



# SUPER DIVISION

## Tournament Regulations

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## **1. RULES OF COMPETITION**

The tournament shall be conducted in accordance with the current Rules of Hockey by the F.I.H. except as listed in these regulations.

- 1.1 The CCOC Code of Conduct established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the tournament, will apply.
- 1.2 All participants, umpires and players and any other team personnel alike, allow CCOC to use images taken at this event for non-commercial purposes only.

## **2. PARTICIPANTS**

- 2.1 A maximum of 16 (sixteen) players per team may be entered by each team.
- 2.2 In the case of withdrawal of one or more teams:
  - (a) An alternate team can be added at the prerogative of the Tournament Organizing Committee.
  - (b) Pools can be re-drawn before start of the tournament in which case all participating teams will be notified accordingly prior to the commencement of the tournament.
- 2.3 Only a team manager, team coach, doctor/trainer and substitute players can remain seated on the team bench during the team's matches. The team manager (if not a player on the team), shall be responsible for the conduct of all persons occupying the bench. He/she must be present at the bench during the match and occupy the seat nearest to the technical officials' table unless 2.4 applies. No other person, supporter or relative is allowed to be present at the team bench before, during and after matches.
- 2.4 International teams from non English speaking countries are allowed to have a translator present at their bench during matches. The translator must sit on the bench and occupy the seat in front of the team manager.

## **3. UMPIRES**

- 3.1 Umpires will be assigned for matches at the discretion of the Umpires Manager.
- 3.2 A team official of a participating team is not permitted to be a technical officer of any match in the same pool as his team during pool matches and in the playoffs if his/her team is in the playoffs.

## **4. ENTRY FORMS / ROSTERS**

- 4.1 Team entry forms must be received from the participating teams by the California Cup Committee no later than April 5<sup>th</sup> 2011.
- 4.2 Since the Super Divisions are by invitation, team registrations received before the deadline are not automatically guaranteed acceptance.
- 4.3 The registrations must include the names of up to 16 players on their team's roster.
- 4.4 **Teams may add / change names on their rosters at any time before the deadline of 10pm on Thursday, May 12, 2011 (California, USA Time).**
- 4.5 Once the deadline has expired, teams will not be allowed to change or add names to their Tournament roster even if teams have not stated the maximum number of players on their roster.
- 4.6 Exceptions to 4.4 & 4.5 may be granted by the Tournament Director under extenuating circumstances only such as visa issues.
- 4.7 Players names must be on a team's match roster sheet submitted to the technical officials before the start of the match in order to participate in that match.
- 4.8 Once a match has begun, player names may not be added to the match roster sheet submitted to technical officials before the start of the match

## **5. PRE-TOURNAMENT BRIEFING MEETING WITH THE TOURNAMENT DIRECTOR**

- 5.1 The Tournament Director at his/her prerogative may conduct a Super Divisions Managers Meeting at a time and place determined by the Tournament Director. If a meeting is not conducted, the Tournament Director must communicate either via mail or email all necessary information necessary for the success and safety of the

- tournament teams and secure signed acknowledgements from all teams acknowledging receipt of the Tournament Regulations and the Code of Conduct.
- 5.2 Team managers and/or team coach must attend the meeting. In case both the team manager and coach are not able to attend due to unavoidable circumstances, then that team manager or coach must sign an official document declaring to have received from the Tournament Director all relevant information as communicated during the meeting. The team manager / coach must deliver the signed document to the Tournament Director before the first match of their team in the tournament.
  - 5.3 Team managers / coaches must bring to the meeting samples of the clothing of their field players (primary and alternate colors).
  - 5.4 On request, team managers must provide proof of identification of their players if required by the Tournament Director at any time before or during the tournament for the purpose of identity verification of team personnel.
  - 5.5 The Tournament "Code of Conduct", established to create awareness and accountability for the promotion of the game of hockey amongst the participants of the tournament, will apply and a copy of it must be signed by the team managers or coaches at the meeting.
  - 5.6 A local contact phone number for all team managers will need to be provided at the meeting as well as their hotel and room information.

