

SURREY MAYORS CUP 2017



NEWTON ATHLETIC PARK SURREY BC

SURREY MAYORS CUP 2017 TOURNAMENT RULES

STAY CONNECTED

Game Schedules, Game Fields and Standings will be updated right away on the website www.surreymayorscup.com.

ROSTER

All teams must submit the roster via email on the roster form provided on the Surrey Mayors Cup website. A stamped copy of that roster will be provided to each team that must be carried by the team to each game and must be made available if asked by the referee, field marshal or any other tournament official. Please be advised that it still shall be the responsibility of all teams to ensure that players be eligible to play in that age and group bracket, the stamp is only validating the roster submittal and not the player's eligibility which is still the team's responsibility.

RULES

- Home team is listed first and is responsible for supplying the game ball and changing jerseys or wearing pinnies (or alternate jerseys) if there is a color clash.
- All players must carry some photo identification in case of any protest
- All teams must carry a first aid kit, game ball and pinnies.
- Referee's decision on the play shall be final
- One player can only play on one team throughout the tournament and the name of the player must be on the team list provided at the headquarters.
- Substitutions are unlimited
- The behavior of the team players and their supporters is the responsibility of the team officials. Abuse of the game or tournament officials will not be tolerated.
- **Games must start on time. Games will end no later than five (5) minutes before the next scheduled game, regardless of time played.**
- Any team that fails to arrive to the park within 10 minutes of the game starting time without reason will be considered to have forfeited the game.
- **Only team staff will be allowed to be at the team bench. A female designate must be present at the team bench of all female teams. No parents and/or spectators are allowed inside the fenced part of the synthetic turf fields. This rule will be strictly enforced.**
- **All Teams must supply 1 team list including the player jersey numbers at the time of the team package pickup at the tournament head quarter. Please use Team List form provided.**
- Referees are BCSA registered and must have the full support of players, team officials and spectators. Any referee abuse will be reported to the appropriate district discipline committee.
- Players receiving a **red card will be ejected from the tournament immediately** and will be reported to the appropriate district discipline committee. Referee's game report will be final and no protests will be accepted. Any players receiving more than 3 accumulative yellow cards in the tournament will also be ejected from the tournament.

TOURNAMENT HEADQUATERS

Mayors Cup Tournament headquarters will be Newton Athletic Park and the address is 7395-128 Street Surrey, BC.

Food Concession will be available at Newton Athletic Park and Hjorth Rd Park
First Aid will be available at Newton Athletic Park.

TEAM REGISTRATION PACKAGE PICK-UP

All teams MUST report to the tournament headquarters at Newton Athletic Park, address: 7395 128 Street before their first game to pick up their participation packages. The Tournament packages shall be available for pickup at the following times:

- *Wednesday March 8th , 2016 from 5.30 PM to 9.00 PM*
- *Thursday March 9th , 2017 from 5.30 PM to 9.00 PM*
- *Friday March 10th , 2017 from 9.00 AM to 10.00 PM*
- *Saturday March 11th , 2017 from 8.00 AM to 11.00 AM*

Please note that a completely filled copy of the Team roster must be EMAILED prior to the Registration Package released to the team.

The package will include important information including your schedules, rules of play, score reporting info, directions to fields in Surrey, game MVP medals, player souvenirs and coupons etc.

At the end of every game, your team will pick a game MVP from the opposite team. Teams will meet in the center of the field and both coaches will announce the MVP from the opposing team. Every game will have a MVP and one player can only receive the MVP award for only one game. The MVP nominated will then go to the center of the field to collect their MEDAL from the opposing team.

TO PRESERVE OUR GRASS FIELDS ABSOLUTELY NO WARM UP IN THE PENALTY AREA (18 YARD BOX)

SCORE REPORTING

The Mayors Cup scorekeeping committee will call all team managers within 15-30 minutes of the completion of their games to collect scores. If the team manager has not been reached by the SMC score keeping committee within 30 minutes of the completion of their game they should report the scores at the numbers listed below. Please confirm scores with referee and opposing team coach at the end of every game to avoid dispute.

Phone Number to contact Score Keeping Committee:

604 596 7932

TIER

- Every effort is made to put teams into Divisions of equal caliber. For the most part, teams compete against teams in the same age group and same caliber. The tournament executives have the right to place teams in appropriate groupings to facilitate the tournament.

