



# Sunnyvale Alliance Soccer Club Foothill Classic 2026



## Registration, Acceptance and Credentials

### 1. Game Rules

Tournament shall be governed by FIFA Laws of the Game as modified by US Club Soccer and as further modified herein.

### 2. Team Age

The team's age in this tournament is the 2025/2026 season age. Calendar Age Matrix used.

### 3. Team Acceptance and Placement in Divisions and Brackets

Teams will be accepted based on prior results/records. Team fees will be charged upon Acceptance (not Application). Team placement in divisions and brackets is based on rankings and seeding as determined by the Tournament Director and the Tournament Committee. Specific Division applications are not accepted. Withdrawal due to disagreement with the placement of the team will not entitle the team to any refund. Adjacent age groups may be grouped in the same division in the interests of improving competition. Mixed levels may also be grouped in bigger divisions that will incorporate specific level Champions.

### 4. Coach Conflicts

The tournament committee recognizes that Coaches may have two or more teams participating in the tournament. The tournament committee will strive to eliminate schedule conflicts for these coaches. **Teams with a coach conflict must list the same coach, (spelled identically) as the head coach on the team's GotSoccer account**, for each team as part of the on-line application. We often cannot eliminate all conflicts for coaches with three or more teams on one weekend.

We **cannot** accommodate coach conflict requests that are brought to our attention after the schedule has been posted due to different coach names listed on the team accounts.

We often cannot eliminate all conflicts that occur due to a coach that has two or more teams in Championship or Consolation matches on Sunday afternoon.

### 5. Credentials

US Club Soccer or USYS/CYSA or AYSO passes are required for all players and coaches as described in the tournament registration materials. In addition to being checked at the pre-tournament Online Check-in, passes will be checked **before each match** by tournament staff at the tournament check-in stations.

For guest player limits please check the table below. Max roster size is 26. Max number of players who can be dressed and checked in for any match 11v11 is 18 players, 9v9 is 16 players, 7v7 is 14 players.

- Teams can use either US Club Soccer or USYS/Cal North/CYSA or AYSO credentials. See the specific requirements depending on the team's registration.
- All Credentials must be valid for the 2025-2026 (or 2026-2027 year)
- A player can only play or guest for one team in their age group during the tournament.
  - A player may play on two teams in DIFFERENT AGE Divisions - i.e. a U11 player can play with his/her team and may play up with a U12 team A player MAY NOT play on two teams in the same AGE DIVISION regardless of the level. If a whole team plays up - i.e. the U11 team plays in a U12 division - the players on that team MAY NOT play on another team - even a true U12 team - that plays in the U12 age group. If we run into a violation of this rule, both teams will have ALL their games forfeited!

Teams must have these documents available for inspection if required at any time.

- Official Team roster
- Valid Player Passes 2025/2026 or 2026/2027 for each player
- Medical release form for each player, with an original signature by a parent or guardian
- Guest/Loan forms for the guest players(s) as required by the registration body (USClub, USYS/CalNorth, AYSO)

Age	Game	Max # of players that can be on Team Roster	Max # of players on Game Roster for game	Max Guests on Team Roster	Referees
U8-U10	7v7	26	14	5	1
(U10*) U11-U12	9v9	26	16	5	3
(U12*) U13-U17	11v11	26	18	7	3

\* - **Note** - U10 can choose to play 7v7 or 9v9 and U12 can choose to play 9v9 or 11v11 Choose the correct fee when registering.

## 6. Tournament Check In and Credential Verification

**Check in will be performed ONLINE by Thursday noon before the tournament.** Instructions will be emailed to accepted teams. **Failure to check in ONLINE by Thursday noon will result in a 1 (one) points deduction. Failure to check-in by the time of the first game will result in an automatic disqualification (without refund of fees) from the tournament.** Rosters are frozen after online team check in deadline has passed. Credentials are subject to random check during the tournament.