## **6. TEAM CLOTHING/EQUIPMENT**

- 6.1 There are no restrictions on Sponsorship Advertising on Player Jerseys so long as the advertising does not include any objectionable words or images as determined by the Tournament Director and does not conflict in obscuring the numbers on the backs of player jerseys.
- 6.2 Each player must wear their team uniforms and colors as specified on the teams tournament registration forms.
  - (a) Player's jerseys must have numerical numbers on the backs of their shirts.
  - (b) Numbers must be filled and not outlined and be visible from across the length of the field.
  - (c) Numbers cannot be printed on with a marker or tape etc.
  - (d) Each field player's number (including goalkeepers) must remain the same throughout the tournament.
- 6.3 If in the opinion of the Technical Officials for the match, the colors of two opposing teams might lead to confusion, one of the teams must change colors. This team will be chosen by the toss of a coin if an amicable agreement is not possible.
- 6.4 Goalkeepers must wear a different colored jersey from that of their own team and that of their opponents. The jersey cannot be white color.
- 6.5 Teams alternate jerseys should be with each team at all times involved in a match for emergencies.
- 6.6 All players must be uniformly and neatly dressed at all times during a match as determined by the Technical Officials for the match.
- 6.7 Shin guards and mouth guards while not mandatory are highly recommended.
  - (a) Shin guards (if worn) must be worn inside the socks, at all times during a match.
- 6.8 Players are permitted to wear a face mask while defending a penalty corner provided that the face mask has a smooth surface and fits flush with the face. The face mask must be removed at the earliest opportunity and must not be worn for an extended period of time after the conclusion of the penalty corner.
- 6.9 Players are permitted to wear a soft face & head protection gear for medical reasons but must notify the Tournament Director prior to the player's first match.
- 6.10 Players must not wear anything that could be dangerous to other players such as ear or nose rings, caps & bracelets etc.
- 6.11 No team personnel on the field or team bench during play will use or be equipped with any device to receive communications. Such devices include but are not limited to walkie talkies, cell phones and pagers.
- 6.12 Any violation of 6.11 may result in sanctions by the Tournament Director as follows:
  - (a) A monetary fine, and or
  - (b) Suspension of team personnel for any number of matches, and or
  - (c) Permanent suspension from the tournament
- 6.13 The goalkeepers' leg guards, kickers and hand protectors may not be white color.

- 6.14 Players may not wear cleats & their shoes may not be green color.
- 6.15 Any player(s) may be required to make their hockey sticks and goalkeeping equipment available to the Technical Officers before, during or after their match(es) to ensure legality.
- 6.16 Technical Specifications of all playing equipment must meet FIH requirements as listed in the 2011 edition of the Rules of Hockey. It is the individual responsibility of the teams to ensure that all goal-keeping and player equipment meet these requirements. Any violations of these requirements by any player will result in a red card for that player from the match and an automatic one match suspension of the player(s) next match regardless of whether the next match is a Semi-final or Final.
- 6.17 All team personnel will be issued color specific wrist bands identifying them as players or staff. These wrist bands must be worn for the entire duration of the tournament.

## **7. COMPOSITION OF A TEAM**

- 7.1 Before every match, each team manager must indicate his/her team's starting lineup including the captain and goalkeeper(s) for the match, excluding any player who has been suspended from playing by the Tournament Director or Disciplinary Committee to the Technical Officer for the match.
- 7.2 The remaining players, with the exception of suspended players if any, may warm-up and practice with their team prior to the scheduled start time of the match.
- 7.3 All suspended player(s) are prohibited from warming up with their team before their team's match and may not be present at their team bench during their team's match.
- 7.4 A nominated player who becomes incapacitated during warm-up or practice may be replaced by another player in the starting lineup. The team manager must notify the Technical Officer on duty accordingly.
- 7.5 Each team must have a captain, on the field of play at all times. A captain who is substituted must appoint another player as captain while he/she is on the bench.
  - (a) A captain must wear an arm band available at the technical officer's bench during their match.
- 7.6 Each team must field a minimum of 8 players.
- 7.7 In case a team is unable to field a minimum of 8 players, the opposing team will be considered as having won the match by a forfeit score of 3-0, or by the score when the match was discontinued, whichever of the two scores that will be more advantageous for the winning team.
- 7.8 A team can elect to field a goalkeeper on the field with full protective equipment or only with protective headgear and a different color jersey or play entirely with field players in which case no player will have goalkeeping privileges.
  - i. If playing without a goalkeeper, a player must wear a helmet to defend all penalty corners & penalty strokes.

