



WCSC Walnut Tournament 2018

Revised – 10/16/2018

Tournament Headquarters

Heather Farms 1 (HF1) will serve as the Primary Tournament Headquarters. Tournament standings and any other announcements pertinent to the tournament will be posted at an information area near the HF1 filed entrance. All game cards are to be submitted to the Tournament Director at HF1 immediately following each game Saturday. Tournament HQ will have the official scores.

Participation

The tournament is limited to registered players and teams who played in the boys' and girls' U9, U10, U11, U12, and U14 age divisions for WCSC House league.

Schedule

- Dates: Sat. Nov. 10 and Sun. Nov. 11
- Rainout dates: TBD
- Times: Games may start as early as 8:00 a.m. (See Game Schedule for each age group)
- Championship and Consolation games will be played on Sunday afternoon where appropriate.

Game Format

Each team will play a minimum of three games in preliminary play (except Divisions with 3 or 5 teams in them. Please see Brackets below). Age groups can be divided into upper and lower divisions and typically consist of either 4 or 6 teams in each. Depending on the division make-up, at the end of preliminary play, the top-ranked teams in each division will advance to Championship (1st and 2nd place teams) games. 6 team divisions will also have a Consolation (3rd and 4th place teams) game.

Division Placement

Teams are placed and ranked in divisions based on their standings after **Week 10** of regular season play. (See Game Schedule for each age group.)

Game results from week 10 must be entered and **confirmed** by coaches **by 6pm on Saturday, November 3rd**. After 6pm, unconfirmed scores will be confirmed from what was entered. If no scores were entered, the system will record results as 0-0 tie.

If a team forfeits a week 10 game of the WCSC House season, they will forfeit all games in the tournament.

Awards

The 1st, 2nd, 3rd and 4th place teams in each division will receive awards. (Exception: A 3, 4 and 5 team divisions will have only two places, 1st and 2nd). Best efforts will be made for the award ceremonies to take place immediately following each Consolation and Championship game at the field where the game is played. The **home team** of all finals matches **should stop at Tournament headquarters (HF1)** before the finals match to pick up awards and bring them to the match. The Board Member for the field will present the medals to the teams. If BOD member is not present, coaches will distribute awards.

Game Length

U9 U10 U11 U12	25-minute halves - 5 minute half-time	Game time: 50 min
U14	30-minute halves - 5 minute half-time	Game time: 60 min



WCSC Walnut Tournament 2018

Revised – 10/16/2018

Brackets

1. "3 Teams" Age Group/Bracket

The teams will play in a single bracket, round robin format. Each team will play two games on Saturday and two games on Sunday. Two teams with the highest point totals will be awarded medals.

2. "4 Teams" Age Group/Bracket

The teams will play in a single bracket, round robin format.

The Championship game is determined based on total points for teams in the age group. The teams with the 1st and 2nd highest point totals will play in a Championship Game. There will be no Consolation Game.

3. "5 Teams" Age Group/Bracket

The teams will play in a single bracket, round robin format. Each team will play two games on Saturday and two games on Sunday. Two teams with the highest point totals will be awarded medals.

4. "6 Teams" Age Group

Teams will be split into Bracket "A" & Bracket "B". Each team in "A" will play all the teams in "B". Each team in "B" will play all the teams in "A".

"A" will include the 1st, 3rd, and 5th seeds

"B" will include the 2nd, 4th, and 6th seeds

Championship and Consolation games are determined based on total points for all 6 of the teams in the age group. The teams with the 1st and 2nd highest point totals (after combining "A" and "B") will play in a Championship Game. The teams with the 3rd and 4th highest point totals will play in a Consolation Game.

5. "7 Teams" Age Group

"4 Teams Division 1" (for rules please refer to #2).

"3 Teams Division 2" (for rules please refer to #1).

6. "8 Teams" Age Group

Group will be split to 2 brackets of 4 teams each (for rules please refer to #2)

7. "9 Teams" Age Group

Group will be split to 2 brackets of 6 and 3 teams each (for rules please refer to #4, #1)

8. "10 Teams" Age Group

Group will be split to 2 brackets of 6 and 4 teams (for rules please refer to #4, #2)

9. "11 Teams" Age Group

"6 Teams Division 1" – for rules please refer to #4.

"5 Teams Division 2" – for rules please refer to #3.

10. "12 Teams" Age Group

Group will be split to two brackets of 6 teams each (for rules please refer to #2)



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Points System - Preliminary Play

1. Scoring System:

Teams shall be awarded points on the following basis:

6 points Win

3 points Tie

0 points Loss

1 point for each goal up to three

1 point for a shut-out

1 point will be deducted for each send off (red card), including sidelines.

