



Sunnyvale Alliance Soccer Club Medina Fall Classic 2026



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). Teams' 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.

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 primary coach on the team's GotSport 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 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.

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.

Withdrawal from Tournament

Withdrawal Penalty: \$100 after September 13, 2026. After acceptance, or September 14, 2026 (whichever is first) the whole fee is forfeited.

Credentials (Tournament Check In, Match Cards and Rosters)

Check in will be performed ONLINE by Thursday 2pm before the tournament. Instructions will be mailed to accepted teams. **Failure to check in ONLINE by Thursday 2pm will result in a 2 points penalty. Failure to check by the time of the first game will result in an automatic disqualification (without refund of fees) from the tournament.** Rosters are frozen after the online team check in deadline has passed. Credentials are subject to random check during the tournament

- Teams can play on either US Club Soccer or USYS/Cal North/CYSA or AYSO credentials. Teams cannot mix credentials - the entire team (including any guest players) is either US Club Soccer or USYS/Cal North/CYSA or AYSO. See the specific requirements depending on the team's registration.
- All Credentials must be valid for the 2026-2027 year and may be paper or electronic
- Players coming from the same club as the team are not considered guest players
- **A player can only play for one team per age group in the tournament**

Age	Game	Max # of players that can be on Team Roster	Max # of players on Game Roster	Max Guests on Team Roster
U8-U10	7v7	26	14	7
U11-U12	9v9	26	16	7
U13-U19	11v11	26	18	7

US CLUB Registered Soccer Teams - Credential Requirements

You must have the following at pregame team check-in and available throughout the entire tournament:

- US Club Soccer passes for all players and team staff valid through 7/31/2027
 - Only credentialed adults may be in the technical area during a game
- Team's current US Club 2026-27 official roster
- US Club Soccer Player registration form, electronic is acceptable.
- Additional requirements for Guest Players: A guest player is ANY player that is not listed on your Official Team Roster
 - Guest players from within your club do not need additional documents.
 - Guest players from another club require an original, completed and signed US Club Soccer Player Loan #R007 form <http://usclubsoccer.org/members-area/forms-documents/>
 - Note that US Club requires the form to be submitted **PRIOR** to the start of the competition
 - The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

CAL NORTH/CYSA Registered Soccer Teams – Credential Requirements

You must have the following at pregame team check-in and available throughout the entire tournament:

- Cal North/CYSA passes for all players and team officials for the 2025-26 soccer year
 - Only credentialed adults may be in the technical area during a game
- Team's current official 2026-27 Cal North/CYSA Goldenrod roster
- Signed Medical Release form for each player
 - Back of the pass is completed and signed (ink or eSign)
 - **OR** completed and wet ink signed ORIGINAL 1601 player registration form.
- Additional requirements for Guest Players: A guest player is ANY player that is not listed on your Official Team Roster
 - Completed Cal North/CYSA Guest Player Form <http://calnorth.org/app/uploads/2015/07/1611form.pdf>
 - The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

AYSO Registered Soccer teams – Credential Requirements

You must have the following at pregame team check-in and available throughout the entire tournament:

- AYSO Soccer passes for all players and team staff valid through 7/31/2027
 - Only credentialed adults may be in the technical area during a game
- Copy of team's 2026-27 AYSO official roster
- The soccer age of the guest player must be the same soccer age or younger than the age of the bracket the team is playing in.

Player Check In and Game Start/Finish

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. Only the max roster for a match may be checked in, any additional players must be on spectator side or in street clothes in technical area. Match Card roster is printed from the team's Online Check In and are frozen after the check in deadline has passed. **Only Adults with valid credentials will be allowed in the technical area**, maximum of two.

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.

EYEGLASSES - 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. 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.

Game Start

All games will start at the scheduled time. If a team has not taken the field with the minimum required 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.

Preliminary Games - Points Awarded

- 6 points for a win
- 1 point for each goal up to 3 goals
- 1 point for a shut out WIN (zero goals against)
- 3 points for a tie (0-0 is a tie & shutout, 3+1=4 points)
- 10 points for the winning team in the event of a forfeit (recorded as 3-0 win)
- 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

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 (when applicable)
- Most total wins
- Goal differential (goals scored less goals allowed) with a maximum of 4 Goal Differential per game
- Most goals scored (maximum of 4 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.

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.

Standings and Game Results

Standings are available online at <https://tinyurl.com/MedinaClassic26> Standings will not be posted at the fields.

Game Information

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

**Consolation games to determine third and fourth place teams*

Field marshals may alter the length of any games at their discretion.

Field Set Up

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

Half Time

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

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.

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

Home team will choose sides and have second half kick off

Away team will have first half kick off.

Substitutions

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

Tie Breaking Procedures for Games

Semi-final or other games that require a winner, that end in a tie, will go directly to penalty kicks as described by IFAB until a winner is determined, with a minimum round of 5 kicks. Only players that are on the field at the end of the game may participate in the penalty kick shootout.

For Championship games and Consolation games to determine 3rd vs. 4th place, games that end in a tie in regulation time will be extended by two 5-minute overtime periods (with no rest period between them). Both overtime periods will be played to full completion - Golden Goal rule does not apply. If the game is still tied after the overtime periods, both teams will take penalty kicks as described by IFAB until a winner is determined, with a minimum round of 5 kicks. Only the players who are on the field at the end of the last overtime period may participate in the penalty kick shootout.

Ties are an acceptable final outcome for all other games.

Special Rules for Small Sided games (9v9 & 7v7)

Except for the special rules listed below, the FIFA Laws of the Game as modified by US Soccer will apply and by these tournament rules shall apply to small sided games.

The following tournament rules shall apply to ALL Small Sided games:

- Opponents must be at least eight (8) yards away from the location of any direct or indirect kick, including start of play.
- NO HEADING RULE WILL APPLY

In addition, the following rules will apply for U8, U9 and U10 (7v7) divisions only (not U11 or U12):

Build Out Line (7v7)

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

Offside

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line

- Players can be penalized for an offside offense between the build out line and goal line

Free Kicks, including Penalty Kicks will use FIFA Rules.

Final/Consolation PKs

If the Final or 3rd Place Consolation game goes to PKs, the FIFA rules regarding 5 PKs will be modified to limit the number to 3 PKs.

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 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.

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 to 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 a preliminary game cannot be completed due to a serious injury suspending game play, the game shall be determined by penalty kicks.

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.

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 be aware of the Twin Creeks usage [policies](#) and Morgan Hill Outdoor Sports Center [policies](#).

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. EMTs/Trainers will be on site at bigger venues.

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 or Facility 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 prior to tournament start, tournament officials retain the right to keep up to one-third (1/3) of the registration fee to cover expenses. After the tournament starts there are no refunds. There will be no make-up games due to weather.

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 protest will be allowed.

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.

Sunnyvale Alliance Soccer Club (SASC)

Tournament Director

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