



D1 & D2 2018 Commissioner Cup Rules and Regulations

The tournament will be played under FIFA rules except as noted below:

- 1) The Tournament Committee will have the Final decision on any exceptions to the following Tournament Rules or Game adjudications.
- 2) These written Rules are the current Tournament Rules and supersede the Rules as posted on the D1&D2 2018 Commissioner Cup Website.
- 3) All games will be considered FINAL and NO PROTESTS will be allowed.
- 4) Game times ball size will be as follows:

Game Type	Divisions	Field Players	Time per Half	Half Time	Ball Size
Bracket play	Division 1 (02, 01, 00)	11 v 11	30 minutes halves	5 min	5
	Division 2 (03 and 04)	11 v 11	30 minutes halves	5 min	5
	Division 3 (05 and 06)	11 v 11	30 minutes halves	5 min	5
	Division 4 (07 and 08)	9 v 9	30 minutes halves	5 min	4
	Division 5 (09 and 10)	7 v 7	25 minutes halves	5 min	4
	Division 6 (2011)	7 v 7	25 minutes halves	5 min	4
Finals	Division 1 (02, 01, 00)	11 v 11	30 minutes halves	5 min	5
	Division 2 (03 and 04)	11 v 11	30 minutes halves	5 min	5
	Division 3 (05 and 06)	11 v 11	30 minutes halves	5 min	5
	Division 4 (07 and 08)	9 v 9	30 minutes halves	5 min	4
	Division 5 (09 and 10)	7 v 7	25 minutes halves	5 min	4
	Division 6 (2011)	7 v 7	25 minutes halves	5 min	4

- 5) Team Rosters and Player Eligibility
 - a) A maximum of 18 registered players are allowed per team Division 1 thru 4.
 - b) A maximum of 14 registered players are allowed per team Division 5 & 6.
 - c) You can only borrow up to 5 players in Divisions 1,2,3,4.
 - d) In Divisions 5 and 6 you can borrow 3 players
 - e) The borrowed players must be from another Cal South recreational team who have played in the 2018 season.
 - f) NO COMPETITIVE PLAYERS ARE ALLOWED to play on any teams.

- g) Borrowing more than the allotted players will be considered by the committee on an individual basis.
 - h) ALL STAR teams Division 3 and 4 can Roster 18 players only.
 - i) All Star Divisions 5 and 6 will have a maximum Roster of 14 players.
- 6) Player Cards
- a) All "ALL Star" TEAMS inclusive of "ALL Star" Division 6 must have player cards.
 - b) All players in Divisions 1 thru 5 must have a valid Cal South player card for the Current 2018 Fall Seasonal Year.
 - c) Recreational Division 6 does not need player cards.
- 7) For the 7 V 7 Games Build Out Line Rule:
- a) The build-out line should be marked half way between the top edge of the box and the center line.
 - b) The build out line is used to promote playing the ball out of the back in an unpressured setting.
 - c) When the goalkeeper has the ball, either during play or from a goal kick, the opposing team will move behind the build out line as directed by the referee.
 - d) Once the opposing team is behind the build out line, the goalkeeper can pass or throw/roll the ball to a teammate (no punting).
 - e) Once the ball is put into play, and touched by a player on the goalkeeper's team, the opposing team can cross the line and play resumes as normal.
 - f) If the goalkeeper punts or drop-kicks the ball, an indirect free-kick will be awarded to the opposing team from the spot of the offense.
 - g) If the punt or drop-kick 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.
- 8) Every team must have a medical release form for the 2017-2018 season for every player with original signature on it from parents.
- 9) A player may play for only one team in the tournament.
- 10) Each team MUST have matching colored uniforms (shirt, shorts & socks).
- 11) Substitutions:
- a) Unlimited substitutions may be made upon stoppage of play with the permission of the referee.
 - b) An injured player may be substituted at any time, with the permission of the referee.

12) Home Team vs Away Team

- a) Home team (listed first on schedule) must change shirts if there is a color conflict.
- b) Home team provides game ball.
- c) Home team has choice of side.
- d) Visiting team has kick off.

13) Game Start Time Grace Period

- a) There will be a 5-minute grace period from the scheduled game time.
- b) If a team cannot field a team at the end of grace period or does not present player cards(if required), the game will be a forfeit.

14) Team refusing to play a game will NOT advance to the next round.

15) No coaching will be allowed beyond 10 yards of either side of the centerline.

16) Disciplinary

- a) A player receiving (2) yellow cards will in one game will be sent from the field and will not be eligible to play in the next game.
- b) A player receiving a red card will be ejected from the game and suspended for the next game except for Violent Conduct which will be a two (2) game suspension.
- c) A 2nd red card will result in automatic suspension from the tournament.
- d) Any team found guilty of rostering an ineligible player shall not be eligible to compete further and all games played will be forfeited.
- e) Any coach, manager or official found guilty of using an ineligible player(s) shall not be eligible to compete further in any Recreational Championship, in the current and subsequent season year.
- f) A player found guilty of submitting falsified birth information shall be prohibited from competing further in any Recreational Championship in the current and subsequent year.

17) Coaches and/or Team Representatives are responsible for the conduct/actions of their Coaches, Players and supporters.

- a) Team representatives are responsible for making sure players have removed jewelry and are wearing shin guards and acceptable cleats.
- b) No metal or hard plastic barrettes will be allowed.
- c) Verbal abuse of referees or tournament officials or assaults will be adjudicated vigorously.
- d) Referees will have the sole determination as to the safety of player equipment.

18) Game Point model (10 point system):

Game	Points
Win	6
Tie	3
Loss	0
Goals	<i>1 Point for each Goal up to max of 3 Goals</i>
Shutout	<i>1 Point for shutout</i>
<i>Max Points per game (3-0 Win)</i>	<i>10 Points</i>

- a) Forfeited games are scored:
 - i) 1 - 0 for the Non Forfeiting Team
 - ii) 8 points for the winning team. (6 points for the win, 1 point for the goal, 1 point for shutout).
 - iii) 0 Points for the Forfeiting Team
- b) In the preliminary round of play, ties will stand.
- c) If there is a tie in points, the following criteria will be used in sequence until a tie no longer exists:
 - i) Winner of head to head.
 - ii) Least goals allowed.
 - iii) Most goals scored.
 - iv) FIFA kicks from the penalty mark.
 - (1) FIFA PK's: 5 players,
 - (2) If a tie remains after the first five (5) players, sudden death.
 - (3) If tie after all players have taken a kick, then the series starts over.
 - (4) Only players on field when regulation time over can take kicks.
- d) If more than two (2) teams are tied at the end of the preliminary round, the tiebreaker criteria listed above shall be used in the order shown until one team is advanced or one team is eliminated, or both. If remaining teams are still tied at this point in the tie-breaking process, they will then be compared beginning again with step 1 until another team is either advanced or eliminated.

19) Final games ending in a tie go directly to PK's:

- a) *FIFA PK's: 5 players,
- b) If a tie remains after the first five (5) players, sudden death.
- c) If tie after all players have taken a kick, then the series starts over.
- d) Only players on field when regulation time over can take kicks.

20) REFUNDS & CANCELLATIONS

- a) In the case of cancellation of the tournament due to nature (rain or other event) the tournament will refund 50% of the entry fee paid back to each team to cover the costs accrued for the tournament.
- b) Once the first scheduled game has been started this policy does not apply and no refunds of any kind will be awarded.

21) RAIN

- a) If the referees determine it is unsafe to play, the completion of the tournament will be decided by the tournament directors.