1 point will be deducted for each goal above a 6 goal differential (Slaughter Rule)

Note 1: There is no advantage gained by obtaining a goal differential of more than 3 goals.

Note 2: Tie games will stand in preliminary rounds. A bye or forfeit shall be considered a 1-0 game for scoring purposes; 0-0 ties are shutouts (4 points for each team). Maximum of 10 total points is possible for each game.

2. Tie-Breaking Procedures at the end of Preliminary Play

Tie breaking procedure is as follows:

1. The winner in Head to Head competition
2. Team with best goal differential ("goals for" minus "goals against" – max of 3 goals per game)
3. Goals AGAINST (3 goals max per game)
4. Goals FOR (3 goals max per game)
5. Red Cards Against

If a two-way tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken at a time and location determined by the Tournament Director.

If a three-way tie exists after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The location of the coin flip and time of the FIFA Penalty Kicks will be determined by the Tournament Director.

Championship and Consolation

In case of a tie at the end of regulation, extra-time consisting of two (2) five (5) minute periods will be played. The Golden Goal rule will be in effect during extra time (first goal wins). If a Golden Goal is not scored in extra time, kicks from the penalty mark will be used to determine the champion, based on FIFA rules (see page 7).

The tournament director reserves the right to make changes in the above format depending on unexpected field problems, daylight issues or the number of teams in each age group in the tournament. The referee report will constitute the official game record.

Forfeiture



WCSC Walnut Tournament 2018

Revised – 10/16/2018

All forfeits will be a 1-0 game, with the winner receiving 8 points. A team that forfeits will forfeit all games and will not be allowed to play in championship or consolation game. All teams must field a minimum of **6 players** for the entire game for age groups U9-U11, and 8 players for age groups U12-U14.

A team will forfeit if:

- Team forfeits a **week 10 game** of the WCSC House season
- Team is **not present** at the field at least 10 minutes prior to the scheduled start time
- Team **plays a red-carded player** in any game following the issuance of the red card
- **Leaving Field:** If a team leaves the field of play before the end of the game, the team remaining on the field will be declared the winner. Points will be awarded either based on the score of the game up to that point or as a 2-0 forfeit, whichever provides more points to the team that wins.

Game Cards and Coach Responsibilities

Game cards in PDF format will be send by Tournament director to all the coaches one week prior to tournament. The Home Team is responsible for supplying the game card for each match and should fill in all appropriate sections completely before a game.

At the conclusion of a game:

- On Saturday, winning Coach (or home team Coach, if a tie game) must **deliver** the game card to Tournament Headquarters at HF1 within 45 minutes after the end of the game. If game cards are not turned in on time, the game will be recorded as a 0-0 tie. If no one is present at HF1 headquarters when you arrive, place the game card in the designated box on the desk. (For the last game of the day phone or text results to **(925) 286-5685**. These game cards can be delivered on Sunday morning. Information should include:
 - Game Number
 - Age and Gender
 - Names of both teams and score
 - Coach name
 - Special notes (i.e. red cards)
- On Sunday morning game, winning coach phones or texts scores into tournament headquarters **(925) 286-5685 AS SOON AS POSSIBLE** and then deliver game cards to Tournament Headquarter at HF1. This information is required to determine Championship and Consolation game opponents. Information should include:
 - Game Number
 - Age and Gender
 - Names of both teams and score
 - Coach name
 - Special notes (i.e. red cards)
- For consolation and finals games:
 - Coaches should text or call in the final scores to **(925) 286-5685**.
 - Game cards should be sent to 441 Wimbledon road, Walnut Creek, CA 94598.

Rules and Conduct



WCSC Walnut Tournament 2018

Revised – 10/16/2018

Unless otherwise specified in these Tournament Rules, play will be in accordance with the WCSC Playing Rules for 2016 and the California Youth Soccer Association Rules and Regulations, as appropriate to each age group. Good sportsmanship shall prevail at all times. **Teams can be disqualified for unsportsmanlike behavior as determined by the tournament director. The tournament director may consult with WCSC board members but his authority is final.**

- The judgment of the referee is final; no protests will be accepted
- Coaches will be responsible for the conduct of their players and spectators
- Coaches are required to wear coaches' jerseys
- Only two coaches in WCSC shirts are allowed in the technical (coaching) area
- It is mandatory that each player play for at least 50% of each game
- Ages U9-U12, no player shall play in the goal keeping position for more than 50% of the game
- Red-carded players and coaches will be suspended for at least one game
- Shin guards covered by socks are required for all age divisions

Substitutions

Substitutions may only occur *with the Referee's permission*. Players entering & leaving the field should only do so at the halfway line.

- After a goal kick is called for either team
- After a goal by either team
- After a throw-in is called for either team
- At halftime
- At any injury time-out

Referees

Every effort will be made to schedule a referee for each game. If a referee does not arrive within 5 minutes prior to game time, the coaches must agree on a solution and **start the game on time**. This is critical to complete all games before darkness falls.