## Points and Championship Qualification

### 7. Preliminary Games - Points Awarded

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal up to 3 goals
- 1 point for teams who shutout their opponents, including a 0-0 tie
- 10 points for the winning team in the event of a forfeit (recorded as 3-0 win)
- 0 points for either team if both teams forfeit.
- 1 point will be deducted from the team's total for each red card (ejection) issued to a player
- 2 points will be deducted from the team's total for each send off (ejection) issued to a coach or manager

### 8. Tie Breaking Procedures – Tournament Points

If teams have the same number of points at the end of pool play and this affects placement in later games, ties will be resolved using these criteria in the order listed below;

- Head-to-head competition results
- Most total wins
- Goal differential (goals scored less goals allowed) with a maximum of 4 Goal Differential (GD) per game
- Most goals scored (GF) (maximum of 5 per game)
- Fewest goals allowed
- Most total shutouts
- Fewest red card ejections
- If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined.
- Coin Toss by the Tournament Director or designate.

#### Special note about potential 3-way ties

In order to easier handle potentially difficult 3 way ties, if such a situation occurs the GD and GF limits of 4/5 will not be used.

## 9. Post Bracket Play Pairing

In divisions with quarter-finals, semi-finals, or any other pairing, **criteria for team placement will be as specified in each division's schedule.** Teams that have already played each other in pool play will not play each other in these games (including quarter-final and semi-finals) if avoidable. If required to prevent this, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that it did not play in Preliminary (Group) games. (ie Only the lowest-point qualifiers will be swapped. Under no circumstances will the top seeds (S1/S2 in Semis and S1-S4 in QFs will be paired in these games).

## General Game Rules

### 10. Field Set Up Logistics

Teams will set up on the side of the field designated by field marshals, with spectators on the opposite side. Spectators are **NOT** allowed on the goal ends of the fields. Each team must have at least one properly credentialed adult present on the sideline of each match at all times.

### 11. Sportsmanship and Conduct

Good sportsmanship and conduct will prevail at all times. Coaches are responsible for the conduct of their players, parents, and spectators at all times. Coaches will ensure that all Referees are treated with courtesy and respect by themselves, players, and team parents. Coaching shall be done only from an area ten yards on either side of the halfway line. **Only Adults with valid credentials will be allowed in the technical area.**

A coach may not enter the field of play except on a referee's signal. Coaches, players, and spectators shall not harangue, harass, or attempt to distract players or referees. Offensive, insulting, and abusive language will not be tolerated. Breaking these rules will result in a warning, to be followed by ejection if the unacceptable behavior does not stop immediately. Appropriate disciplinary action will be determined by the Tournament Director.

### 12. Game Cards

Game cards will be generated by the tournament. Only players on the game cards will be allowed to play. Roster will be frozen after the Online Check-in Thursday night prior to the event.

### 13. Player Check-In for Games

Teams must report to check in/Field Marshall a **minimum of 30 minutes before each game** for check-in with complete uniforms on. Only players checked in on the match card may play in the game. Match Card roster is printed from the team's Online Check In and are frozen after the check in deadline has passed. **Follow emailed instructions carefully to ensure player eligibility**

### 14. Game Information

Division	Format	Championship and Consolation* Games	Preliminary, Semi-Final and Other Games	Ball Size	Minimum # of Players	Referees
U8-U10	7v7	2 x 20 mins	2 x 20 mins	4	4	1
U11-U12	9v9	2 x 25 mins	2 x 25 mins	4	6	3
U13-U19	11v11	2 x 30 mins	2 x 30 mins	5	8	3

\*Consolation games to determine third and fourth place teams

Field Marshals may alter the length of any game at their discretion.

### 15. Home Team

The team listed first on the schedule for the preliminary round of games will be the Home Team. For Championship and Consolation games, the team with the highest total points of the paired teams will be the Home Team. If both teams have the same number of points, a coin toss by the Field Marshal/Referee will determine the Home Team. In the event that

both teams have the same colored jerseys, as determined by the Referee or Field Marshal, the Home Team will switch to alternate jerseys. To simplify matters we strongly suggest the Home Team wear a dark color and the Visitor Team wear a light color.

Home team chooses a side, visiting team kicks off the first half.

Home team will provide three (3) game balls acceptable to the Center Referee.

## **16. Game Start**

All games will start at the scheduled time. Teams must report to the Field Marshal 30 minutes before each game for check-in. If a team has not taken the field (or cannot continue the game) with the minimum required, properly checked-in players within 5 minutes of a scheduled game time, the game will be forfeited to the team with the minimum required players present. The tournament has no financial responsibility to compensate a team whose opponent forfeits.

