points at the end of pool play games will be declared as the group winner and will advance to the final round as so. Points will be calculated and totaled for all teams within age bracket and seeded as such for Semi Final and Final games. In the event there is a tie in the number of points at the end of pool play games the seeding of teams will be decided in the following order:

- Head to Head competition
- Goals For – The team scoring the most goals at the end of the pool play rounds, if then tied then
- Goals Against – The team with the least goals scored against them
- Penalty Kicks of 5 alternating between teams

If still tied, then sudden death. One penalty kick, alternating between teams.

### Game Times:

We have 5 soccer fields at Stanford this year (artificial turf not available) so the game schedule is critical to all participants so please be ON TIME for your assigned field and game. We will have a field layout and schedules posted at the official's tent during the weekend.

A game consists of two halves of twenty minutes plus a 5-minute intermission. Teams must be ready to compete at the assigned scheduled fields and times, unless otherwise notified of change in field by tournament official. There will be a grace period of 10 minutes for a team to show at the scheduled time of competition. Referees will keep track of time. In

the event a game starts late due to waiting for a team to show up during the 10 minute waiting period, the team responsible for the delay will lose 1 point. Referees are responsible for noting the team name and point penalty on the game scorecard.

**Inclement Weather:**

Games will be played, rain, shine, and through wind unless Stanford University shuts down use of fields. Should the semi-final or championship final games not be played due to very heavy rainfall that does not permit continuance of competition these games may be declared canceled by the tournament officials after consultation with the representative team coaches. Should a cancellation occur, the highest remaining seeded team in the respective division will automatically be declared the champion and the 2nd highest seed remain as the finalist.

**Field Size:**

Games will be officiated by one referee. The game shall be played on a field that will be smaller than a regulation size field with full-size goals, approximately 80 yards long and 55/60 yards wide. The penalty area will be marked as a 14-yard semicircle radiating from the center of the goal. Penalty kicks will be taken from 12 yards. Goal kicks will be taken from a 6-yard line within the penalty area.

**Uniforms:**

All players must wear matching soccer uniforms with numbers. If the color of the jerseys are similar the home team must change. Teams are advised to bring alternate jerseys or shirts. Pennies are not available.

**Shin Guards:**

Shin guards are mandatory for all players. NO Exceptions.

**Water:**

Please bring your own personal water bottle. We will have water coolers available for refills. We will also have the Dawg House food vendor on site for hot dogs, drinks and snacks. There will be Red Cross medical personnel on site located at their tent between Fields 3 & 4 along the El Camino side.

**Dual Roster Players:**

A player can play on 2 teams provided that each team isn't from the same division and the player is registered on both teams' rosters. \*Unless special circumstance has been pre-approved by BASOC & Tournament Officials.

**Minimum Players:**

The game shall be played by two teams of 7 field players and one goalkeeper each. Teams must have a minimum of 5 field players and one goalkeeper on the field to start a game.

Teams must be at the field at the start of their game per Tournament Officials schedule distributed to Team Captains and posted at Tournament Officials tent. Start times may be delayed due to injuries, stoppage time by the referee or any other unavoidable problem.

All games will start within (10) ten minutes of the scheduled time. If a team has not taken the field with a minimum of 5 players within the 10-minute grace period, the game will be forfeited to the team in attendance with at least 5 players on the field and 8 points will be awarded to the team present (see "Points" for more info). If neither team takes the field within the 10-minute grace period, the game will be deemed a "bye," and no points will be awarded to either team.

**Substitutions:**

Teams may substitute an unlimited number of players at the following breaks in the game after receiving the referee's acknowledgement:

- After a goal – Both teams may substitute before the kick-off.

- Own goal kick – Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.
- Own throw in – Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.
- Own corner kick – Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.

NO substitutions except as noted above and ONLY with the referee's acknowledgement.

#### **Wristbands:**

Each player must be wearing official tournament wristband to play in this tournament. Please allow time for check-in/wristband process. **Located at the large BASOC Tournament Officials tent on the soccer fields.** Please bring your government issued photo ID with you. Wristbands will be issued by tournament officials only at time of individual check-in. Players not wearing wristband during play will cause team penalty or possible forfeiture.