GAME DURATION

- U-9 House Boys and U9/U10 House girls will play 40 minutes (two 20 minute halves, 7v7)
- U-10 Development Girls, U 10 Boys, U-11 and U-12 (boys and girls) will play 50 minutes (two 25 minute halves, 8v8)
- U-13 to U-18 will play 60 minutes (two 30 minute halves, 11v11)
- There is no extra time for injury and half time break is going to be for 3 minutes.

PLAYER RULES

- Players must be registered with BCSA: Coastal, in the 2015-2016 Season, Interior, in the 2016 season or their respective regional association.
- If a team needs to pick up players to complete their roster, the players can only play on one team during the tournament.
- Players must be equal or less than the caliber of the team they are being picked up by (for example, a Gold player can either play Gold or Metro, not Silver or Bronze). In addition, a player cannot play for a lower age group than they are registered to play in that year (for example, a U-13 player cannot play on a U-12 team).
- All of the above is at the discretion of the Tournament Executive
- Any exceptions must be authorized by the tournament director in writing and noted on the Team List

OFFICIAL SCORING

U9-12

- No standing to be recorded as every player receives medals for participating

U13 to U18 - All levels

- Maximum points that can be awarded are 3 per game.
- **If game is tied at end of regulation time, a 3 player shoot out will occur.**
- If a game is tied at the end of regulation play, then a 3 player shoot out will take place immediately after the game. If at the end of the shootout, the teams are still tied, then a sudden death shoot out will take place. Only players that were on the field at the end.
- Each team will alternate players until a winner is decided.
- If necessary, no player will shoot twice until all players on the team have taken a shot.

Scoring Example:

- 3 points to the winning team, 0 points to the losing team.
- Each team awarded 1 point for the tie at end of regulation time
- Shoot out win - 2 points to the winning team, 1 point to the losing team.
- 3 points to the winning team, 0 points to the losing team.
- Forfeit or Abandoned game will score 2-0 win.
(Forfeit can also jeopardize the team's ability to further participate in SMC)
- No more than a maximum of 3 points can be awarded in any game.
- No points are given for goals.

Additional Tie breakers to determine winners of groups:

- Head to head
- Most wins
- Most shut-outs
- Fewest number of goals against
- Most goals for
- Goal Difference
- Least number of cards issued (red and yellow)
- Coin toss

ADDITIONAL INFORMATION

All medals will be handed out on Sunday after the scores are reported and there is a confirmed first, second and third place team. Please proceed to Newton Athletic Park for the award ceremony if your team is a winner. Please check on the website for the schedule for prize distribution for your age group.

We trust that all teams will be respectful of the Tournament Rules.

All disputes shall be submitted in person within 45 minutes of the finish of the match at the tournament headquarters (Newton Athletic Park). The protest must be in writing with a complete description on the reason for protest as well as complete game information. There shall be a fee of \$50.00 to file a protest and is only refundable if the protest is successful.

Protest Committee:

1- Harj Dhaliwal(Chair), 2- Lee Williams, 3- Ranjit Sidhu

Surrey Mayors Cup Tournament Committee reserves the right to address all issues that pertain to sportsmanship and warrants disciplinary review at any time during the tournament.

All situations will be handled individually and sanctions may vary.

Please remember that this tournament is for the kids! Fair play and gamesmanship are life lessons every bit as important as learning how to score goals.

STATUS

THINGS TO DO

NOTE

1		Player Bench	
2		Prepare Player Cell Contact list	
3		Team Canopy / Shelter	
4		Handout game schedule and field map.	
5		Team Snacks and Water	
6		First Aid Kit and Medical Cards	
7		Game Ball	
8		Warm-up drill plan and equipment	
9		Alternate Jersey/Pinnies	
10		Spare Goalie Gloves	
11		Player ID	
12		Multiple copies of team roster	
13		Hotel/Accommodation details and contact	
14		Assign duties to parents /players	
15		Team Meeting to share travel and tournament details	
16		Read on Rules of Play and Share details with Parent	
17		Visit www.surreymayorscup.com to stay informed.	
18		Pick-Up Team Package from Newton Athletic Park before 1st Game	
19		Drop off a copy of Team Roster / Pick Up packages at Mayors Cup Headquarters	
20		Check game schedule online 24hrs and then 6 hours before game	
21		Visit tournament headquarters	
22		Sunday attend the Award Presentation if your team is a winner	

AFTER THE TOURNAMENT

A		Have a team meeting to share feedback and thoughts	
B		Send constructive feedback to tournament host	
C		Post pictures and stories on Mayors Cup Facebook or email to Host	
D		Mark your calendar for next year same time 2016 MAYORS CUP	

YOUR HOST
CENTRALCITY BREAKERS FC
7395 128St - Surrey, BC