

Legends FC Santa Clarita Valley Invitational

Presented by Legends FC SCV

RULES:

Registration:

All teams are required to report to the field site's check in Table 1 HOUR prior to their first game for check in. Failure to check in will result in automatic disqualification from the tournament without a refund of the fee. Games not played will be classified as "Forfeits." At the Mandatory Registration, teams must provide the required credentials.

Requirements for Check-In & Registration:

At the Mandatory Registration, teams must provide the required credentials and check their roster that they submitted through [Online Check in](#). All teams must provide valid laminated Player ID Cards with photographs and signed medical release forms. USYSA or US Club Sanctioned teams from outside SOCAL and Cal South must also provide travel papers which must include a roster listing all players authorized to travel. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. Birth Certificates with a picture ID may also be used at the directors discretion. US teams registered must provide the appropriate travel documentation for the organization to which they are affiliated. International teams must provide a certified team roster, League ID Cards, Medical Release Forms, Travel Papers, and Passports. In the event an International team does not have League ID cards, a photo of each player should be provided in addition to the passport. Similar to the SOCAL League Rules, a goalie is allowed to play goalie for two different teams in the tournament as long as the two teams are in different age divisions, and the goalie satisfies all of the above requirements. This player is not allowed to play in the field for either team.

Credentials:

Laminated 2023/24 USYSA or US Club Soccer Sanctioned player ID cards will be required. All teams must provide a team roster. Other card configurations and proof of age (birth certificates or passports) may be approved subject to the express permission of the tournament director. NO CARD, NO PLAY

Medical Releases:

All players must have signed medical release forms at team check in and throughout the tournament. Your players Cal South Player Registration Application or US Club Soccer Form R002 form will be sufficient.

Roster Size:

Teams may register and roster a maximum of 18 players for 2008-2011, and 14 players for 2012-2016. A team may use up to 8 guest players, but any team utilizing guest players is still limited to the stated maximum roster size. Note: Rosters are frozen once the first game is played, and no additional players may be added after the competition

has started. For teams with more than 18 players rostered, players will need to sit out of game unless the opposing team agrees to allow more than 18.

Refunds:

There will be no refunds after your team has been accepted into the tournament.

Protests:

No protests will be allowed during this tournament. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final.

Disputes:

The Tournament Committee will handle all disputes that are non-referee decisions and make all final decisions. Decisions by referees may not be appealed, and any decision on a dispute will be final and may not be appealed.

Rules of Play:

It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

Player's Credentials and Equipment:

The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, casts, metal objects, jewelry, or headbands may be worn. Soft casts are permitted with the permission of the referee. Casts are allowed if padded, and the referee considers them to be safe. The jersey number of each player must be the same as the player's jersey number on the game card or roster.

Home Team:

The home team appears first on the game schedule. The home team will supply the game balls and will pick a side (no coin toss). The game ball is subject to referee approval. The home team will wear a light-colored jersey, and the away team will wear a dark-colored jersey. The home team will be required to switch to an alternate jersey, if the referee declares a color conflict.

Away Team:

The away team will have kickoff at the start of the game.

Conduct:

All coaches should be mindful to ensure that their players, bench, friends, and spectators associated with their respective teams, obey tournament rules and act civilly and in a sportsmanlike manner at all times. Failure to do so may result in penalties or sanctions against the respective team, at the sole discretion of the tournament:

- No mechanical devices are used;
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line
- No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
- No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior.

Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams can be removed from the tournament per the Tournament Committee if they feel a team sideline is out of control.

Equipment:

- No Jewelry
- Casts are allowed if padded, and the referee considers them safe.
- Mandatory that all players wear shin guards
- No alcohol permitted at the tournament
- No noise makers
- No smoking
- No animals (including dogs)

Cautions & Ejections:

A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played. For flagrant violations, longer suspension, or additional disciplinary action may be enforced based on mandatory review by the Tournament Director. The Tournament Director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team with no communication of any manner. Players may sit with the team but may not be in uniform. Suspended Coaches must be "Out of Sight & Sound of the Field".

Suspended Games:

If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned. Additionally, the home league and state association will be contacted as appropriate.

