

San Marcos High School Frosh Central Coast Invitational

DEAR ATHLETIC DIRECTOR and SOCCER COACH:

May 2025

The team brackets will be distributed two weeks before the tournament begins. Please check the bracket shortly after each game for your advancement and note the time and number of games that you will play each day.

Be prepared to give lineup cards to the referee and opposing coach. The games are being played on the campus of San Marcos High School and Dos Pueblos High School.

Here are the addresses to all the fields:

Fields 1---San Marcos High School--- 4750 Hollister Ave, Santa Barbara, CA 93110

Fields 2---Dos Pueblos High School— 7266 Alameda Ave, Goleta, CA 93117
Map Quest has perfect directions.

Early Entry fees are due August 1st, 2025.

Tournament information and results can be found on www.smhsroyalsoccer.com . We anticipate a successful tournament and look forward to seeing some great games!

Sincerely,
Sergio Villa
Tournament Director

Field 1 at San Marcos High School (Turf)

Field 2 at Dos Pueblos High School (Turf)

TOURNAMENT RULES AND PROCEDURES

WEATHER and FIELD ASSIGNMENTS

All games will be played as scheduled, rain, fog or shine. We reserve the right to change field assignments, if necessary, at the discretion of the Tournament Director. All coaches should check the smroyalsoccer.com webpage for tournament information.

FACILITIES

Restrooms at the Stadium will be open. The Locker Room is NOT available.

HOME TEAMS / UNIFORMS

The team listed first is designated the "home team" and occupies the west side of the field, with visitors on the east side of the field. The Home team should wear DARK and the visitor White. If there is a color conflict in uniforms, the home team should change.

GAMES MUST START ON TIME

Every effort must be made to begin each game on time, because of the very tight schedule. Please warm up at designated practice areas so that games can begin on schedule and remember that halftimes are only 5 minutes long. Game times are RUNNING TIME (no time-outs or extra time).

Referees are instructed to shorten halves by one or two minutes to get back on schedule if the game begins after the scheduled starting time.

NUMBER OF GAMES

Each team will play a minimum of three games. No team will play more than two games in one day.

AWARDS

Tournament medals (25) will be awarded to 1st, 2nd, and 3rd place teams with Trophy going to 1st place team.

LENGTH OF GAMES

35-minute halves (running time), 5-minute half-time, for all games except the Championship Final will have 40-minute halves (running time). The Championship Final will have 2-10 minute “Golden Goal” overtimes if tied after regulation. If still tied, then we will go to PK’s. All games will have a 5-minute half-time, except a 10-minute half-time for the championship game.

There will be a 5-minute grace time for kickoffs; if seven players cannot be fielded, a forfeit will be declared.

DETERMINING GAME WINNERS AND POINTS DURING POOL PLAY

If any game ends in a tie a Penalty Kick Contest will be used at the end of the regulation game. There will be no overtime for any game EXCEPT the Championship Game for both Varsity and JV. They will have 2-10 minute “Golden Goal” overtimes if tied after regulation and if still tied then a Penalty Kick Contest will be used to break the tie.

During pool play, 3 points will be awarded to the winner of a game. If a game ends in a tie the team that wins the Penalty Kick Contest will be awarded 2 points and the loser 1 point. A team that loses during regulation time will not receive any points.

TIE BREAKERS

1. Head-to-Head
2. Goal Differential
3. Goals Against
4. Goals For
5. Most Shutouts
6. Coin Flip

PENALTY KICK CONTESTS

All PK's will be taken on the field immediately after the final whistle---no game will end in a tie. Any eligible players on the roster may kick (except those ejected in that game). A coin will be tossed to determine which team kicks first (the winner's choice). Each team takes five kicks (each by a different player), alternately. If both teams have made an equal number after their first five kicks, "sudden death", penalty kicks will be taken. A DIFFERENT five players from each team alternately kick, one at a time. When one scores and his counterpart misses, the game is over. None of the original ten players may kick a second time until all ten have had a chance. If still tied after taking the second series of kicks, the "sudden death" process will be repeated as often as necessary (the original ten may kick again).

RED AND YELLOW CARDS

Any player receiving a Straight Red Card may not play in the next game. A yellow carded player must leave immediately and may reenter the game the next substitution opportunity. Players

ejected for committing two cautionable offenses (two yellow cards), can play in the next game. This is per the CIF-SS Blue Book (2709.2,).

TOURNAMENT INFORMATION

All tournament information can be found on the web page at:

www.sbroyalsoccer.org

GAME TIME IS RUNNING TIME – NO PROTESTS WILL BE ALLOWED