



EVENT OVERVIEW

The Surf Nation Champions League brings together Surf Nation teams at the U14 age group to compete in a tournament, while also showcasing their talent to be identified for the Surf Select 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 complete check-in. All teams must bring a copy of their current league or tournament roster showing which governing body they are sanctioned with, along with passcards and medical release forms to each game in case requested by tournament officials.

ROSTERS

The U14 age group may roster up to 22 players; however, only 18 players may be in uniform and participate in each game.

GAME RULES

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

- Ball Size: 5
- Game Length: Two (2) 35-minute halves
- 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 referee's discretion to determine the safety and suitability of player equipment, including the wearing of a hard brace or cast. Referees 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 issued 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 upon realizing it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided play has not restarted.

DETERMINING WINNERS

Teams will be awarded points as follows:

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

Tiebreakers:

If teams are tied in points at the end of bracket play, advancement will be determined by:

1. Head-to-head competition
2. Best goal differential
3. Most goals scored
4. Least goals against



5. Most total wins
6. Most shutouts
7. Penalty kick shootout

UNIFORM EXPECTATIONS

All players must wear a consistent uniform throughout the event. Teams and players must be properly dressed for each match.

- **Home Team:** First team listed on the schedule; must wear light-colored uniforms
- **Away Team:** Second team listed; must wear dark-colored uniforms

If there is a uniform clash, the away team must switch to alternate jerseys as declared by the referee.

SPECTATORS

All spectators must remain on the opposite side of the field from the team benches. No spectators are allowed on the team side of the field.

PROTESTS

There is no protest or appeal process for disputes on or off the field.

DISPUTES

Game conduct falls under the jurisdiction of the referee, and the tournament will not overrule a referee's decision. All disputes off the field will be settled by the tournament director or designee, and those decisions are final.

REFUND POLICY

If a team withdraws after acceptances are released, no refund will be issued.

TOURNAMENT SEEDING



Depending on registration numbers, 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, coaches and team managers will have 24 hours to provide feedback. The tournament committee will have the final say on all seeding and brackets.

TOURNAMENT PLAY

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

Four-Team Divisions:

Each team will play three games. After group play, teams seeded 1 and 2 will play in the final, while teams seeded 3 and 4 will play a consolation game.

Five-Team Divisions:

Teams will play a league format with four games. The team at the top of the standings will be awarded the winner.

Six-Team Divisions:

Each team will play three crossover games (e.g., A1 vs. B1/B2/B3). After bracket play, teams will be ranked 1 through 6 and play as follows:

- 1 vs. 2: Final
- 3 vs. 4: 3rd place game
- 5 vs. 6: Consolation game

Eight-Team Divisions:

Each team will play three games within their bracket (e.g., A1 vs. A2/A3/A4). Final placement games will be:



- A1 vs. B1: Final
- A2 vs. B2: 3rd place game
- A3 vs. B3: Consolation
- A4 vs. B4: Consolation

For finals, third-place, and consolation games, ties at the end of regulation will proceed directly to a penalty kick shootout. No overtime will be played.

WINNERS / RUNNERS-UP

Following the final, awards will be presented to the winners and runners-up. Only teams competing in the final are eligible. Teams should report to the presentation area immediately after the game.

APPEALS / FAIR PLAY

Any matter not covered by these rules will be decided by the tournament director or designated official. All referee decisions are final. Red cards and ejections will not be rescinded, and no video will be reviewed to support protests, objections, complaints, or judgment calls.