

## 2008 Devil Mountain Invitational Rules

1. GAMES will be played in accordance with US Club Soccer and FIFA rules unless modified herein.

2. SPORTSMANSHIP: Good sportsmanship is expected of all teams, officials and spectators at all times! Coaches are responsible for the conduct of their players, staff, parents and affiliated spectators. The use of offensive, insulting or abusive language will not be tolerated.

This tournament is put on for the instruction, development and enjoyment of our young soccer players. This theme will be considered paramount at all times throughout the weekend. As such, the provision for sportsmanship will be strictly enforced.

3. TOURNAMENT FORMAT: This tournament will be conducted in a “Jamboree” format, so there will be no points awarded and no standings kept. Each team will play 3 games. Forfeits count as an official game.

Games will be 2 halves of 25 minutes with a 10-minute break.

We try to group teams by similar ability. Please note, because of the ages involved, this task may be difficult.

### *2008 – 2009 Age Group Matrix*

U9 8/1/1999 thru 7/31/2001

U10 8/1/1998 thru 7/31/1999

4. CREDENTIALS: Each team must have at least one properly credentialed adult present on the sidelines during each match.

Coaches: Each coach must have a laminated pass.

Players: Each player must have a laminated pass, proof of player birth date and medical release form. USYSA passes are accepted (with USYSA Travel papers or USCS tournament insurance).

Team: An official roster is required. The preferred roster is a printed copy of the on-line US Club Soccer Player Roster. Official rosters from other USSF affiliated teams are acceptable if the team has purchased tournament specific insurance from US Club Soccer.

5. GUEST PLAYERS: No guest players from outside clubs are allowed. Guest players from the team’s home club are allowed as long as they are credentialed as specified above.

6. CHECK-IN: Team representatives must present credentials (and in the case of non-US Club Soccer registered teams, proof of insurance) at the Tournament's Field Marshal tent a minimum of 60 minutes prior to team’s first game. Player passes and roster will be checked by the referee prior to the start of each game.

7. GAME CHECK-IN: Teams should be ready to check-in with game referee 30 minutes prior to scheduled game time.

8. GAME LENGTH: All games will consist of two 25-minute halves and a 10-minute halftime. All games will start based on referee’s signal within 2 minutes of the specified start time.

Referees will stop games at least 10 minutes prior to the start of the next game.

9. GAME BALL: Home team will provide the game ball.

10. POINT SYSTEM: No points or standings will be kept.

11. PROTESTS: All game results are final. No protest will be allowed.

12. SENDOFFS: A player given a red card (or two yellow cards) in one game will be expelled from that game and will not be replaced. Any player, coach, assistant coach or registered team official who is sent off will automatically be suspended from one or more additional games, based on the evaluation of the Tournament Director. US Club Soccer minimum penalties for send-offs will be strictly enforced. Violent conduct ejections may result in suspension from the remainder of the tournament. The sendoff report, along with player passes for players who have not served the full term of their suspension, will be forwarded to the Disciplinary Committee of the USSF affiliated organization with jurisdiction over the offending player or coach. Additional penalties may be imposed.

Game cards will be used to monitor cautions (yellow cards) and send-offs (red cards) only.

13. HOME TEAM: The Home Team is listed first on the schedule. In the event of color conflict, Home Team will change jerseys.

14. BENCH AREA: Only Team Officials and players are permitted in the bench areas. Parents and spectators will be on the opposite side of the field.

Bench areas for players and coaches will be as follows:

- On *Ricky Henderson* Site (Field #1 & #2): bench areas will be in between the two fields.
- On *Food For Less* Site (Field #3): bench areas will be on the west side of the field (the side furthest from the road).
- On *Garaventa* Site (Field #4 & #5): bench areas will be in between the two fields.

Parents and spectators will be located on the opposite side of these fields. NO parents or spectators will be allowed behind the goals or within 5 yards of the corners of the field.

15. INJURY TIME: Officials will not add time except for injury requiring medical attention or unfair delay where appropriate. Referees will stop games at least 10 minutes prior to the scheduled start of the next game.

16. SUBSTITUTIONS: Free substitution, at the following times, and with the referee's permission:

- Prior to a throw-in, by either team.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury, when the referee stops play, by either team.
- During halftime.
- When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.

17. FREE KICKS: All FIFA laws will be enforced, resulting in direct free kick or indirect free kick as appropriate.

18. **PENALTY KICKS:** Penalty kicks will be awarded for fouls which occur in the penalty area, which would result in a direct free kick.

19. **OFFSIDE:** Offsides will be enforced.

20. **REFEREES:** Diablo FC will provide the Center Referee for each game. These referees may be USSF or AYSO certified. For each match that a team participates in, that team is required to provide a USSF or AYSO certified referee to act as an Assistant Referee. The Assistant Referee is expected to act with impartiality throughout the match. Further, the Assistant Referee is not expected to question the judgment of the Center Referee at any time.

21. **MANDATORY REST PERIODS:** Teams must be given a minimum rest period of 2 hours between games. The rest period will commence when the team's match ends and will end when the team's subsequent match begins.

22. **PROHIBITIONS:**

Dogs are not allowed on or near playing fields or around tournament activities.

Alcohol and Tobacco are prohibited at game sites. Violations by persons affiliated with a team may result in game forfeit, ejection from site and expulsion from tournament.

23. **RULES NOT COVERED:** The Tournament Director or a designee will resolve situations not covered by these rules. The Tournament Director's decision will be final with no appeals allowed.