

# 2025 NCCSF Cup Soccer Tournament

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Last Updated: 4/18/2025 11:15 pm

## Game Dates

May 17, 18 (Fremont)

May 11, May 24, 25 (Newark)



## Draw Date

Apr 25th after stock market close.

## Roster Lock Date

May 2nd 23:59:59

## Locations

**Central Park Soccer Complex** (Synthetic)

1110 Stevenson Blvd, Fremont, CA 94538

**Newark Sportsfield Park** (Synthetic)

6800 Mowry Avenue, Fremont, CA 94560

## Cost

- \$100 per game, plus \$55 per game referee fee.
- Registration fee is **\$400, plus \$500 deposit**. Teams playing 5 games need to pay an additional **\$100**, deducted from the deposit.
  - Most teams will play 4 games. See Match Format below.
  - The 2 teams that play the pre-qualify game will play a total of 5 games.
  - Payment must be made electronically to NCCSF via Zelle account NCCSForg@gmail.com (Northern California Chinese Soccer Federation). Please remember to include in the notes area "NCCSF Cup Registration Fee - ", plus your team name.
- Non-NCCSF member teams will pay an extra **\$100** for non-member registration.
- Referee fee is \$110 per game, shared by two teams.
  - Each team must pay a total of **\$220 referee fee** (for 4 games ) directly to the referee by Friday, **May 2nd, 2024**.
  - Payment must be made electronically to Zelle account 4088296914 (Andres Garcia). Please remember to include in the notes area "NCCSF Cup Referee Fee - ", plus division and your team name.

- The teams that will play 5 games will have the \$55 referee fee for the 5th game deducted from the deposit.
- Any team forfeiting a game will be responsible for both teams' referee fee (for a total of \$110). The referee fee will be deducted from the deposit.

## Team Registration

- The tournament is open to all NCCSF member teams and non-NCCSF member Chinese teams.
- All team and player registration will be done online using [nccsf.org](http://nccsf.org).
- The \$500 tournament deposit must be submitted online **by Friday, March 28, 2025**. The payment represents the team's commitment to participate in this tournament.
- Each team must submit the full payment (including \$400 registration fee, and \$100 non-member registration fee for non-NCCSF members) **no later than May 2nd, 2024**.
- All payments must be sent electronically to NCCSF's Zelle account [NCCSForg@gmail.com](mailto:NCCSForg@gmail.com).
- Payment of registration fee and deposit does not guarantee acceptance into the tournament.
  - When there are too many teams than the schedule can accommodate, the teams that paid later will be placed on a waiting list based on the order that the payment is received.
  - Any team on the waiting list may request to withdraw from the waiting list and have the full payment (registration fee and deposit) refunded.

## Division & Age Requirement

### Open Division

- All players must be 18 years old (born on May 10, 2007 or earlier).

### Recreational Division

- All players must be 18 years old (born on May 10, 2007 or earlier).

### 40+ Division

- All players must be 40 years old (born on December 31, 1985 or earlier).

### 50+ Division

- All players must be 50 years old (born on December 31, 1975 or earlier).

## Player Classification

### Community (Local) Player

- A Chinese descendent with one of his/her biological parents being an ethnic Chinese; and
- Never played soccer as a profession, or an ex-professional player who received a regular income from playing in a professional soccer league has already retired from playing professional soccer for more than three (3) years.

- Currently lives in Northern California (which includes the state's 48 counties north of the southern borders of Monterey, Kings, Tulare and Inyo counties). **Valid proof of residence can be either:**
  - **Valid California Driver's License with a Northern California address**
  - **Valid California *Temporary* Driver's License/Permit with a Northern California address, *AND another Photo ID***
  - **Valid California Identification Card with a Northern California address**
  - **Valid California *Temporary* Identification Card with a Northern California address, *AND another Photo ID***
  - **Valid Northern California Student ID**

#### Travel Player

- A Chinese descendent with one of his/her biological parents being an ethnic Chinese; and
- Never played soccer as a profession, or an ex-professional player who received a regular income from playing in a professional soccer league has already retired from professional soccer for more than three (3) years.
- Currently does not live in Northern California (which includes the state's 48 counties north of the southern borders of Monterey, Kings, Tulare and Inyo counties).

