



## Winter Warm-Up Soccer Invitational Foothill High School and the California Soccer Park RULES AND REGULATIONS

1. All California Soccer Park Rules regarding behavior and treatment of the facility apply.
2. All NFHS High School Soccer rules apply and will be enforced during the game.
3. All Officials will be treated with respect at all times and their **calls cannot be protested.**
4. Results of all games are final. **No protests will be considered**
5. Game Length: Each half will be 40 minutes. With a 10-minute half time.
6. Championship game length: Each half will be 40 minutes. With a 10-minute half time.
7. Home team is listed first and visiting is listed second. Home team is to provide 3 game balls for the contest. If the home team does not have three acceptable game balls then the visiting team may also provide game balls.
8. Home and away teams need to dress per NFHS rules. Home team is listed first and away team is listed second.
9. An Official CIF team roster must be provided to the officials upon request at the beginning of each game.
10. All players must be listed on a roster. Players may not switch teams during the tournament and may not be added to a team roster once the tournament has begun. All sideline staff must be listed on the roster per NFHS rules. Consult NFHS rulebook for roster requirements.
11. Reminder: A player that is Red Carded-Ejected must sit the rest of the game and the entire following game per CIF Rules. A coach that is Red Carded-Ejected must leave the facility for the rest of the game and the following game per CIF rules. The Asst. Coach must take over and if there is no Asst. Coach this will result in a forfeit for the team.

12. Rankings at the end of Pool Play will be based on the team with the highest number of game points using the following criteria:

- Win 6 points to the winner
- Tie 3 points to each team
- Loss 0 points to each team
- Goals 1 point for each goal up to 3 maximum
- Shutout 1 point to the winner
- Forfeit 8 points to the winner
- Red card 1 team point deducted
- If score is zero to zero, each team receives 4 points
- If both teams forfeit, each team gets zero points

13. If two or more teams are tied in a pool, the tie will be broken as follows:

- Head to head
- Goal differential, maximum of a three goal differential per game (goals for minus goals against)
- Goals allowed
- Goals scored, maximum of four goals per game
- Penalty Kicks per NFHS rules-Time of Penalty Contest to be determined but should follow the last match of pool play in which teams are placed since this is when the officials are immediately available.
- This tie breaker will be used if two 2<sup>nd</sup> place teams from different pools have same number of pool points and only one of teams is allowed to advance to a championship game

14. **Pools/Groups containing only 3 teams and play a crossover game:** The cross over game against a team in a different pool/group counts as contact for CIFNS but game points are not added or deducted to the pool score. Pool points can only be earned in games against your opponent in your pool.

15. **Game vs JV team:** If due to an unforeseen circumstance, a JV team was substituted into your pool, they this will be treated like a cross over game. No pool points will be awarded to the Varsity team and no pool points will be awarded to the JV team. You can only earn pool points against varsity teams in your pool. Also please note: That this game counts as a contact for both JV and Varsity teams, however, the varsity team should not record the results of the game to max preps.

16. **Championship Games Only:** If the game ends in a tie then there will be two 10 minute over times to determine the winner. No sudden death goal. If the game is still tied at the conclusion of overtime periods then the teams will go to penalty kicks. Each team will alternate taking 5 penalty kicks. The team that scores the most goals out of five kicks will be deemed the winner. If the game is still tied then the teams will proceed to the next five players, however, this will be sudden death penalty kicks. If at the end of the sudden death round of penalty kicks, both teams are still tied then sudden death continues with five more players. These players can be from the original group of five players. This process will continue until there is a winner determined by penalty kicks through the sudden death process.

17. For team records, play-off seeding purposes, or recording W/L/T record on Max Preps the following shall apply regarding the tie breaker process:

- a. Tie breaker process used to in pool play does not change your game from a tie to a win or loss. It is simply used to determine which team will advance.
- b. Tie breaker process in championship game does count for win loss record and should be recorded as a win or loss.