

U12 Knickerbocker-Masters Cup & City Championship Tournament Format & Rules

A soft copy of the tournament rules can be found at the bottom of the page

General Format of the Tournament

There will be two groups of 4 teams set up for both U12B and U12G. Every team plays three (3) thirty-six (36) minute games against the other three teams in their group. At the completion of the group stage games, the standings in the groups will determine the make-up of the subsequent single-elimination playoff games (See below). No game during the group stage will extend beyond the 36 minute time length, in other words, games in the group stage can end in a tie. Only the semi-final, final and consolation games will include overtime and penalty kicks if the game ends in a tie.

Check-In

Players will be checked-in prior to their first game by the referees. At this time, they will have their equipment checked including cleats, shin guards, etc. Any player not checked in for the first game must check in with the referee prior to playing in a subsequent game. Once a player is checked in on Saturday, it is valid for the entire day. Separate check-ins will be conducted prior to each Sunday game.

Line-Up Cards

Coaches will provide referees with line-up cards prior to each game. Players should be listed in NUMERICAL (jersey number) order. Only mark players that are OUT or IN GOAL each quarter. Player out marks should be in pencil. Absent players should be listed and marked as such. Team name & number, etc. are on the card and LEGIBLE!

Home Team

The home team is listed first in the schedule and will kick off in the first half of the game. Game balls will be provided by the home team.

Format for Group Stage Games

There will be a 4 minute halftime and substitutions at the quarters for these 36 minute games. However, there will be no goalkeeper changes allowed at the quarter breaks.

Team Staging Areas

Teams should arrive to the "Team Staging" area at least 10 minutes prior to their game to make sure uniform colors do not conflict and be prepared to begin play when the end-of-game horn sounds. There is a 4-5 minute break between games, so get your team ready in the staging area prior to your game "Team Staging" areas will be marked off with flags at both Stadium and Crestview.

Point Scoring System for Group Stage

Teams will be awarded points during the group stage to determine which teams will advance to the semifinal games. Points will be awarded as follows:

- 4 points for a win
- 2 point for a tie
- 1 point for a shutout
- 1 point for each goal scored (up to a maximum of 3)
- -3 points for each goal scored beyond a goal differential of 5
- Teams winning by forfeit will receive 4 points

Thus, the maximum number of points per game is 8 (4 for the win, 3 for goals scored, and 1 for a shutout). A losing team can still score 3 points (e.g. in a 4-3 loss).

The Four Top Teams Will Advance to the Semi-Final Round

At the completion of the group stage games, the point standings in the groups will determine the make-up of the subsequent single-elimination semi-final round. The top 2 teams in each of the two groups will advance to the semi-final round. The top team by points in Group A will play against the second highest team by points in Group B in one semi-final. The top team by points in Group B will play against the second highest team in points in Group A in the other semi-final. Semi-Final, Consolation, and Final round games will last

60 minutes.

**The Winner of the Semi-Finals will advance to the Finals and the losers to the Consolation Game
Tie Breaker System for Group Stage**

If there is a tie in points, the team to advance will be determined in the following order:

- 1) Winner of head-to-head competition
- 2) Goal differential (goals scored minus goals allowed)
- 3) Fewest goals allowed
- 4) Coin flipped conducted by the Tournament Director

For the purposes of calculating tie breakers 2 & 3, all goals scored will be considered even if more than 3 are scored in a game.

FIFA Rules – Tie Breaker Rules for Semi-Final, Final and Consolation Games

All FIFA Laws along with AYSO and Region modifications will apply to tournament play. If there is not a winner at the end of regulation time the following procedures apply.

Overtime Period for Semi-Final, Final and Consolation Games

For the Semi-Final, Final and Consolation games only, the referee will conduct a 10-minute overtime period, if needed. The referee shall conduct a coin toss to determine which team will kick off. At the mid-point (5 minutes), the referee will stop the game and teams will switch sides and the other team will kick off. This is NOT a sudden death situation – the entire 10-minute overtime will be played. If there is no winner at the end of the 10 minute overtime period, then the Kicks from The Penalty Mark Procedure will be followed.

Kicks from the Penalty Mark Procedure

For all games that require a winner, the referee will follow the Kicks from the Penalty Mark Procedure (refer to the Laws of the Game for full details).

- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken

Note that SCAYSO makes the following modifications for Penalty Kicks:

1. ALL players at the game are eligible to participate and not just players on the field at game end.
2. If one team has a greater number of players than its opponents, it may reduce its numbers to equate with that of its opponents. Before the start of the kicks from the penalty mark, the coach must inform the referee of each player excluded.
3. Only coaches from each team as listed on the game card are allowed on the field with the players in the center circle.

Forfeits

Any team not ready to play at the time of their scheduled game time will forfeit. Have your players lined up and ready to take the field 10 minutes before scheduled game time. If there is a forfeit, the official score will be 1-0 with a total of 5 points awarded to the non-forfeiting team unless the non-forfeiting team has earned

more points at the time of the forfeit. In that case, the game score at that time will be used. All forfeiting teams will receive 0 points in scoring. The referee at his/her discretion may terminate a game and award a forfeit if: (1) a team has less than the minimum of 5 players on the field or (2) extreme misconduct by coaches, players, parents or others force an interruption of play. The Tournament Committee can rule a game forfeit if a team violates the substitution rules.

Substitutions

No player should be allowed to play four quarters in any game unless every other player on the team plays at least three quarters in that game. No player should play more than one half of each game in goal, and this player must play their next quarter in the field during the group stage.

U10 Division Player Call-Ups

Should a team not be able to field at least 9 players, the coach may request a player from the U10 division to play up. The coach cannot request a specific player as this will be the sole responsibility of the U12 division coordinator. The division coordinator keeps a list of players from U10 that have agreed to play up in the event that a team is short players for that particular week. The play up request must be made by Wednesday, November 6th. In the event the division coordinator cannot find a player from U10 to play up, the team will have to play with the players they have. The opposing team is not required to play fewer players if a team is unable to field nine players.

Uniforms and Equipment

All players should have matching uniforms. Players and coaches are encouraged to demonstrate their team spirit with hair coloring, temporary tattoos, alternate socks or shorts as long as the entire team matches. While uniforms and equipment will be checked at registration, coaches are responsible for making sure players don't deviate from equipment guidelines during the day. As a reminder, shin guards are required. No earrings, jewelry, hair feathers or hard casts. No softball or baseball cleats. A referee may send off a player from the field if that person violates these rules.

Sportsmanship

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their assistants, players, parents and spectators affiliated with their team. Extreme misconduct can result in a forfeit of the game.

Respecting Your Opponent

Due to the large number of games to be played and the need to quickly move from one game to the next, we will save the cheers for our opponents until after a team's final game, i.e. the play-offs and finals. Of course, we encourage teams to get together off the field after the game to exchange handshakes & high fives.

Tournament Committee

All interpretations or adjustments of the rules, including the resolution of any controversies, shall be ruled upon by a majority of the members of the Tournament Committee that are available at the time a ruling must be made. This committee includes the San Carlos AYSO Regional Commissioner, Chief Coach, Tournament Director and U12 Boys and Girls Coordinators. All rulings are final. No protests will be accepted.

Awards

Awards will be given to the Knickerbocker-Masters Cup Tournament Champion, 2nd, 3rd & 4th place teams immediately after their respective games next to the field.