

## **REGISTRATION AND CREDENTIALS FOR 2009**

### **REGISTRATION:**

Teams must register at the MANDATORY REGISTRATION. Teams will be notified of the time and location of the Mandatory Registration. Failure to register may result in automatic disqualification (without a refund of the fee) from the Tournament. Games not played will be classified as "Forfeits."

### **CREDENTIALS:**

At the Mandatory Registration, teams must provide the required credentials. All teams must provide laminated Player I.D. Cards from 2009-2010 season with photographs and registrar's signature, and signed Medical Release Forms. All cards must be from USYSA or all from US Club Soccer . Teams registered through Super Y League, AYSO, or US Club Soccer must provide the appropriate travel documentation for the organization to which they are affiliated. NO MIX AND MATCH CARDS.

### **ROSTERS:**

Rosters must be submitted prior to Mandatory Registration. Rosters may be submitted at our website. All players must be legally registered with their team prior to Mandatory Registration. Teams may register a maximum of eighteen (18) players (14) for ages Under-9 and Under-10. There is no limit to the number of borrowed players a team may use.

### **RULES OF PLAY:**

FIFA Laws of the game will apply as modified by USYSA and CYSA-South as described herein. Duration (in minutes) of games by halves, and ball size are as follows:

DIV	PRELIM	FINALS	BALL SIZE
U19	25	35	5
U18	25	35	5
U17	25	35	5
U16	25	30	5
U15	25	30	5
U14	25	30	5
U13	25	30	5
U12	25	30	4
U11	25	30	4
U10	20	25	4
U9	20	25	4
U8	20	25	4

All preliminary games will be terminated not less than 5 minutes prior to the start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination, with final results based on the score at termination. Preliminary games can end in a tie.

Final games ending in ties will go directly to Penalty Kicks.

### **HALFTIME:**

Halftime will be exactly 5 minutes.

### **GAME CHECK-IN:**

No less than 5 minutes prior to the start of each scheduled game, each team must present the team's player cards to the referee for check-in. The tournament field official will provide the game roster to the referee. A team failing to report within five minutes of a scheduled kick-off

will forfeit the game. At the conclusion of each game, the referee will give the roster and game report back to the team manager/administrator. A team representative must sign the game card indicating their agreement with the reported results. No grace period will be allowed to start a match. A team with less than the minimum number of players, 7 (seven) for 11 v 11, 6 (six) for 8 v 8 bracket, ready to play when the referee is ready to begin the match, will forfeit that match. Referee will start play at the designated time or as soon thereafter as possible in the event of a delay by a preceding game.

**PLAYER'S EQUIPMENT:**

It will be at the Referee's discretion to determine the safety and suitability of the player equipment including the wearing of a hard brace or cast.

**SUBSTITUTIONS:**

Teams may substitute only with the referee's permission, at any stoppage of play: No grace period will be allowed to start a match.

**COACHING:**

Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: 1. No mechanical devices are used; 2. The tone of the voice is instructive and not derogatory. 3. Each coach or substitute remains within 10 yards on either side of the halfway line; 4. No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coach's players, substitutes or spectators; 5. No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS:**

A player receiving two cautions (yellow cards) in a single game is considered the same as having been given an ejection (red card) for the purpose of awarding team points for the Tournament. A player who has been ejected (sent off) may not be replaced. An ejected coach or spectator must immediately leave the field and must remain out of sight and sound of the field.

A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who has been ejected for violent conduct or serious foul play may receive further suspension (more than one game) or may be expelled from the tournament. Any player, coach or spectator assaulting a referee will be expelled from the Tournament. For purpose of this Tournament, a coach may be carded by the referee. If the referee issues a red or yellow card to either a player or coach, the referee shall report the circumstances of the caution or ejection on the game card. All red cards are reported to the Tournament Director and CYSA-S.

During game suspension(s) for coaches, there can be no contact between the team and the coach during the game and the coach must remain out of sight and sound of the field. Additionally, the coach may not be involved in further unacceptable conduct (including but not limited to coaching players by any means or method, harassment of opponents, referees, spectators, tournament staff, etc.). Failure to comply with this rule or the spirit of this rule will result in immediate expulsion from the tournament.

**CONDUCT:**

All coaches have total responsibility for the conduct of their players, bench, friends, and spectators at all times. During a match for this tournament, a referee may stop the game and eject a spectator from the grounds if, in the opinion of the referee, the offender is guilty of violent conduct, serious foul play, use of foul or abusive language. Each coach and assistant coach shall be held primarily responsible for the conduct of the spectators, for or from their respective teams and as such may be cautioned or ejected if a spectator(s) interferes with the game, dissents the referee, is guilty of violent conduct or foul play, or uses foul or abusive language. At no time will dissension or foul or abusive language be permitted on any field.

**SUSPENDED GAMES:**

If, in the opinion of game officials, a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team may be suspended from further play and forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:**

Delays of the game due to injury will result in the appropriate time being added to allow the full game time, based on the judgment of the officials. However, all preliminary games will be terminated not less than 5 minutes prior to the scheduled start of the next game. Refer to "Playing Times."

**DISPUTES:**

Game conduct is under the jurisdiction of the referee's decision. All disputes will be settled by the Tournament Director or their designee and the decisions will be final.

**PROTESTS:**

No protests will be allowed.

**REFEREES:**

The referee's judgment, with regard to the physical conditions of the field and its acceptance for play, to the actual happenings and occurrences related to the conduct of the game, and those prerogatives granted to the referee by the "Laws of the Game" as published by FIFA, shall not be challenged!

**HOME TEAM:**

The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball. The game ball will be subject to referee approval. The Home Team will be required to switch to an alternate jersey if a color conflict is declared by the referee. If the Home Team cannot supply an alternate jersey, the Home Team will forfeit the game. The Home Team will have the selection of the side it wishes to play from. The home team will have the choice of sidelines. Teams' benches will be on opposite sides of the fields.

**FORFEITS:**

Teams failing to report ready to play at game time, teams failing to have an alternate jersey, or teams failing to check in at the mandatory check-in, will forfeit the game(s). Forfeits will be recorded as 1-0 game. Winner will be awarded 8 points. Same points will be awarded for a bye.

**SCORING FOR ADVANCEMENT:**

Teams shall be awarded points on the following basis:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for each loss
- One (1) point for each goal scored, up to a maximum of three (3) per game
- One (1) point is awarded for a shutout (a zero-zero tie is a shutout)
- Eight (8) points for each forfeit
- MINUS ONE (1) POINT FOR EACH PLAYER OR COACH EJECTED!

In the event of a tie for advancement, the winner will be determined in the order following:

1. The winner in head-to-head competition
2. Fewest goals against
3. Most goals for (Max of 4 goals)
4. Most total wins
5. Most shut outs

6. If a tie still exists after steps 1 through 5 above in the Preliminary rounds ONLY coin flip will be used for advancement. FIFA Penalty Kicks will be taken in final games.

**PENALTY KICKS:**

Only the players on the field at the end of regular game. NO OVERTIME. Finals game only will participate in penalty kicks.

**REFUND POLICY:**

For teams withdrawing from the tournament prior to the entry deadline or teams not accepted into the Tournament, a full refund will be made. NO REFUNDS will be issued after teams have been notified of their acceptance into the tournament. If the tournament is cancelled for weather, Acts of God, or any other circumstances beyond our control, 50 % of the tournament fee will be refunded.