



EVENT OVERVIEW:

The Surf Nation Champions League brings together all teams at the U14 age group to compete in a tournament, plus showcase their talent to be identified for the Surf Select Blue & White National Teams.

REGISTRATION:

This event is open to all Teams at the U14 age group within Surf Nation, players must be registered with an existing governing body.

CHECK IN:

All teams will check in online – once accepted to the event details will be presented on how to check in for the event. All teams must bring a copy of their current league/tournament roster which will show which governing you are sanctioned with plus passcards and medical release forms to each game incase requested by the tournament officials.

ROSTERS:

U14 age group can roster up to 22 players but only 18 players may be in uniform and participate in each game.

GAME RULES:

Referees will perform safety checks prior at the start of each game.

Ball Size: 5

Game Length: 2x35 Minutes

Half Time: 5 Minutes

SUBSTITUTIONS:

Teams may substitute only with the referee's permission at any stoppage of play. Substitutions shall be unlimited throughout the game.



PLAYER EQUIPMENT:

It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. Referee's will perform safety checks prior to the start of each game.

CAUTIONS AND EJECTIONS:

A player receiving two yellow cards in a single game will be given a red card. A player who has been sent off, will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.

Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the tournament Director.

A Coach dismissal will result in being ineligible to coach for the remainder of the event.

TOURNAMENT COMPETITION REFEREE DECISIONS:

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play.

DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss

Tie Breakers: In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head-to-head competition
2. Best goal differential in overall competition
3. Most goals for
4. Least goals against
5. Most total wins
6. Most shutouts
7. PK Shoot out



UNIFORM EXPECTATIONS:

All players must be wearing a consistent uniform throughout the duration of the event.

Team/Players dressed for the Match.

HOME TEAM: First Team listed on schedule – must wear light colored uniform.

AWAY TEAM: Second Team listed on schedule – must wear dark colored uniform.

Should there be a uniform clash the away team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee.

SPECTATORS:

All spectators are to be on the opposite side of the field from the Team Benches. No spectators are allowed on the team side of the field.

PROTESTS:

No protest or appeal process exists for disputes on or off the field.

DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the tournament director or by his designee and the decision will be final.

REFUND POLICY:

If a Team pulls/drops out after the acceptances are released there will be no refund issued.



TOURNAMENT SEEDING:

Depending on registration, teams will be placed into one of the following brackets by the Surf Nation tournament committee.

- Platinum
- Gold
- Silver
- Bronze
- Blue
- White

Once brackets are released, and Coaches/Team Managers will have 24 hours to provide any feedback. The tournament committee will have the final say on all seeding and brackets.

TOURNAMENT PLAY:

Tournament Play All age groups and divisions are guaranteed three (3) games as pool play games. Following pool play each team will be play a fourth (4) game based on standing. All teams will play Saturday, Sunday and Monday regardless of results.

Four Team Divisions: Each Team will be play 3 games, after group play teams seeded 1 and 2 will play a final with teams seeded 3 and 4 playing a consolation game.

Five Team Divisions: Each Team will play in a league format. 4 games with the Team top of the bracket at the end of being awarded the winner.

Six Team Divisions: Each Team will be play three crossover games, for example A1 will play B1/B2/B3. Conclusion of bracket play teams will be ranked 1 through 6 based on results and move into following:

- 1v2 = Final
- 3v4 = 3rd place game
- 5v6 = Consolation



Eight Team Divisions: Each team will play three games within their bracket, for example A1 will play A2/A3/A4. Conclusion of bracket play and based on standings will result in the following:

A1 vs B1 = Final

A2 vs B2 = 3rd place game

A3 vs B3 = Consolation

A4 vs B4 = Consolation

For the Final, 3rd place and consolation game – if the game is tied at the end of regulation there will be no overtime and will go straight into a penalty to shootout to decide the outcome of the game.

WINNERS/RUNNERS UP

Following the Final (Only the teams that make the final) there will be awards for the Winners and Runners up – please head over to the presentation area following the conclusion of the game.

APPEALS/FAIR PLAY

Any matter not covered by the rules of the event will be decided by the tournament director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded. We will not review any video to support any protest, objection, complaint or matter of judgement.