Each coach should bring a whistle to each game and have an assistant coach, parent, or other persons available to serve as center referee and perform sideline referee duties.

Coaches Kits

On Sunday, come prepared to turn in your club-supplied keys, goalie shirts and coach's kits (cones, bag, vests, first-aid kits) after each team's final game if not before. Please place an 8 1/2 x 11 inch sheet of paper in the bag, noting your name, telephone number, team name, and age group (GU12, etc). Please return your kits to the Tournament Headquarter from 1 – 4 pm. (Heather Farms #1, near the restrooms)

Coaches: This is where you will bring your coaches' kits and keys (1-4pm) on second day of tournament.

Field Maintenance and Team Responsibilities

Both teams are asked to help set up and take down nets, flags, and goals. The goal posts must be anchored to the ground or the referee will not start the game.

After each game, teams are to clean up their sidelines and their halves of the playing field. Each team should bring trash bags.



WCSC Walnut Tournament 2018

Revised – 10/16/2018

The Game Schedule specifies the Home and Visitor teams. **The Home Team is the first team listed in each pairing.** For pairings determined based on standings during the tournament, the team with the most points is the Home Team.

Last game on Saturday – Goals are to be left up. Flags should be placed in the green box.

Last game on Sunday – Teams are responsible for putting away all the gear and clean up the fields.

Home Team (Blue Jerseys)

Home team selects side of field. This should be done at least 20 minutes prior to start of game.

Visitor Team (White Jerseys)

Visitor team sets up on the opposite side of the field from the Home Team.

Both Teams are responsible for:

- *First game of day:* Set up goals, nets, and flags
- *Last game of day:* Take down equipment and return to storage location.

Rain or Wet Field Conditions

- In the event of *measurable* rain or wet field conditions (conditions determined by the school districts, and the City), individual games and/or the tournament may be cancelled. This will be done only if absolutely necessary.
- If games must be cancelled, a notice will be posted on the WCSC rain line (925-256-3574). Until such notice is posted, games are to continue as scheduled.
- *If the tournament is cancelled before any play has taken place, we will attempt to reschedule the tournament.* If the alternate weekend is also cancelled, medals will be awarded to the top four teams in each age group only (boys and girls) based on the standings from the regular 10-week season. Tournament division seeding will be null and void.
- *If the tournament is underway and must be cancelled,* the tournament will be postponed to the alternate weekend if possible, at which time tournament games will continue from the point where play was postponed on the first tournament weekend. Scores and points from the first weekend will carry over to the alternate weekend; games already completed will not be replayed. If games must be cancelled during the alternate weekend, matches not played due to rain out or wet field conditions will be declared a 1-1 tie and 4 points will be awarded to each team in order to determine the final tournament standings.

Weather Condition

- In the event of cold weather condition, players are allowed to wear cold weather gear and/or tights. Cold weather gear should match the jersey color.

Walnut Tournament Kicks from the Penalty Mark to Determine the Winner of a Match

- Only those players who are on the field and playing at the end of the overtime period of the game are eligible to participate in the shoot-out. These players must stay on the field. No substitutions will be permitted after overtime expires unless the keeper is injured.
- The referee chooses the goal at which the kicks will be taken. The winner of the coin toss selects to kick first or second.



WCSC Walnut Tournament 2018

Revised – 10/16/2018

- If at the end of the overtime periods, one team has more eligible players for the shootout than their opponents, the team with the greater number of players must reduce its number to equate with their opponents.
- Each team is to select five players to participate in the first round of the shoot-out. The goalie may participate as a shooter. It is not necessary to provide the order to the referee.
- The shoot-out takes place at the penalty spot with goalie in goal.
- Coaches and all players participating in the shoot-out, except the keepers and the active shooter are to stand in the center circle during the shoot-out. Teammates not participating in the shootout can sit on the field with their team provided they wear pennies to distinguish themselves as non- participants.
- No parents are allowed on the field during the shoot-out.
- The keepers may be replaced by other participants at any time.
- Teams alternate shooting until all five shooters from each team have taken a turn or until one team has scored more goals than the other team could score even if it were to complete all five kicks. In this case no more kicks are taken.
- The team with the most goals after all five shooters have taken a turn is the match winner.
- If a tie still exists after the first five kicks, kicks continue until one team has scored a goal more than the other team in the same number of kicks.
- No player may shoot a second time until all players participating have shot once. No substitutes participate in this part either.
- If all players have shot and the teams are still tied then the process will continue with a second round. Again players will take kicks until one team has scored a goal more than the other team in the same number of kicks. The order in the second round need not be the same as the first round.