

RULES AND PROCEDURES

This tournament will be played in accordance with CYSA and FIFA rules unless modified by the following.

14th Annual Bob Fowler Memorial Tournament, Sept. 25-26, 2010

CREDENTIAL CHECK: All players must be properly registered on USYSA affiliated teams for the 2010-2011 season. All teams must have credentials verified at the **mandatory Tournament Check-in** on Friday, Sept. 24. Player passes will be checked prior to each game by the referee. Any player found to be not properly registered will be disqualified. The tournament allows up to 7 guest players per team. Guest players must be processed and in compliance with CYSA rules. Players can only participate on one team in the tournament.

GAME START: All games will start at the scheduled time. Teams and referees must report to the field marshal 15 minutes before the scheduled start time. If a team cannot field 7 eligible players at the scheduled start time, the game will be declared a forfeit. Teams and spectators will set up on opposite sides of the field as designated by the field marshals.

GAME LENGTH: All preliminary-round games will be 30-minute halves. There will be no extra time in the event of a tie in any preliminary-round game. Championship games will be 35-minute halves. If a tie exists at the end of regulation play in a championship game, after a 5-minute rest period, 2 10-minute overtime periods will be played with no rest period between halves. Championship games still tied after overtime will be decided by penalty kicks. Only the 11 (or fewer) players on the field at the end of the game may participate in penalty kicks.

GAME SCHEDULE & RESULTS: The Diablo FC website, www.diablofc.org, in its Tournament section for the Bob Fowler Memorial Tournament is the official and final reference for all schedules, scores, rules, policies and procedures. Any conflict between this program, other published information and the website will default to the website. The Tournament Committee maintains the right to independently make new rules or regulations on the website at anytime.

SCORING: Teams earn points for each game as follows: **3 points for a win, 1 point for a tie and zero points for a loss.** In the event of a forfeit, the winning team will receive 3 points. If both teams forfeit, there will be no points awarded. **Each red card will result in 1 point being deducted from a team's total.**

FLIGHT FORMAT FOR 4 TEAMS: Teams will play each team in the flight in a round-robin schedule. The 2 teams with the highest point totals will advance to the championship final.

FLIGHT FORMAT FOR 5 TEAMS: Each team will play 4 games in round-robin format. 1st and 2nd place will be determined on total points.

FLIGHT FORMAT FOR 8 TEAMS: Teams will be divided into 2 flights of 4 teams each. The team with the highest point total in each flight will advance to the championship final.

TIE-BREAKING PROCEDURES:

1. Head-to-head competition
2. Difference between goals for and goals allowed to a maximum of 4 per game
3. Goals allowed to a maximum of 4 per game
4. Goals scored to a maximum of 4 per game
5. Team with fewest deductions for red cards
6. Penalty kicks

If a **3-way tie** exists within a bracket after Steps 1-5, a coin toss will be conducted. The 2 teams that tie in coin toss will compete in penalty kicks to eliminate one team prior to competing with third team in PKs. The time of coin flip and PKs will be determined at the field.

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SUBSTITUTIONS: Unlimited substitutions are allowed at the following times: the discretion of the referee prior to a throw in by your team; prior to a goal kick or a kickoff after a goal by either team; during any injury stoppage whether or not the injured player is substituted.

HOME TEAM: Home team is listed first, will provide game balls and choose side of the field. Spectators will remain on the same side of the field as their team. Home team will change jerseys in case of color conflict. Coaching is restricted to the area 10 yards from either side of the halfway line on their side of the field only.

SPORTSMANSHIP: It is expected that good sportsmanship will prevail at all times. Coaches are responsible for the actions of their players, parents and spectators. Coaches can be cautioned and/or ejected for inappropriate behavior. **ALCOHOLIC BEVERAGES ARE PROHIBITED** at all fields and parks by ordinance.

COOLING OFF PERIOD: It is *suggested* that a player receiving a yellow card be substituted out for a cooling off period.

EJECTIONS: Players and coaches ejected from a game will automatically be suspended from their team's next game. Ejections will be reviewed by the Tournament Committee and may result in a more severe penalty up to and including suspension from all games yet to be played, especially if violent conduct, fighting or harassment of officials has occurred. **Each ejection will result in a deduction of 1 point from the team's tournament total.** The referee will give the player pass and Send Off Report to the field marshal.

GAME CARDS: Field marshals will provide a game card for each game. Each team will complete its part and give to the referee. Game cards must include player jersey numbers. Both coaches must sign the card at the end of the game. The referee will give the signed game card to the field marshal after the game.

BLEEDING/WOUNDS: If a player is observed to be bleeding while on the field, he/she will leave the field until the wound can be attended to and the bleeding stopped. Players with casts will not be allowed to play.

WEATHER CONDITIONS: If fields remain playable in the opinion of the Tournament Committee and referees and are not closed by the owners, games will be played regardless of weather conditions. The Committee may shorten the length of any or all games based on weather conditions. Substitute fields may be used at the discretion of the Committee. Weather updates will be announced on the Diablo FC hotline (925) 779-2102.

NO PETS ALLOWED at any playing field.

PROTESTS: All games will be considered final. **NO PROTESTS WILL BE ALLOWED.**

TOURNAMENT COMMITTEE: The Committee has the power to settle any issue not provided for elsewhere in these Rules and Procedures. All Committee decisions are final.