#### Guest Player

- Does not meet the requirement as a Community Player or a Travel Player; and
- Never played soccer as a profession.
- A player receiving a salary from playing soccer is considered a professional player.
- Currently lives in Northern California (which includes the state's 48 counties north of the southern borders of Monterey, Kings, Tulare and Inyo counties). **Valid proof of residence can be either:**
  - **Valid California Driver's License with a Northern California address**
  - **Valid California *Temporary* Driver's License/Permit with a Northern California address, *AND another Photo ID***
  - **Valid California Identification Card with a Northern California address**
  - **Valid California *Temporary* Identification Card with a Northern California address, *AND another Photo ID***
  - **Valid Northern California Student ID**

## Player Registration

- Each player is required to register with NCCSF and sign a waiver of liability online at [NCCSF.ORG](http://NCCSF.ORG).

## Team Roster

- A maximum of **35** players can be added to each team's roster. Up to **35** players are allowed to check in and play in games.

- In addition to the Community Players, a maximum of **one (1)** Guest Player and **one (1)** Travel Player are allowed on each team's roster.
- Both the Guest Player and Travel Player can be on the field at the same time.
- Each team's tournament roster must be confirmed **by Friday, May 2, 2024 23:59 PM**. After the roster confirmation date, changes cannot be made.
- Each player can be registered with only one team within the same division. However, a player who meets all requirements can be registered in multiple divisions.
- Players who are not on a team roster are not allowed to play.

## Seeding

- In the 5-team 50+ Division, the teams will be ranked based on last year's tournament results for the purpose of tournament draw. New teams will be placed at the end based on the order of paying the deposit.
- In the 17-team Open Division, the top 16 teams based on last year's tournament results will be used as seed teams. These 16 teams will be divided into 3 groups, for the purpose of tournament draw. The top 4 teams (1-4) being Group 1, the next 4 teams (5-8) being Group 2, and the bottom 8 teams (9-16) being Group 3. Each group will go through a drawing process to determine the position within the group.
- The 1 remaining open team (outside of the top 16), will play one qualification game on May 11 against the bottom team of the top 16. The winning team will advance to compete in the top 16 bracket as seeds 9-16. The losing teams will play for the Spirit Cup in the recreational group.

## Tournament Draw

- An online [Random Sequence Generator](http://www.random.org) from [www.random.org](http://www.random.org) will be used to generate a random sequence based on a persistent identifier (a.k.a. seed value).
- The seed value for each division will be based on the closing price of major US stock indexes (including the thousand separator and decimal point) **on Friday, Apr 25th, 2025**. For example, "12,345.67".
  - The 4/25/2024 closing price for **S&P 500 Index** will be used as seed value for the Open Division Group 1 (1-4). (go into A1,B1,C1,D1 positions).
 

**Seed teams: 1. SV Tiger, 2. OverPower, 3. South Bay FC, 4. EBU Rangers**
  - The 4/25/2024 closing price for **Dow Jones Industrial Average** will be used as seed value for the Open Division Group 2 (5-8). (go into A2,B2,C2,D2 positions)
 

**Seed teams: 1. Calblue, 2. GSF Community, 3. HeHe FC, 4. THU West**
  - The 4/25/2024 closing price for **Nasdaq Composite Index** will be used as seed value for the Open Division Group 3 (9-16).
 