## **8. SUBSTITUTION OF PLAYERS / GOALKEEPERS**

- 8.1 Any team wishing to substitute a player may do so at any time subject to substitution guidelines as listed below.
- 8.2 Any player nominated by the team manager to enter as a substitute, shall do from the designated substitution area marked in front of the technical Officials area. Goalkeepers may substitute near the goal from the end line.
  - (a) If a field player, he/she will attract the attention of the player to be substituted, and the substitution will be carried out under the supervision of a technical official on duty, without stoppage of time.
  - (b) If a goalkeeper, the substitution will be supervised by the umpire(s).
- 8.3 Any player with a bleeding injury must leave the field of play and shall not re-enter until the bleeding has ceased completely, the wound is adequately covered and his clothing, if blood stained, has been replaced.
- 8.4 All incoming substitute goalkeepers must be fully dressed in goalkeeping equipment unless the team wishes to play with a goalkeeper with protective headgear only or with field players only.

## **9. ADMISSION TO THE FIELD OF PLAY**

Teams are not allowed to warm up on the sidelines of the field while another match is in progress. Teams can only step on the turf field for their next match after the previous match has concluded. All teams are requested to vacate their team benches as soon as possible after their match is over as the time between matches is very limited.

- 9.1 All team personnel must enter & exit the turf field from the side gate ONLY!! (see Attachment 1) *Under no circumstances are team personnel allowed to walk across the turf field before, during or after matches.*
- (a) Team personnel may only enter through the side gate during the second half of the match in progress and must remain on the grass area away from the team benches until the match in progress is over. Players, Coaches and other team members must not enter the field from the spectator side unless it is for a medical reason. (see warm up area on Attachment 1)
  - (b) All Team personnel will be issued wristbands for the duration of the tournament. The wristband must be shown to the guard at the side gate to gain entrance to the turf field. The guard will not let anyone without the proper wristband enter through the gate.
  - (c) All Team personnel must exit the team benches immediately after the conclusion of their match & move to the grass area next to the exit gate and must exit the turf field before the conclusion of the 1st half of the next match.
  - (d) All personnel entering through the side gate must display their wrist band to the person at the gate. Anyone not wearing the wrist band will be denied access. Only authorized personnel will be allowed access at this gate.
- 9.2 The team coach or trainer may not enter the field of play at any time under any circumstances without the explicit approval from the Technical Officers on duty.
- 9.3 The team officials and substitute players plus the team medical doctor, if registered, must remain at the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution procedures.
- 9.4 All team officials and substitute players must remain under the covered bench area or the paved area in front of it. They are not allowed to step on to the turf next to the sidelines unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution procedures.
- 9.5 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should misconduct continue, to order that person or persons involved to vacate the team bench immediately for the remainder of the match. Further disciplinary action may be taken by the Tournament Director after the match, based upon the circumstances.
- 9.6 No incapacity treatment will be permitted on the field of play.
- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention from the team bench.
  - (b) In the case of an injury to a field player, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty trainer, to enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so.
  - (c) In the case of an injury to a goalkeeper, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty trainer, to enter the field of play to assess and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so.
  - (d) If any person from the team bench and/or the on-duty trainer enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes before being allowed to re-enter the match. The two minute period will be managed by the technical officials on duty. The player required to leave the field may be substituted.
- 9.7 No liquid or other refreshments may be consumed on the field of play. Any player

wishing to consume refreshments during a match, including during time stoppages, must leave the field of play and is permitted to re-enter but, not within the 25 yards lines and the back lines. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.

- 9.8 Team officials and players may leave the technical facility area surrounding the field of play during half time only but, in doing so players must leave their sticks and all of the goal-keepers protective equipment at or near the team bench.
- 9.9 Automatic suspension of 2 minutes for green cards will be applied. The 2 minute suspension will apply from the moment the player is seated in the penalty chair in front of the Technical Officials table. The Technical Officials will supervise the return of the green carded player to resume play.
- 9.10 Any player(s) receiving a yellow card(s) will exit the field and serve their suspension in front of the technical table until summoned back by the umpire(s).
- 9.11 Any player(s) receiving a red card(s) will be required to exit the field and team bench in an expedited manner and shall not return to the team bench for the duration of that and any future match(es) until he/she has served any suspension levied by the Tournament Disciplinary Committee.

