



2026 CCU Spring and Summer Classic Tournament Rules **Presented by Central Coast United SC.**

TERMS & CONDITIONS

The Central Coast United SC Tournaments shall be played under FIFA laws as modified by the California Youth Soccer Association – South for youth competition, and/or by the Central Coast United Soccer Club/ CCU / Central Coast Spring and CCU / Central Coast Summer Classic Tournament Committee.

Disputes: The referees, Field Marshals, and/or the Tournament Committee shall make all decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the Administrators/Coaches of the CCU Spring Classic and CCU Summer Classic Tournament Rules, presented by Central Coast United SC.

Protests: No protests will be accepted. All interpretations of the rules and other decisions made by the referees, Field Marshals, and the Tournament Committee will be final.

Safety: All players are required to wear shin guards during their games. No shin guards = no play. Players wearing a cast may be allowed to play, only after a referee's inspection and approval. Casts should be protected by foam, bandages etc., so that the chance of causing injury to themselves and their opponents is reduced. Once again, it's the game officials' decision only, if the player can play or not.

Rosters:

Rosters must be entered in the TGS / Athlete One system one week before the tournament. Unlimited loan players are allowed if the roster does not exceed the maximum players. Rosters are frozen after the teams' first game.

7 v 7 Teams shall have a maximum of 15 players.

9 v 9 Teams shall have a maximum of 18 players.

11 v 11 Teams shall have a maximum of 22 players. Only 18 players may be used in any one game.

Dual rostering is not allowed at different age groups and teams from the same club.

Coach and Player Cards:

Current USYSA, CYSA-S or AYSO-approved player cards with the player's signature and photo will be required of all players at the start of each game and the official check-in. Each team must have an Administrator/Coach with the proper CYSA-approved coaching card at all games.

Teams Traveling from Out of CYSA-S Area: Teams traveling from out of CYSA-S must have travel papers filed with the appropriate state organization and received by the Tournament. Be sure to bring any "Amended Approved" travel roster to the first team check-in. Any player not appearing on your "Approved" or "Amended Approved" travel roster will not be permitted to play. Loan players must have properly completed and approved loan papers as required by the team's state association.

Credential Check-in: MANDATORY credential check-in will be held 60 minutes prior to your first game. The team must have the following items for credentials processing.

CREDENTIALS CHECKLIST:

Valid laminated player passes. Summer Classic Teams may use player cards from the previous season.

Approved travel papers and roster (Non-CYSA-S teams only)

Approved loan/guest player forms.

Team Check-in / Match Start Times:

Team Managers or Coaches must check in at match control with player cards and paperwork 1 hour prior to the first game of your tournament (no players are needed at this time).

Team players must check in 30 minutes before each game at the field marshal's tent nearest your game field or be met by a field marshal, depending on the field location. Each uniformed player will be checked with their player ID and an equipment and safety check. All games will begin on time.

Teams must be ready to start at the scheduled time; failure to do so will result in a forfeit. A forfeit will be declared if a team cannot field a minimum of seven (7) players at start time. Pre-game warm-up should be done outside of the field. Games MUST START ON TIME.

Conduct: All coaches have complete responsibility for the conduct of their players, bench, and spectators always. If, in the opinion of the game's 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. Additionally, the home league and state association will be contacted as appropriate. The Tournament Director shall decide the outcome of the game and the number of points, if any, to be awarded.

Game Play: No Heading permitted for specific age groups as listed by US Soccer. No intentional heading will be allowed in the following age groups (U11 and younger). If, in the referee's judgment, a player intentionally heads the ball, the game will be restarted with an indirect free kick at the point of the infraction.

Build Out Line is used in 7v7 only.

The build-out line promotes playing the ball out of the back in a less pressured setting

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build-out line until the ball is put into play

Once the opposing team is behind the build-out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed)

After the ball is put into play by the goalkeeper, the opposing team can cross the build-out line, and play resumes as normal
The opposing team must also move behind the build-out line during a goal kick until the ball is put into play

If a goalkeeper punts or drop-kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense

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

The build-out line will also be used to denote where offside offenses can be called

Players cannot be penalized for an offside offense between the halfway line and the build-out line

Players can be penalized for an offside offense between the build-out line and the goal line

Red & Yellow Cards:

A player receiving a second yellow card in a game shall be expelled from that game as a red card, shall not be replaced in that game, and shall not be permitted to play in the next game.

If a player receives a yellow card in different games, he is allowed to play in the next game.

