



**Irvine Public Schools Foundation
IPSF TOURNAMENT OF CHAMPIONS
2016 Harvest Cup Tournament RULES**

I. PLAYER ELGIBILITY

A. Eligibility

1. Teams may be formed from any public school or private school within the boundaries of the City of Irvine.
2. Elementary School teams are allowed a maximum of 20 players and Middle School teams are allowed a maximum of 30 players. These roster sizes can change if agreed upon by the school administration, the coach and City Staff.
3. Players must be in grades 5th or 6th for the Elementary Division and grades 7th or 8th for the Middle School Division to participate. Only one boys' team and one girls' team may be formed for each school.
4. **Elementary Division** - If a school team has less than 15 players, the coach and school administration may make the determination to bring up 4th graders (**only** to field a full team). A 4th grader **may not** eliminate a 5th or 6th grader.
5. If two teams are formed at a school, boys must play on the boys' team and girls on the girls' team. Exception: If a school can field only one team, combining boys and girls, that team may play in the boys' division, regardless of the number of boys and girls on the team.
6. All players must be students in the Irvine Unified School District or Tustin Unified School District*. A player can only play for the school they attend.
7. * Any potential player who **resides** in Irvine, but does not attend an Irvine elementary or middle school, will be allowed to participate for the school within whose IUSD/TUSD-identified boundary he/she resides. If a school does not have a set boundary, they have to be students at that school. As to whether the player earns a spot on that school's team is at the discretion of the coach and administration of that school.

II. DURATION OF MATCHES

A. Elementary - Boys & Girls

1. Two (2) 20-minute halves with a 5-minute half time. The referee shall look for a natural stoppage in play and allow for substitutions twice during each half of play (at approximately the 7 minute and 14 minute marks). The clock will stop during these substitutions and interruption in play shall not exceed one (1) minute. Only players exiting the game will be permitted to leave the playing field. No water breaks or coaching of players will be permitted at this time.
2. Home Team will be listed on the tournament bracket. The home team shall have the choice of sides on the field of play (spectator areas) and the other team shall setup on the opposite side.

3. Either team may substitute at the half or at the substitution breaks (item #1 above). When play is stopped for whatever reason and an injured player is attended to on the field, that player may be replaced, but may not return to the field of play until the next substitution opportunity. In the event that the injured player comes off the field of play and is not replaced, he may return to the field at anytime with the referee's prior permission.
 - a) Substitutions must take place from the halfway line only, and entering player may not go on the field until the exiting player steps off the field.
4. No overtime, except for championship game. (See Section II, B-6).
5. If tied after completion of regular time, go directly to shoot-out. (See Section II, C).

B. Middle - Boys & Girls

1. Two (2) 30-minute halves with a 5-minute half time.
2. Home Team will be listed on the tournament bracket. The home team shall have the choice of sides on the field of play (spectator areas) and the other team shall setup on the opposite side.
3. Substitutions must take place from the halfway line only, and entering player may not go on the field until the exiting player steps off the field.

Either team may substitute:

- A. Between halves.
 - B. On a goal kick.
 - C. When a goal has been scored.
 - D. When a player is cautioned.
 - E. When a player has been disqualified (disqualified player shall not be replaced).
 - F. When play is stopped for whatever reason and an injured player is attended to on the field, that player may be replaced.
- A team having gained possession of the ball for a throw-in may substitute as many players as desired. If the team with possession substitutes players, the other team may also substitute.

4. No overtime, except for championship game. (See Section II, B-6).
5. If tied after completion of regular time, go directly to shoot-out (See Section II, C).
6. For the Championship Match only, if at the end of regulation time both teams have scored the same number of goals, or neither team has scored any goals, a maximum of two (2) overtime periods shall be played as follows:
 - a) Each team shall field a maximum of eleven (11) players. However, for each player sent off the field of play during regulation time or any overtime period, the team shall field one less player for each overtime period. Players sent off the field of play during regulation time or the first overtime period, may not participate in any overtime period.
 - b) The duration of each overtime period shall be nine (9) minutes, subject to the following restriction. The first team to score a goal during any overtime period shall be declared the winner of the match ("Sudden Victory").
 - c) If at the end of the first overtime period, neither team has scored a goal; a second overtime period shall be played subject to the conditions of Section II, B-6 b (above).

- d) If at the end of the second overtime period, neither team has scored a goal, the match shall be decided by the "Taking of Kicks from the Penalty Mark" (Shoot-out), Section II, C.

C. Taking of Kicks from the Penalty Mark (Shoot-out)

- 1) The referee shall choose the goal at which the kicks shall be taken.
- 2) The referee shall toss a coin, and the team whose captain wins the toss decides whether to take the first or second kick.
- 3) The referee shall note each player as he takes the kick from the penalty mark.
- 4) Subject to the terms of the following paragraphs, both teams shall take five (5) kicks:
 - The kicks shall be taken alternately.
 - If, before both teams have taken five kicks, one team has scored more goals than the other could, even if it were to complete its five kicks, the taking of kicks shall cease.
 - If, after both teams have taken five kicks, both teams have scored the same number of goals, or have not scored any goals, the taking of kicks shall continue in the same order, until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has scored one goal more than the other.
- 5) The team that scores the greater number of goals shall be declared the winner of the match.
- 6) Each kick shall be taken by a different player, and not until all eligible players of any team, including the goalkeeper have taken a kick, may a player from the same team take a second kick. Only players on the field of play at the end of the second overtime may participate in the Taking of Kicks.
- 7) Any player may change places with the goalkeeper at anytime during the taking of kicks.
- 8) Player and team locations shall be as follows:
 - Other than the player taking the kick from the penalty mark, and the two goalkeepers, all players shall remain within the center circle while taking of kicks is in progress.
 - The goalkeeper who is the colleague of the kicker, shall take a position within the field of play, outside the penalty area at which the kicks are being taken, and at least 10 yards from the penalty mark.
- 9) No player who has been sent off the field of play during regulation time, any overtime period, or during the "Taking of Kicks from the Penalty Mark," shall be allowed to participate in the taking of kicks.
- 10) Unless stated to the contrary in the foregoing paragraphs, the Laws of the Game shall in so far as they can, apply to the taking of kicks.