**Please Note:** Keep same wristband on for Sunday games. If you need a replacement wristband on Sunday, inquire at Tournament Officials tent (you will need to bring photo ID again).

#### **Team Roster:**

Maximum roster size is 14 players. **Team rosters will require each player's submission of government issued ID for validation in person at the time of Check-In.** Rosters are considered final and frozen after a team has started its second game. Players arriving after the first game can sign roster after first game as long as the name was on the roster prior to start of the 2nd game.

#### **Illegal players/Team suspension from tournament:**

Any player observed playing on a team, for which they are not listed on the team's final roster is an illegal player and will be disqualified from competing in the remainder of the tournament. Coaches will be held responsible for allowing an illegal player on the field. The team will automatically forfeit such a game. Coaches are responsible for keeping a copy of the final roster on them during the game and all players are required to have a player wristband during all game play. Any questions regarding illegal players will be addressed/resolved by the referees prior to the game/half time/at the end of the game. Each coach must present copy of roster to referee and opposing coach to verify eligibility of player when questioned and player may be asked to submit photo ID to verify name on roster.

#### **Spectators & Team Supporters:**

Coaches/team managers will be held responsible for any action by their spectators or supporters. We wish to avoid having a game stopped due to unnecessary interference from fans, players, and spectators. In the event a coach observes a situation whereby a fans actions on the sidelines could result in the stoppage of a game, this must be reported to the tournament officials immediately. In the event of violence or life threatening action we recommend you call 911 as your first action prior to finding a tournament official.

**Use of obscenities** (to include racial slurs, gender sensitive, sexuality sensitive) or statements made to be taken in an offensive or threatening way will not be tolerated. It is the coaches/managers responsibility to keep their sideline fans and players in line.

#### **Fighting:**

Fighting will not be tolerated in any form. Any team whose players, and/or supporters that enter onto a field during a disturbance, fight, and/or altercation may be suspended for the remainder of the tournament, depending on the seriousness of the situation by the referee or tournament officials. Players, coaches, managers who physically or verbally attack tournament staff to include referees, line person, or officials will automatically be suspended for the remainder of the tournament. Any team that walks off the field during the match, as a protest gesture, will forfeit that game plus lose 3 points off the scoreboard.

**Slide Tackling:**

Slide Tackling is not allowed for any teams due to the uncertainty of field conditions and safety of players. Players who slide tackle another player do so at their own risk to themselves as well as their opponent will receive a yellow card which will be recorded by referee on score card.

**Offside Rule:**

The offside rule is suspended. Players may not "crowd" the goalkeeper inside the penalty area. For a crowding offense the referee awards an indirect free-kick to the opposite team taken from the spot where the offense occurred.

**Tournament Score Cards:**

A tournament scorecard will be provided to the referees prior to each game. Referees are required to accurately record the final game scores on the scorecards. To avoid problems in the reporting of the scores it is the coach's responsibility to physically double check the final games scores on the scorecard at the end of each game. Scorecards are turned into tournament officials within the following hour of game play and recorded and posted on the scoreboards near the tournament officials' tent. Failure to verify any game score by a coach at the end of a game could result in a referee error on reporting a game score. Any problems must be reported to a tournament officials prior to the team's next scheduled game or the score and assigned point value will remain as reported with no change regardless of a win-loss situation.

**Red Card Violations:**

A player ejected for a Red Card violation will be suspended for the remainder of the game to which they were issued the red card PLUS the following game. Teams will not be allowed to substitute a player for a red card violation and must play shorthanded.

Depending on the severity of the ejection the tournament director has the right to extend such suspension to additional games or the remainder of the tournament.

When asked by a referee, players receiving a red card must provide their name to the referee. Failure to do so requires the team coach to provide the name of the red-carded player. In the event that no cooperation by the team coach is given, the referee will note on the scorecard and inform tournament officials. The game will continue with the red-carded player sitting out. The tournament officials who at their discretion, may suspend the team from further competition or impose other sanctions pending their review.

**Any and all situations not covered by these rules will be resolved by the Tournament Officials. Their decisions will be stated as final, no appeals allowed.**