Substitutions:

Unlimited substitutions allowed in all age groups. However, teams may substitute only with the referee's permission. Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play. Substitutions by either Team are allowed at any stoppage of play with the permission of the referee.

Side Lines:

Home Team has a choice of sideline. All players and coaches will be on the same sideline directed by the field marshal or referee unless otherwise notified. All spectators will be on the same sideline across from their team. No spectators behind the goals. No players, coaches, or parents are allowed on the opponent's side.

Forfeitures & Byes:

Games not played will be classified as "Forfeits & Byes". Teams failing to report ready to play within Five (5) minutes of scheduled kick-off time forfeit that game. All teams who forfeit will have the game scored 0-1 loss. The winner will be awarded 8 tournament points for a win (6 for the win, 1 for the goal, and 1 for the shutout). A team needs at least 6 players for a 2013-2016 match, 7 players for a 2011-2012 match, and 9 players for a 2009-2010 match for the game to get started. Teams taking actions which cause the game to be terminated will forfeit.

Playing Times:

Play will be with a running clock with a 5-minute half time. A preliminary game can end in a tie. Semifinal and Final games ending in a tie during regulation will go straight to FIFA Penalty Kicks with no overtime. Penalty Kicks will immediately follow the game.

(7 v 7) 2015 - 2016: 25 minute Halves (5 minute Half)

(9 v 9) 2013-2014: 30 minute Halves (5 minute Half)

(11 v 11) 2012-2009: 35 minute Halves (5 minute Half)

2013 and Younger: No Heading.

2008-2011: Heading is allowed.

Tournament Play:

- All teams will be scheduled for a minimum of 3 games.
- All Preliminary games will be terminated not less than five (5) minutes prior to 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 completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.
- A preliminary game can end in a tie.
- Semi-Finals and CHAMPIONSHIP GAMES: Games ending in a tie will go directly to FIFA Kicks from the Mark to determine a winner...no overtime.

Half-time:

Half-time will be exactly five (5) minutes. Please help officials with this request.

Tournament Points System:

- 6 Points for each Win
- 3 Points for each Tie
- 0 Points for each Loss
- 1 Point for each goal scored up to a maximum of 3 per game
- 1 Point for each shutout
- 0-0 tie will be scored as 4 points for each team (3 for tie and 1 for shutout)

Score Reporting:

Scores report cards are carried by teams over the weekend, you will get your card at check in 1 hr prior to your first game. At the start of each game, the score reports are given to the ref, who will write the score at the end of the game on each home and away teams cards. Score cards are given back to teams and the winning team will report the score to a field marshal. Repeat the process for all games.

Tie Breakers:

In the event of a tie in Points, the winner will be determined as follows:

1. The winner of head to head competition
2. Goal Differential
3. Fewest goals against
4. Most goals for (Maximum of 6 goals per game)
5. Most total wins
6. Most Shutouts
7. If a tie still exists after steps 1 through 5, FIFA Kicks from the Mark will be taken 15 minutes prior to the scheduled start of the Semi-Final or Final game. If a 3-way tie exists within a bracket after steps 1-5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Kicks from the Mark with the third team. The coin flip and time of the FIFA Kicks from the Mark will be determined at the fields.

Three Way Tie Scenario:

If more than two teams are tied at the end of preliminary rounds, the tie breaker criteria list shall be used in order shown to advance or eliminate teams. Once one team advances or is eliminated and if the remaining two teams are still tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. (See different examples below).

Example 1: Three way tie:

- Head to Head cancels out since all 3 teams either beat or tied each other.
- Team A Goal Differential +3
- Team B Goal Differential +2

- Team C Goal Differential +1
- In this above example Team A is first place, Team B is second place and Team C is third place.

Example 2: Three way tie:

- Head to Head cancels out since all 3 teams either beat or tied each other.
- Team A Goal Differential +3
- Team B Goal Differential +3
- Team C Goal Differential +1

In this above example, Team C is eliminated. Since Team A and Team B are tied, those two teams will then be compared beginning with criterion 1 (Head to Head) to determine ultimate placement. In this case, Team B beat Team A 1-0 in pool play. Therefore, Team B is first place, Team A is second place and Team C is third place.

Acts of God:

Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement of games, the tournament will endeavor to reschedule such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God, there will be no refund or credit of fees.