D. Forfeit

If one team is unable to field a minimum of seven (7) players at game time, the referee, as sole timekeeper, shall allow for a five (5) minute "grace period." At end of the "grace period," if that team is still not able to field a minimum of seven (7) players, the game shall be declared a forfeit. Such decision shall be final. Exception: If an entire team is traveling from another park site.

III. THE BALL

Circumferences Weight

	<u>Size No.</u>	<u>Inches</u>	<u>Ounces</u>
A. Middle Schools	5	26.5-28.0	14-16
B. Elementary	4	25.0-26.5	12-14

IV. CAUTIONS (YELLOW CARD) AND SEND OFFS (RED CARD)

A. Cautions

1. Standard AYSO/FIFA procedures (yellow card).
2. A player receiving a yellow card must sit out until the next substitution break.
3. Second caution results in send off from match (equivalent to red card). No substitutions for sent off player allowed, team plays short for remainder of game. (See comments under IV. B. 1 & 2)
4. Coaches will be responsible for the behavior of the team's sideline.
5. On first instance of coach/parent misbehavior, the IPSF staff will be summoned to the field. On second instance during the same game, the coach/parent is removed or the game is a forfeit. If misbehavior takes place during the last game of the tournament, penalties will carry over to the first game of the following year. IPSF will reserve the right to send a report card of parent/coach behavior to the principal of the school concerned.

B. Send Offs

1. Discipline: Minimum penalty shall be disqualification from participating in the remainder of the game. It will be the referee's discretion to recommend an additional disqualification period (half, match, tournament) if the action/infraction warrants it.
2. Ejected players shall not be replaced.
3. Fighting - Disqualification from tournament.
4. Coaches covered by same rules. If a coach is sent off the field of play, then he/she must physically move out of hearing distance of the field.
5. If a coach is ejected, he/she will not be allowed to coach a team the following year.
6. Playing a game with a disqualified player or coach will result in forfeiture of that game.
7. Referee decisions are final, no appeals are allowed with the exception of ineligible players.

V. GENERAL

- A. Unless otherwise stated in these tournament rules, games will be officiated by standard AYSO rules.
- B. Spectators are to remain three (3) yards from touchline and above the 18-yard line.
- C. Teams may have two game coaches. They are to remain 10 yards on either side of midfield line.
- D. No one is allowed behind goals.
- E. Goalkeepers are to wear colors that are distinguishable from the other players (including the other goalkeeper and referee).

- F. The clock runs during all injuries and other delays of game. However, to prevent obvious abuse of this policy by teams, the referee, as the sole timekeeper, shall have the sole discretion to adjust the match's clock as desired.
- G. The coach should play all rostered players; however, there is no restriction on playing time or lack of playing time.
- H. Goalkeeper may be substituted with referee's permission. During penalty kicks, if the goalkeeper is changed, the player must have been currently on the field.
- I. Goalkeepers may play the entire game in goal.
- J. The maximum number of players on the field is eleven (11); minimum is seven (7) with play being terminated when the number of players drops below seven (7).
- K. Shin guards are mandatory and are to be covered by socks.
- L. No watches, jewelry, string bracelets, acrylic nails, headbands, hard casts, barrettes, earrings, etc., may be worn by players. The referee shall make the final decision on what may or may not be worn by players.
- M. Coaches must fill out game cards for referees. Game cards will be turned into tournament staff after game.
- N. All decisions of the Tournament Director are final and not subject to any appeal.

VII. UNIFORMS/SCHEDULING/BRACKETS

- This is a weekend tournament with two games guaranteed. Teams may be asked to play their 1st round game on Friday October 14th. Teams opting to play Friday will be randomly matched against other teams who wish to play Friday. Game times will start at any time between 4:30pm to 8pm on Friday night. Sunday 1st round games will be scheduled to start at any time after 8:30am.
We cannot accommodate special requests for game times, thank you for your understanding.
- The two previous schools/teams, which made the championship game in last year's tournament, will be placed on opposite sides of the bracket. This is to ensure those two teams, would only play against each other in the championship game.
- The tournament brackets will be randomly selected by SoCal Elite staff. Once brackets are randomly drawn, the results will be posted on the Harvest Cup website at www.irvineyouthsports.org/soccer click the "Tournament of Champions" link on the left side of the page.
- We cannot accommodate specific game times. Please share this with your players when they sign up for the tournament. The game times for the 1st round will either be any time after 8:30am. The championship games for the Elementary School divisions have historically been at 5pm, and 4pm for Middle School divisions (depending upon team registration).

- Team uniforms are selected by team coaches. In the result of a two or more coaches selecting the same colors, Tournament staff will make the selection. Coaches will be given a coaches shirt in their team's colors. The coach's shirt is complimentary, thanks for coaching!!!

VII. **REMINDERS**

- This is a fun and recreational level school soccer tournament and we must remember this is to be a positive experience for all involved.
- Please highlight school spirit, teamwork, fun, and pizza parties.
- Volunteer referees and coaches.
- Good luck and have fun!!!