**Seed teams: 1. Tengfei, 2. Hunters, 3. OX9 FC, 4. Davis Origin**  
**5. SF United x USTC, 6. Neighborhood, 7. BayCloud,**  
**8. the winner of qualification match (JTU vs Davis Origin 20)**

- The 4/25/2024 closing price for **Russell 2000 Index** will be used as seed value for the 40+ Division. ( The teams in the 40+ division will initially be positioned based on the order of team registration, going into M1, M2, M3, M4 positions).
  - teams: 1. PP United, 2. OX9 SR, 3. EBU Rangers 40, 4. Telenav Tigers Sr**
- The 4/25/2024 closing price for **S&P 500 Index** will be used as seed value for the 50+ Division. (go into S1, S2, S3, S4, S5 positions)
  - teams: 1. Calblue DB, 2. Tigers Sr 50 A, 3. Tigers Sr 50 B, 4. CACC, 5. EBU EAGLES SR**
- The 4/25/2024 closing price for **Dow Jones Industrial Average** will be used as seed value for the recreational Division. **The loser of the qualification match (JTU vs Davis Origin 20) will take E5 position.** The other teams in the recreational division will initially be positioned based on the order of team registration, going into E1, E2, E3, E4 positions).
  - teams: 1. Flying Horse, 2. CCAA, 3. PP Reunion, 4. GPU**
- The teams in open division and 50+ division will initially be positioned based on last year's tournament ranking. They will be drawn based on the sequence generated from the Random Sequence Generator.
- For example, the tournament ranking for teams in the 50+ Division is Team A, B, C, D, E, and the random sequence generated is 2, 1, 4, 3, 5. Then Team A will be S2, Team B will be S1, Team C will be S4, Team D will be S3, and Team E will be S5. Updated 2026/05/05 by Ying. Added a new **Tournament Draw Rule** section below with detailed steps to avoid confusion.
- Game schedule will be published prior to the drawing.

## Tournament Draw Rule

Added 2026/05/05 by Ying

### Step 1 — Define Positions and Team Order

- There are four draw positions: **A, B, C, D**
- Teams are pre-ranked in a fixed order:  
**Team 1, Team 2, Team 3, Team 4**

### Step 2 — Generate a Random Sequence

- A random sequence of numbers **1–4** is generated using an algorithm
- This sequence determines how teams are assigned to positions

**Example random sequence:**

2, 3, 4, 1

### Step 3 — Assign Random Numbers to Positions

Match each position with the sequence in order:

Position	Random Number
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A	2
---	---

B	3
---	---

C	4
---	---

D	1
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### Step 4 — Map Teams to Positions

- Teams are assigned **based on their fixed order (1 → 4)**
- Each team goes to the position where its number appears

So:

- **Team 1 → number 1 → Position D**
  - **Team 2 → number 2 → Position A**
  - **Team 3 → number 3 → Position B**
  - **Team 4 → number 4 → Position C**
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### Final Draw Result

Position	Random Number	Assigned Team
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A	2	Team 2
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B	3	Team 3
---	---	--------

C	4	Team 4
---	---	--------

D

1

Team 1

**For example, 2026 NCCSF Cup Open Division draw result:**

<b>Open</b>			
<b>ID</b>	<b>S&amp;P 500</b>		<b>7,230.12</b>
A1	1	Calblue	
B1	4	OverPower	
C1	2	SV Tiger	
D1	3	THU West	
<b>ID</b>	<b>Dow Jor</b>		<b>49,499.27</b>
A2	2	HeHe FC	
B2	4	EBU Rangers	
C2	1	Southbay FC	
D2	3	GSF Community	
<b>ID</b>	<b>Nasdaq</b>		<b>25,114.44</b>
A3	2	Davis Origin	
B3	3	Neighborhood	
C3	8	AC/GSFL	
D3	6	JTU	

## Match Format

### Four (4) Teams in 40+ Division

- The 4 teams will play in a round robin format then final.
- Each team will play 3 group games.
- If a game ends with a draw at the end of regulation (90 minutes), a penalty kick shootout will be used to determine a winner
- After round robin, the top 2 teams will play one final game for champion, the bottom 2 teams will play for 3rd place.

