

RULES AND PROCEDURES

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

Diablo FC 12th annual Bob Fowler Memorial Tournament, Sept. 27-28, 2008

Credential Check All players must be properly registered on USYSA affiliated teams for the 2008-2009 season. All teams must have credentials verified at the **mandatory Tournament Check-in** Sept. 26. 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. Individuals can only play for 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 Game Length Under 12 preliminary games will be 25-minute halves, under 14-16 preliminary games will be 30-minute halves and under 19 preliminary games will be 35-minute halves. There will be no extra time in the event of a tie in any preliminary round game. Championship and consolation games will be 30-minute halves for under 12, 35-minute halves for under 14-16 and 40-minute halves for under 19. If a tie exists at the end of regulation play for consolation or championship games, after a 5-minute rest period, two 10-minute overtime periods will be played with no rest period between halves. Consolation and championship games still tied after overtime will be decided by kicks from the penalty mark. Only the 11 (or fewer) players on the field at the end of the game may participate in penalty kicks.

Scoring Teams will earn points for each game as follows: 6 points for a win, 3 points for a tie and 0 points for a loss. Each team will receive 1 point for each goal it scores to a maximum of 3 per game. A winning team holding an opponent to 0 goals will receive 1 point for the shutout. A 0-0 tie results in 4 points per team. In the event of a forfeit, the winning team will receive 8 points. If both teams forfeit, there will be no points awarded. **Each red card will result in 3 points being deducted from a team's total.**

Flight Format with 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 with 6 Teams Teams will be divided into 2 flights of 3 teams. The team with the highest point total in each flight will advance to the championship final.

Flight Format with 8 Teams Teams will be divided into 2 flights of 4 teams in each. The team with the highest point total in each flight will advance to the championship final. The team with the second highest point total in each flight will advance to the consolation game.

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

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 and will provide game balls. 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 your side of the field only.

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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 city ordinance.

Cooling Off Period It is *suggested but not required* that any 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 3 points from the team's tournament total.** The Referee will give the Player Pass and Send Off Report to the field marshal.

Game Cards Field marshal 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 card to the field marshal after the game.

Bleeding/Wounds If a player is observed to be bleeding while on the field, player 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 & Field 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 games based on weather conditions. Substitute fields may be used at the discretion of the Committee. **Field and Weather updates will be announced on Diablo FC hotline (925) 672-3373.**

No Pets Allowed at any playing field.

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

Tournament Committee The Committee will have the power to settle any issue not provided for elsewhere in these Rules and Procedures. All Committee decisions will be final.