All preliminary games will end not less than five (5) minutes prior to the scheduled start of the following game, regardless of the amount of time played up to that point. A game is “complete” upon completion of at least one half of play regardless of the circumstances of termination during the second half. Final results will be based on the score at the time the game is called. Preliminary games can end in a tie.

## **17. Half Time**

Half time will be exactly 5 minutes. Tournament Director reserves the right to extend half time under special circumstances.

## **18. Special Rules for Small-Sided games (9v9 & 7v7)**

The tournament will follow the US Soccer Player Development Initiatives rules except for NO HEADING RULE WILL APPLY to all small-sided games. For 7v7 games, referee can permit another throw-in if first throw was done incorrectly. In addition, tie breaker PKs will be limited to 3 (vs 5 for 11v11 games)

## **19. Substitutions**

Unlimited substitutions at any stoppage of play are allowed at the discretion of the referee.

## **20. Tie Breaking Procedures for Games**

Quarter-final, Semi-final, or other games that require a winner, that end in a tie, will go directly to penalty kicks as described by FIFA until a winner is determined. For small-sided games (7v7 & 9v9) the minimum number of PKs will be 3 instead of the FIFA rules of 5. Only players that are on the field at the end of the game may participate in the penalty kick shootout.

For Championship games and 3<sup>rd</sup> Place Consolation games; games that end in a tie in regulation time will be extended by two 5-minute overtime periods (with no rest period between them). *Golden Goal rule will apply.* If the game is still tied after the overtime periods, teams will go directly to penalty kicks as described by FIFA until a winner is determined. For small-sided games (7v7 & 9v9) the minimum number of PKs will be 3 instead of the FIFA rules of 5. Only players that are on the field at the end of the game may participate in the penalty kick shootout.

Ties are an acceptable final outcome for all other games.

## **21. Suspended and Terminated Games**

Tournament Officials may suspend and/or terminate games for reason. If a game is terminated, the game may be resumed at the discretion of Tournament Officials, but is subject to ending five (5) minutes prior to the next scheduled game start. If a game is terminated due to field issues, or due to the serious injury of a player, play may be resumed at the discretion of the Tournament Officials.

Tournament Officials may also conclude the game, require completion of the game, or utilize penalty kicks to determine the winner of the game, depending upon the circumstance. If in the opinion of Tournament Officials, a game must be terminated due to the serious or violent misconduct of players, coaches, or spectators; the offending team may be immediately suspended from further play and all remaining games. All previous points earned remain as played. Additionally, the Team's Home Club, League, State Association and/or US Club will be contacted as appropriate.

Delays of game will only be allowed for an injury to a player that is unable to be moved from the field and/or requiring professional medical attention. Primary regard will be the safety of the injured player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Preliminary games shall not be extended to affect game start of the next game as described herein. If more than a quarter of preliminary game cannot be completed due to a serious injury suspending game play, the game shall be determined by penalty kicks.

## 22. Ejections and Cautions

A player, parent or coach who has been ejected in a single game shall not return for that game and will not be allowed to participate in the next scheduled game at a minimum. Ejections will be reviewed by the Tournament Director and may result in a more severe penalty, including additional game suspensions in the tournament and potentially contacting of team's home club, league, and playing association for additional penalties. Fighting by players, violent conduct or harassment of referees by players, coaches, parents or spectators will be considered serious misconduct.

Two cautions in the same match will result in an ejection. Cautions do not accumulate to another game.

Each ejection will result in a cumulative **deduction** from the team's tournament points. Ejection of a player will result in a **1-point deduction** & any ejection of a **coach or a team-affiliated spectator** will result in a **2-point deduction** from the team's tournament points. Additionally, the Team's Home Club, League, State Association and/or US Club will be contacted as appropriate.

## 23. Disputes and Protests

Game conduct is under the total jurisdiction of the referee. The tournament will not overrule a referee's decision. All game results will be considered final. No protests will be allowed.