## **10. DURATION OF MATCHES**

- 10.1 Due to the tight schedule, there will be no real time timeouts unless:
  - (a) In the opinion of the umpires, intentional interruption is being carried out by a team member(s) for their team's advantage in reference to the outcome of a match. The player feigning injury will also be subject to disciplinary action.
  - (b) It would be injurious to a player if he/she were to be removed without proper medical assistance.
- 10.2 Time will be stopped for all penalty strokes awarded by the umpires during matches.
- 10.3 All pool matches shall consist of two 25 minute periods.
- 10.4 All 5<sup>th</sup> through 8<sup>th</sup> place positional matches will be played as listed under 10.3.
- 10.5 All semi-finals shall consist of a regulation time of two periods of 35 minutes.
- 10.6 All 3<sup>rd</sup> place matches shall consist of a regulation time of two periods of 30 minutes.
- 10.7 Championship matches shall consist of two periods of 35 minutes each.
- 10.8 If the score is still equal at the end of regulation time (applicable in playoff matches only), a penalty shoot-out process will be played to establish the winner of the match.

## **11. INTERRUPTIONS OF A MATCH**

If a match is interrupted by the umpires or technical officials (e.g. because of weather or field of play conditions), the match must be resumed as soon as possible (not necessarily on the same field of play, time or on the same day) as required by the Tournaments Director, under the following conditions:

- 11.1 The match must be completed up to the regulation full time if at all possible as determined by the Tournament Director. The score on the resumption will be the same as at the time the interruption took place.

## **12. VIDEOING**

- 12.1 Videoing by teams may only take place at the following locations:
  - (a) Spectator side of the viewing area for the turf field.
  - (b) Anywhere outside the fence surrounding the main turf field.
  - (c) Any other location authorized in writing by the Tournament Director.
- 12.2 Videoing equipment & crew must not interrupt, disturb, influence or affect play on the field, the Umpires or Technical Officials in any way. Any person(s) in violation of these rules may be asked to refrain from any conduct deemed unacceptable by the Technical Officials or to temporarily cease videoing and vacate the area by the Technical Officials or permanently by the Tournament Director.
- 12.3 All video taken at the Tournament must only be used for private study and may not be circulated, broadcast or published online before, during or after the tournament, without the written permission of the Tournament Director.

### **13. TIME-KEEPING**

- 13.1 Time-keeping will be controlled by the Technical Officials on duty who will be responsible for signaling the end of the half time and regulation time to the umpires.
- 13.2 In the case of an extension of any period of regulation time to permit the completion of a penalty corner(s), the umpires will signal the end of that period.
- 13.3 The umpires will whistle the start or re-start of a match; they must also signal to the technical officials on duty every stoppage they may order and the subsequent re-start.

### **14. DISCIPLINARY CARDS / DISQUALIFICATION / FAILURE TO PLAY**

- 14.1 Automatic penalties for breaking the line during Penalty Corners: Due to the time constraints with matches only 25 minutes each way without time stoppages other than medical concerns, implementing these provisions could easily result in delays, intentional and otherwise, resulting in defensive teams taking advantage of this towards the end of matches. Umpires will still have the latitude of issuing green / yellow cards if they deem necessary and even time stoppages as a last resort.
- 14.2 A player who receives a green card from an umpire will be automatically suspended for 2 minutes. See 9.9 for suspension procedures.
- 14.3 Accumulation yellow cards:
  - (a) Any player accumulating more than 3 yellow cards in pool matches will be automatically suspended for the next match (including semi-final or placing match).
  - (b) The accumulation of yellow cards rule will not apply in all semi-final & placing matches.
- 14.4 Red Cards
  - (a) Any player receiving a red card will be automatically suspended for the next match (including placing, semi-final and final match).
  - (b) Any player receiving a red card may be further disciplined by the tournament disciplinary committee which can include a monetary fine and/or further suspension and/or permanent suspension from the tournament.
- 14.5 During the pool matches:
  - (a) A team either disqualified or refusing to play or fails to complete a match shall be deemed to have withdrawn from the tournament.
  - (b) If a team so withdraws from the tournament, any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 0-3 losses and that team shall be ranked last in the pool (and in the tournament). The pool points table will be corrected accordingly.
- 14.6 During the classification matches:
  - (a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the tournament at that stage and to have lost the match in question.
  - (b) The team will be ranked last in the tournament and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.
  - (c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.