### Five (5) Teams in 50+ Division and Recreational Division

- The 5 teams will play in a round robin format.
- Each team will play 4 group games.
- If a game ends with a draw at the end of regulation (90 minutes), a penalty kick shootout will be used to determine a winner.
- Games will be played on May 11, 17, 18 and 24, 25. Each team will get a bye day out of the 5 game days.

### Sixteen (16) Teams in Open Division

- Most teams will play 4 games.
- Day 2 (May 17): The 16 open teams will play the first-round game per seeding and random draw. The 8 winners will go to the top bracket, playing for the Championship Cup (1-4) and Winners Cup (5-8). The 8 losing teams will move on to the bottom bracket, playing for the Bay Area Cup (9-12) and Silicon Valley Cup (13-16).
- Day 3 (May 18): In the second-round games, Day 2 winners will play against another winner. Each losing team will play against another losing team.
- After two days and two games, the 16 teams will be divided into 4 groups based on the results. Each group will have 4 teams, and play for a different cup. They will play the semi-final and final games within the group.
  - Win+Win teams will play in Championship Cup (1-4)
  - Win+Lose teams will play in Winners Cup (5-8)
  - Lose+Win teams will play in Bay Area Cup (9-12)
  - Lose+Lose teams will play in Silicon Valley Cup (13-16)
- Day 4 (May 24): Semi-finals within each group
- Day 5 (May 25): Final and 3rd Place games within each group

## Tie-breakers

- Tie-breaker rules do not apply to the top 16 teams in the Open Division because every game is an elimination game.
- The teams within each group are ranked according to points.
- 3 points for a win at the end of regulation (90 minutes). 0 point for a loss.
- If a group game ends with a draw at the end of regulation (90 minutes), a penalty kick shootout will be used to determine a winner. The winner of the PK shootout will get 2 points, and the loser will get 1 point.

- If two or more teams have equal number of points at the completion of all group matches, the following criteria are applied in the order given to determine the rankings:

If some teams in question did not play against each other, start with criterion 5.

1. Higher number of points obtained in matches played among the teams in question
2. Superior goal difference from matches played among the teams in question
3. Higher number of goals scored in matches played among the teams in question
4. If, after having applied criteria 1 to 3, teams still have an equal ranking, criteria 1 to 3 are reapplied exclusively to the matches among the remaining teams in question to determine their final rankings. If this procedure does not lead to a decision, proceed to the next criterion.
5. Superior goal difference in all group matches
6. Higher number of goals scored in all group matches
7. Fewer number of red cards in head to head matches
8. Fewer number of yellow cards in head to head matches
9. Fewer number of red cards in all group matches
10. Fewer number of yellow cards in all group matches
11. Coin toss

## Awards

- Every team will get a trophy as an award.
- In addition, 35 medals will be awarded to the 1<sup>st</sup> and 2<sup>nd</sup> Place teams of the Open, Mid-Age, Senior-Age division. There are also medals for the 3<sup>rd</sup> Place team in open division.

## Game Schedule

	<b>Sunday, May 11th</b>	<b>NSP</b>	<b>Nordvik Park</b>	
50+组 第1轮	16:00 - 18:00	S1 : S2		S5 轮空
Open 预赛	18:00 - 20:00	O16 : O17		
50+组 第1轮	20:00 - 22:00	S3 : S4		
娱乐组 勇者杯第1轮	17:00 - 19:00		E1 : E2	E5 轮空
娱乐组 勇者杯第1轮	19:00 - 21:00		E3 : E4	
	<b>Saturday, May 17th</b>	<b>FCP Lake</b>	<b>FCP Street</b>	
50+组 第2轮	08:15 - 09:50	S5 : S1	S2 : S3	S4 轮空