A player receiving a straight red card shall be expelled from that game, shall not be replaced in that game, and shall not be permitted to play in the next game. The Tournament Committee may give a further suspension for violent conduct. Any coach or team supporter who is ejected from the playing area will be suspended for the next game. One point will be deducted for each ejection that is recorded.

Forfeits: All forfeits will be scored as a 1 – 0 game with the winner receiving 8 points. A team will forfeit if:

It fails to check in at the Mandatory Registration. In this case, it will forfeit all its games.

If a team is not ready to start a game at the scheduled time with a minimum of seven (7) players in an 11v11 game, 5 in a small-sided game.

If a team plays a red-carded player in the game following the issuance of the red card. In this case, the team will forfeit this game and all others.

Game Procedures:

Players will be checked, and rosters verified before each game (approx 30 minutes before kick-off). This safety check is done with the Field Marshal, not the referee.

Coaches or managers are responsible for verifying the correct score on the game card after each game with the Field Marshal.

The home team is listed first on the schedule. Team defends the side/end with the cone to the left of the goal.

Both teams and coaches will be located on the same side of the field, either side of the halfway line. Supporters will locate themselves opposite their own team's bench area on their own team's side. Supporters will remain on separate sides of the halfway line.

The home team shall change jerseys if there is a conflict of colors. Lighter color is your home jersey.

The home team shall provide the game balls. The game ball shall be subject to referee approval. Games involving birth year divisions U13 & up will be played with an official size #5 ball. Games for birth year divisions U12 & down will be played with an official size #4 ball.

The home team listed on the team sheet will kick off the first half.

Length of Games: Preliminary round and semi-final games will consist of two halves of the following length with a five (5) minute half-time

7v7 = 2 x 25 minutes

9v9 = 2 x 30 minutes

11v11 = 2 x 30 minutes

The tournament has a running clock in pool and playoff games unless professional medical care is required on the field (i.e., paramedics). All pool and playoff games will be terminated if not less than 5 minutes before 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 the completion of one half of play, regardless of the circumstances of termination during the second half. The results shall be based on the score at termination.

****No overtime shall be played for pool play games or finals. Playoff or Final games ending in a tie will go directly to penalty kicks. Penalty kicks will determine the winner. Penalty kicks will immediately follow the game, but, subject to field scheduling, may be moved to a different field at the same venue.**

Substitutions:

Unlimited substitutions will be allowed in all age groups, including overtime. Teams may, however, substitute only with the referee's permission at any stoppage of play. A Stoppage of play is defined by, but not limited to, the following:

- Prior to a goal kick by either team
- After a goal by either team
- After an injury to either team if referee stops play
- During halftime
- For any cautioned player (at the coach's discretion)
- After a stoppage due to a foul.
- Prior to the start of either overtime period.

Weather:

In case of inclement weather or dangerous field conditions, games may be shortened or rescheduled, go to a FIFA penalty shoot-out, or be canceled. The Tournament Director will make the final determination of the choice. It may be necessary to change game times or locations if the assigned field becomes unavailable or some similar difficulty arises.

Trash:

Each team is responsible for ensuring that the team sideline is clear of all trash at the end of their games. Game cards may be withheld if this is not done.

Scoring System: The 10-point scoring system will be used.

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 point

One point for each goal scored, not to exceed three (3) goals per game.

Each team shall receive 4 points for games ending in a 0-0 tie.

A forfeit will be scored as a 1-0 game. Forfeit one, forfeit all.

One point will be deducted for each player or coach ejection that is recorded.

Tie Breaker: If two teams are tied in points at the end of the preliminary rounds, the following tiebreaker procedures will be implemented to determine which teams advance:

- Winner of the head-to-head competition
- Goal differential (3 per game max)
- Total goals scored (six per game max)
- Total goals scored against
- Shutout wins
- Coin Toss

For divisions with wildcard teams, the wildcard teams will be the teams with the highest point totals that do not win their bracket. In the event of a tie on wildcard point totals, the tie-breaking system above shall be used.

Game Delays:

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

Tournament Cancellation:

If the tournament is canceled for any reason prior to 30 days before the tournament, full refunds will be granted. If the tournament is canceled for any reason between 29 and 1 day prior to the scheduled date, refunds, less hard costs, will be granted. Cancellation or termination during the event will result in no refund.

Teams canceling their application after the deadline date and schedule release will receive no refund. Teams canceling 20 days prior to the tournament will receive a partial refund, if a replacement team can be found. This partial refund is less \$150 if a replacement team can be found and at the discretion of the Tournament Director.

NO DOGS, DRONES, ALCOHOL, DRUGS, OR SMOKING ALLOWED AT FIELDS DURING THE TOURNAMENT.

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