### **15. COMPETITION FORMAT**

- 15.1 There will be two pools of 4 teams each in the Mens Division. Womens Division will consist of one pool with 6 teams. The Tournament Director reserves the right to re-arrange the composition of the pools prior to the start of the tournament if it is deemed necessary.
- 15.2 All the teams will play against each other in their pool, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- zero points to the loser

15.3 Playoffs teams will be determined after all pool matches have been concluded as follows:

Mens Super Division

- (a) The first placed team in each pool shall play the second placed team from the other pool in the two semi-finals.
- (b) The winners of the two semi-finals will play in the Championship match.
- (c) The losers of the semi-finals will play for 3<sup>rd</sup> & 4<sup>th</sup> place.

Women Super Division

- (d) The top two teams after all pool matches have been played shall meet in the Championship match.
- (e) The two teams finishing 3<sup>rd</sup> and 4<sup>th</sup> after all pool matches have been finished shall play for 3<sup>rd</sup> place.

15.4 Final tournament rankings for remaining teams shall be determined as follows:

Men Super Division

- (a) Teams finishing 3<sup>rd</sup> in their pools at the end of pool play will play a cross over match against the team finishing 4<sup>th</sup> in the opposing pool.
- (b) Winners of the crossover matches in 14.4d shall play for 5<sup>th</sup> place.
- (c) Losers of the crossover matches in 14.4d shall play for 7<sup>th</sup> place.

Women Super Division

- (d) Teams finishing 5<sup>th</sup> & 6<sup>th</sup> after all pool matches have been concluded will be recorded as 5<sup>th</sup> & 6<sup>th</sup> place finishers.

**16. RANKING WITH FINAL CLASSIFICATION PLAY-OFF COMPETITION**

Teams will be ranked according to the number of points each has accumulated in the round-robin pool competition.

- (a) If at the end of the pool matches two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference ("goals for" minus "goals against"). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of "goals scored".
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of the tied teams.
- (e) If more than two teams are involved in a tie after 15a through 15c have been applied, then a ranking based upon the results of the matches among (only) them shall determine their respective positions.
- (f) Should there still remain equality among two teams, then the matter will be settled by a "shoot out" competition between those teams. (Time & Place to be determined by the Tournament Director)
- (g) If more than two teams are involved, then each team will play a shoot out competition against the other teams in the same sequence of play as per the order of play in the tournament but with only 5 attempts to be taken by each team.
- (h) A ranking will then be established based upon the results of the shoot out competition as follows:
  - (i) 3 points for a win

- (ii) 1 point for a tie
- (iii) 0 points for a loss
- (i) If 2 or more teams are still tied with an equal number of points, teams shall be ranked according to 15 (a), (b), (c) and (d) as applied to goals recorded during the shoot out competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of shoot out are required.

## **17. PENALTY SHOOT OUT COMPETITION**

- 17.1 (a) Five players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder:
- (i) Any player suspended at that same match with a red card.
  - (ii) Any player serving a suspension as determined by the Disciplinary Committee or the Tournament Director.
- (b) The Technical Officer on duty will determine the goal to be used.
- (c) A coin toss will determine which team will take or defend the first penalty shoot-out.
- (d) The team scoring or awarded the most goals at the conclusion of the Shoot Out competition will be declared the winner.
- (e) During a penalty shoot-out competition, all team personnel at the team bench for that match are permitted to enter the field of play but only in the area within 10 yards of the half line. The goalkeeper of the team taking a penalty shoot-out must remain on the end line outside the circle. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 25 yards area for that purpose.
- (f) The penalty shoot-out is taken under the following conditions:
- i. The defending goalkeeper starts behind their own goal line between the goal posts;
  - ii. The ball is placed on the nearest 25 yards line opposite the center of the goal. The attacker starts from behind the ball.
  - iii. The umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
  - iv. The shoot-out is completed when one of the following occurs:
    - a. 8 seconds have elapsed;
    - b. The attacker scores a goal;
    - c. The attacker commits an offence;
    - d. The goalkeeper commits an offence in which case the shoot-out is re-taken;
    - e. The goalkeeper commits an intentional offence, in which case a goal is awarded;
    - f. The ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- (g) If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that

penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended, any penalty shoot-out the player was entitled to take counts as no goal.