40+组 第1轮	10:00 - 11:35	M1 : M2	M3 : M4	
Open 排位赛第1轮	11:45 - 13:20	1A1 : 1A4 (2A1/2B1)	1A2 : 1A3 (2A2/2B2)	
Open 排位赛第1轮	13:30 - 15:05	1B1 : 1B4 (2A3/2B3)	1B2 : 1B3 (2A4/2B4)	
娱乐组 勇者杯第2轮	15:15 - 16:50	E5 : E1	E2 : E3	E4 轮空
Open 排位赛第1轮	17:00 - 18:35	1C1 : 1C4 (2A5/2B5)	1C2 : 1C3 (2A6/2B6)	
Open 排位赛第1轮	18:45 - 20:20	1D1 : 1D4 (2A7/2B7)	1D2 : 1D3 (2A8/2B8)	
	<b>Sunday, May 18th</b>	<b>FCP Lake</b>	<b>FCP Street</b>	
50+组 第3轮	08:15 - 09:50	S4 : S5	S1 : S3	S2 轮空
40+组 第2轮	10:00 - 11:35	M2 : M3	M4 : M1	
Open 排位赛第2轮	11:45 - 13:20	2A1 : 2A2 (3A1/3B1)	2B1 : 2B2 (3C1/3D1)	
Open 排位赛第2轮	13:30 - 15:05	2A3 : 2A4 (3A2/3B2)	2B3 : 2B4 (3C2/3D2)	
娱乐组 勇者杯第3轮	15:15 - 16:50	E4 : E5	E1 : E3	E2 轮空
Open 排位赛第2轮	17:00 - 18:35	2A5 : 2A6 (3A3/3B3)	2B5 : 2B6 (3C3/3D3)	
Open 排位赛第2轮	18:45 - 20:20	2A7 : 2A8 (3A4/3B4)	2B7 : 2B8 (3C4/3D4)	
	<b>Saturday, May 24th</b>	<b>NSP Left</b>	<b>NSP Right</b>	
50+组 第4轮	08:15 - 09:50	S2 : S4	S3 : S5	S1 轮空
40+组 第3轮	10:00 - 11:35	M1 : M3	M2 : M4	
Open 硅谷杯半决赛	11:45 - 13:20	3D1 : 3D2 (4D1/4D3)	3D3 : 3D4 (4D2/4D4)	
Open 湾区杯半决赛	13:30 - 15:05	3C1 : 3C2 (4C1/4C3)	3C3 : 3C4 (4C2/4C4)	
娱乐组 勇者杯第4轮	15:15 - 16:50	E2 : E4	E3 : E5	E1 轮空
Open 冠军杯半决赛	17:00 - 18:35	3A1 : 3A2 (4A1/4A3)	3A3 : 3A4 (4A2/4A4)	
Open 优胜杯半决赛	18:45 - 20:20	3B1 : 3B2 (4B1/4B3)	3B3 : 3B4 (4B2/4B4)	
	<b>Sunday, May 25th</b>	<b>NSP Left</b>	<b>NSP Right</b>	
50+组 第5轮	08:15 - 09:50	S4 : S1	S5 : S2	S3 轮空
40+组 冠军赛、季军赛	10:00 - 11:35	3M : 4M	1M : 2M	
硅谷杯冠军赛、季军赛	11:45 - 13:20	4D3 : 4D4	4D1 : 4D2	
湾区杯冠军赛、季军赛	13:30 - 15:05	4C3 : 4C4	4C1 : 4C2	
娱乐组 勇者杯第5轮	15:15 - 16:50	E4 : E1	E5 : E2	E3 轮空

冠军杯冠军赛、季军赛	17:00 - 18:35	4A3 : 4A4	4A1 : 4A2	
优胜杯冠军赛、季军赛	18:45 - 20:20	4B3 : 4B4	4B1 : 4B2	

## Length of Game

- All games are **45**-minute halves (for a total of 90 minutes), with a **5** minute halftime break.
- There is no stoppage time. Injured players must be carried off the field to receive medical attention.
- If a water break is needed, deduct from the regulation time
- In the event of a serious injury, the injured player(s) may be required to stay on the field until the paramedic arrives to avoid further injury. Playing time will be reduced accordingly.
- There is no overtime. If a group game or playoff game ends in a draw, a penalty kick shootout will be used to determine the winner.

