

RULES AND PROCEDURES

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

Diablo FC Summer Challenge, August 15 – 16, 2009

Credential Check

Mandatory Tournament Check-in will take place at Boatwright Sports Complex on Saturday, Aug. 15, **AT LEAST ONE HOUR PRIOR TO YOUR FIRST MATCH START. Check-in will open Saturday at 7:00 a.m. at Boatwright.** *Teams playing at Newhall Park must check in at Boatwright.*

All players must be properly registered on US Club Soccer affiliated team for 2009 season or have US Club Soccer Tournament Team Insurance and all required CYSA player passes and medical releases. **Team rosters are limited to 14 players.**

Player passes (and equipment) will be checked prior to each game by the field marshal. Any player found to be not properly registered will be disqualified. Players can play for only one team in the tournament.

Game Start

All games will start at the scheduled time. Teams and referees must report to the field marshal 30 minutes before the scheduled start time. If a team cannot field 5 eligible players at the scheduled start time, the game will be declared a forfeit. All games are played 8v8.

Game Length

For U9 and U10 matches: Games will be 25-minute halves. Time will *not* be added to game.

For U11 matches: Games will be 25-minute halves. Time *may* be added at the discretion of the referee for delays including injuries, substitutions and wasted time. Preliminary games can end in a tie.

If a tie exists at the end of regulation play for U11 championship games only, after a 5-minute rest period, two 5-minute overtime periods will be played with no rest time between periods. Championship games still tied will be decided by kicks from the penalty mark. Only the 8 (or fewer) players on the field at the end of the game may participate in penalty kicks.

Scoring

U9 and U10 matches are in a “jamboree” format with no scores or standings.

U11 matches are in a “tournament” format. Scores and standings will be kept.

Teams will 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.**

Tie-breaking Procedures

1. Head-to-head competition
2. Fewest goals allowed
3. Goal differential (up to 3 per game)
4. Most total wins
5. Most shutouts
6. Penalty Kicks

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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.

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

U11 girls have 2 divisions – Silver and Bronze. There will be Silver and Bronze championships.

U11 boys have 1 division – Silver/Bronze. There will be a single Silver/Bronze championship.

Substitutions

Either team may substitute on any stoppage, **subject to the referee's approval**. *Time must be added by the referee if substitutions continue to be made by either coach in the interest of wasting time. Coaches will be warned for consistent infringement of this rule.*

Other Rules of Play

- All throw-ins must be done correctly. For U9 and U10 age groups, at the discretion of the referee, a re-throw can be granted.
- Penalty kicks will be allowed.
- All major and technical fouls will be enforced, resulting in direct free kick or indirect free kick as appropriate.
- Offside rule will be enforced.

Home Team

Home team is listed first and will provide game balls. Home team will choose side of field. 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.

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 (including the behavior of players, parents, and spectators). **ALCOHOLIC BEVERAGES ARE PROHIBITED** at all fields and parks by city ordinance.

Cooling Off Period

It is highly recommended that any player receiving a yellow card be substituted out for a cooling off period. However, coaches are NOT required to substitute a cautioned player.

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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 one 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 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 weather hotline (925) 672-3373.

Pets

No Pets Allowed at any playing field.

Protests

All games will be considered final. **NO PROTEST 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.