- (h) If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the roster form for that particular match, except as excluded above in 16.1 (a) i & ii. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- (i) In the event of an equal number of goals scored or awarded after each team has taken 5 shoot-outs, a second series of (sudden death) penalty shoot-outs is taken with the same 5 players in any sequence (subject to an incapacitated defending goalkeeper(s) being replaced).
- (j) Before each penalty shoot-out in the sudden death series, the team manager chooses which of the 5 nominated players take the particular penalty shoot-out. In this sudden death series.
- (k) All five nominated players must have attempted a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- (l) The team scoring or been awarded one more goal than the opposing team after an equal number of attempts have been taken by each team shall be declared the winner.
- (m) The team that takes the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (sudden death) series.

## **18. PROTESTS & APPEALS**

Only the Team Manager listed on record on the online team registration submitted for the tournament may file a protest or appeal for score related issues.

- 18.1 If a team manager wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition or for any other reason, then such a protest must be in writing (protest forms will be available at the technical officials table) and handed to the Technical Officer on duty, within 30 (thirty) minutes of the conclusion of the match in question or of the penalty shoot out competition and declaring the intention to do so immediately under the signature when signing the match or penalty shoot out competition report. If the protest is not received in writing within 30 minutes, then it will be deemed that no protest has been registered.
- 18.2
  - (a) A protest must be accompanied with a deposit of US\$200 cash only. Failure to do so will result in the protest considered void.
  - (b) The deposit will be forfeited to the California Cup Organizing Committee unless the protest is upheld by the Appeals Committee.
- 18.3 The Tournament Appeals Committee will render a decision in writing to the protesting team no later than two hours after the official written appeal is received.
- 18.4 If the protest is turned down, the protesting team can appeal the decision to the California Cup Executive Committee. All appeals (appeal forms are available from the Tournament Director) must be in writing and must be handed to the Tournament Director within 30 minutes upon receiving the written decision of the Appeals Committee.
  - (a) The appeal form must be accompanied with a deposit of US\$100 cash only. Upon failure to do so, the appeal will be considered void.
  - (b) The deposit will be forfeited to the California Cup Organizing Committee unless the protest is upheld by the Executive Committee.
  - (c) If the appeal is upheld, the appeal deposit of \$100 will be refunded along with the protest deposit of \$200.
- 18.5 The California Cup Executive Committee will render a decision in writing and make it available to the appealing team no later than one hour after receiving the appeal.
- 18.6 The decision of the California Cup Executive Committee is final and binding.

**19. FINAL WORD – Tournament Director**

The Tournament Director will have the authority to postpone, re-schedule or cancel any match as necessary for safety of the players and spectators or for any other unforeseen circumstances. Decisions of the Tournament Director shall supersede any rule stated in these regulations if deemed to be in the best interests of fair play and in the best interests of the tournament.

Any team/player affected by the decision of the Tournament Director may appeal the decision to the California Cup Executive Committee in writing with a \$100 cash deposit within 30 minutes after the TD's decision is made known to the team/player. This cash deposit will be forfeited to the California Cup Organizing Committee unless the decision of the Tournament is overturned. The decision of the California Cup Executive Committee will be final & binding.

The Tournament Director shall ensure that all participants abide by the Tournament Code of Conduct and shall have authority to suspend any matches, players, team officials and any other persons who, in the opinion of the Tournament Director, are guilty of misconduct before, during or after a match wherever that misconduct occurred. Such suspended person(s) may not enter the field of play, or the technical facility areas (including the team bench) surrounding the same during the match(es) of suspension until the match(es) is/are finished.

- END - V1.1

**ATTACHMENT - 1**