## Referees

- One referee will be used for all games, including playoff games.
- All referees are licensed in the U.S., unless otherwise stated.

## Rules

- Latest FIFA rules are used unless otherwise stated.
- Sliding tackles are NOT allowed in any division, **except the Championship Cup (Open 1-4) semi-final and final games.**
  - Generally, players are not allowed to use sliding tackle to scramble for the ball when competing. We are trying to minimize the risk of major injuries.
  - In the case of a sliding tackle foul (consider the same as "Trips Or Attempts To Trip" foul), direct free kick should be awarded if the foul is outside the penalty area, and penalty kick should be awarded if the foul is inside the penalty area.
  - *Exceptions:*
    - Goalkeepers are only allowed to use sliding tackle inside the penalty area, but not outside the penalty area.
    - If there are no opponent players around, the player is allowed to use sliding to intercept, clear or shoot the solely running soccer ball, without posing risks to any other players.

## Equipment

- All players on the same team must wear the same color jersey.

- In the event of a uniform color conflict, the away team must change to a different color.
- Shin guards must be worn by all players on the field. The shin guards must be worn under the socks.
- Any cleats that are used must be rubber. No metal spikes.
- Eyeglasses, sunglasses, earrings, studs, finger rings and other jewelries are not allowed. If corrective lenses are required, only sports goggles and contact lenses are allowed.

## Player Check-In

- **Only Valid CA Driver License, Identification Card, Student ID with photo, or CA temporary Driver License/Driver permit/CA Temporary ID Card WITH another photo ID**, will be accepted to check in. Photo-copied or expired Driver License, Identification Card or Student ID will NOT be accepted.
- Players are required to check in at the Referee Tent **30 minutes prior** to their first game for player verification. Community Players and Guest Players must show a valid ID with a Northern California address, or a Student ID from a Northern California school. Travel Player's valid Driver License or Identification Card does not need to have a Northern California address.
- A colored Tyvek wristband will be assigned to each player. Each wristband is uniquely numbered; and the number will be documented on the team roster. Only up to **35** wristbands will be issued to each team per game.
- The wristband will be used for **one** game only. A different color wristband will be used for the next game. Players must check in for each game to receive a new wristband.
- The Referee Tent will close 5 minutes before game time. Players who arrive late will have to wait until **half time** to check in and receive a wristband.
- Players without a wristband will not be allowed to play.

## Volunteer

- Each team is required to designate 2 volunteers to validate player identification and assign wristbands for the opponent team.
- The 2 volunteers must report to the Referee Tent 30 minutes before game time.
- Failure to provide 2 volunteers 30 minutes before game time to handle the player check-in process will be fined **\$50** per missing volunteer.
- Failure to properly assign wristbands or record the wristband IDs during the check-in process will be fined **\$50** per incident.

## Minimum Player Count

- Each team must have a minimum of 7 players checked in by game time.
- The team with less than 7 players by game time will be considered forfeiture.

- A team with fewer than seven (7) players at any time during the game due to injury, ejection or any other reasons will be considered forfeiture.

## Substitution

- A total of up to **35** players can be played in each game.
- Players substituted out are allowed to be substituted back in the game.
- Unlimited substitutions are allowed in each game.
- The referee must be informed before any substitution is allowed.
- The substitute is allowed to enter the field only after receiving the signal from the referee and after the player being replaced leaves the field.
- The substitute must enter the field at the halfway line.
- Players without a wristband will not be allowed to play. Violation will result in forfeiture of the game.

## Violation of Player Requirements

- Violations include, but not limited to, false identification, false proof of residence, players who don't meet the age requirement, playing without a wristband, switching to a different wristband number in the same game (unless requested by the referee), playing too many travel players or guest players within a game.
- Violations must be reported before the end of a game. When a violation is reported, and verified by the tournament organizer, the violating team will result in forfeiture, along with a **\$100** fine. If the score at the time of the forfeit is higher than 3:0 with the opposing team leading, the score remains. Otherwise, the opposing team will be awarded the win with a 3:0 score. Yellow cards, red cards and any fines (for both teams) remain on the record.