## 24. Forfeit and Byes

All teams that forfeit will have the game(s) scored a 0-3 loss. The winner will be awarded ten (10) tournament points. Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. The tournament has no financial responsibility to compensate a team whose opponent forfeits.

# Equipment

## 25. Game Balls

Game balls will be provided by the home team and are subject to the Referee approval.

- All balls for U8-U12 will be size 4
- All balls for U13 and older will be size 5

## 26. Player Equipment

The following restrictions will apply:

**CLEATS** - Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.

**SHINGUARDS** - Shinguards are required for all games. They must be worn properly and shall be professionally manufactured and unaltered. Shinguards must cover a minimum  $\frac{3}{4}$  of the shin, but they do not have to be longer than 10". The shin runs from the ankle to the knee. Players wearing shinguards that are too short will not be allowed to play.

**CASTS and SPLINTS** - All players, coaches, parents, and referees are required to take reasonable precautions concerning player safety. This includes preventing players from wearing any equipment or device that is dangerous to themselves or

others. Dangerous equipment and devices include, but are not limited to, orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, shall not be eligible to participate in any tournament game.

**BRACES** - It is strongly recommended for safety reasons that a player not wear a limb brace during tournament play. A brace may be allowed at discretion of the referee if, in his/her opinion, it would not pose a danger to any players. The brace must be properly covered for the entire match. Elastic-type supports without any metal, carbon fiber, and hard plastic or like devices are permitted, provided the referee does not deem the support to be potentially harmful to other players.

**EYEGASSES** - Players who must wear eyeglasses are encouraged to wear sports goggles. Any glasses worn must be safe, with unbreakable lenses and frames made of unbreakable plastic or sturdy metal.

**JEWELRY** - Except for Medical Alert Warning Bracelets (which are to be taped as necessary), absolutely no jewelry may be worn while participating in any tournament play.

**UNIFORMS** - Jerseys, shorts and socks must be predominantly matching in the spirit of the uniform.

## **27. Standings and Game Results**

Standings are available online at the tournament website. Standings will not be posted at the fields.

## **Field Restrictions**

### **28. Artificial Turf Fields**

There are specific rules to safeguard the life of these fields. The rules are typically posted at the entrance to the fields. No food will be allowed onto the fields, particularly seeds or any kind of gum as these are especially harmful. Please ensure that your team and their parents are aware of these restrictions and guidelines. Tournament staff will be observing that these rules are followed. Anyone caught disregarding these rules can be ejected from the facility by tournament staff and/or the field marshals. In particular, Morgan Hill Outdoor Sports Center usage policies are at [www.MHOSC.org](http://www.MHOSC.org)

### **29. Alcoholic Beverages**

Alcoholic Beverages are prohibited at all tournament venues, without exception.

### **30. No Littering**

Please respect the fields made available to the Tournament. At the conclusion of your games please collect and dispose of all garbage generated by your team properly. Your cooperation is greatly appreciated.

## **Other Rules**

### **31. Medical Assistance**

All injuries shall be reported to the Tournament Director or Field Marshal so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the referee or the player's coach, manager or parent. Tournament Headquarters will be notified of the medical emergency. Trainers will be on site at larger venues.

### **32. Weather**

Rain-out policies are enforced on all fields. In general, light rain may cause games to be shortened in length. Constant, heavy rain may delay or cancel a game or Tournament, as deemed necessary by the Referee Coordinator or Tournament Director. The Tournament Director reserves the right to shorten or suspend games, and change playing sites in order to complete the Tournament during harsh or inclement weather. In the event of inclement weather, winners will be decided based on tournament points earned up to then for those games that have been completed or begun, with tie breakers determined as described elsewhere in these rules.

In case of cancellation due to weather, tournament officials retain the right to keep up to one-third (1/3) of the registration fee to cover expenses. There will be no make-up games due to weather.

### **33. Rules Changes**

The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be announced at the team check-in. Any situation not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may alter these rules as necessary, and such changes will be final and no appeal will be accepted.

### **34. Withdrawal**

Withdrawal requests must be made in writing and addressed to the Tournament Director. Withdrawal penalties are posted on the website and range from a \$100 administrative fee to the loss of the entire registration fee depending on the time of the request to withdraw.

### **35. Other**

Tournament Committee will make all other determinations.

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