## Dangerous Plays & Penalties

- Sliding tackles are not allowed in any divisions, **except the Championship Cup (Open 1-4) semi-final and final games.**
- Two yellow cards in the same game are considered a red card. The player will be ejected from the game and suspended for one game; and the team is fined **\$100**.
- Any player receiving a red card will be ejected and suspended for one game, and the team is fined **\$100**. Additional suspension and/or fines will be assessed on more severe violations.
- Yellow cards are cumulative. Any player receiving two yellow cards from two different games will be suspended for one game. However, there will be no fine for cumulative yellow cards from two different games.
- A team with fewer than the minimum of 7 players as a result of ejections will automatically forfeit the game.
- Suspending may carry to the future NCCSF games.

## Violence

- Additional suspension and/or fines will be assessed on more serious violations, such as intentionally injuring or verbally abusing an opposing player, a referee, or a tournament staff. Additional suspension will carry to other NCCSF soccer events.
- Any player (including bench players), coach or manager involved in fights will be disqualified from the tournament. Additional suspension and fines will be assessed. Disqualified person(s) must be sent off the soccer field premise immediately.
- If multiple players (including bench players), coach or manager in a team are involved in fights, The team will be disqualified from the tournament. Additional suspension and fines will be assessed.

## Forfeiture, Disqualification & Withdrawal

- All forfeitures before the game started will result in a 3:0 score being awarded to the opponent.
- When a team withdraws from a game involuntarily due to insufficient players (i.e., less than 7 players on the field) after the game has started, it is considered a forfeit. If the score at the time of the forfeit is higher than 3:0 with the opposing team leading, the score remains. Otherwise, the opposing team will be awarded the win with a 3:0 score. Yellow cards, red cards, and any fines for the game (for both teams) remain on the record.
- Intentional violation of player requirements (i.e., age and player classification), or during player check-in or substitution, will result in the team being disqualified. If the score at the time of the forfeit is higher than 3:0 with the opposing team leading, the score remains. Otherwise, the opposing team will be awarded the win with a 3:0 score. Yellow cards, red cards, and any fines for the game (for both teams) remain on the record.
- When a team withdraws from a game **voluntarily** after the game has started, it is considered a withdrawal from the tournament. Yellow cards, red cards and any fines for the game (for both teams) remain on the record.
- When a team is withdrawn from the tournament during a group game, the game result relating to the withdrawn team will not be counted for the team rank of the group
- The team that forfeited or disqualified the game will be fined \$200. \$150 of the fine will be awarded to the opposing team.
- When a team is withdrawn or disqualified from the tournament, the team deposit will not be returned. If awards (trophy and medals) have been presented, they must be returned.

## Arbitration

- Should there be any dispute or disagreement during any of the games, the resolution should be decided by the tournament's Dispute Resolution Committee.

- The Dispute Resolution Committee members with their teams playing in the same division should be excluded from the decision-making process.
- For any situation that cannot be resolved by the tournament's Dispute Resolution Committee, the final decision will be made by NCCSF.org, as stated in the tournament rules.

## Field Use Policies

- Glass bottles or containers are prohibited.
- Smoking and tobacco products are prohibited.
- Gambling is prohibited.
- Use of candles and other open-flame devices are prohibited.
- Any cleats that are used must be rubber. No metal spikes.
- Bikes, roller blades, skateboards, strollers, motorized vehicles or high-heeled shoes are prohibited.
- Stacked chairs, umbrellas, tents, flags and other outdoor furniture are not allowed on the field.
- No driving in of stakes.
- Dogs or pets of any kind are prohibited on synthetic turf.

## Removal of Trash

- Each team **MUST** remove their own trash before leaving the field. Failure to do so will be fined \$50 per game.
- If trash is left from either or both teams playing the prior game, it is your responsibility to tell them to clean up. If you allow them to leave the field without cleaning up, the trash is considered yours.