

2009 Azzurri Soccer Club Pumpkin Kick Tournament

TOURNAMENT INFORMATION & RULES

GUEST PLAYER POLICY

No more than two (2) guest player per team will be accepted in this tournament. At no time shall the number of players exceed 18 (total number of player on the goldenrod roster who will play in the tournament plus the number of guest players cannot exceed 18) for age groups U12, U13, U14, U16, & U19 divisions. At no time shall the number of players exceed 14 for the age group of U10 division. Guest players must be rostered on a current season (2009-2010) CYSA team. A guest player can only play in the same age group or a higher age group than what is indicated on the current player pass. CYSA guest players may be from teams from any CYSA district. Teams other than CYSA teams must abide by the CYSA guest player policies. Guest players must be listed on the team travel roster and have proper approval from their state association. Guest players attending a CYSA event with out-of-state or foreign teams must have valid member pass, consent for medical treatment form, and be listed on the appropriate travel papers. Guest players must use credentials from the same season as those being used by the team with which they are playing.

MANDATORY CREDENTIALS CHECK-IN

Teams MUST CHECK-IN Friday night. Check in will be fro 6:00-10:00 pm. At the Round Table Pizza on Gray Avenue in Yuba City. The following credentials must be presented at the mandatory team credentials check-in:

- * An official team roster, including any applicable player add forms, player release forms, player transfer forms, adult add forms, and guest player forms stamped and signed by the appropriate league, district and /or state registrar or officials.
- * US Youth Soccer member passes from the same seasonal year for each player (including guest players) properly signed, stamped, and approved by

all required league, district, and/or state registrar or officials.

- * A US Youth Soccer membership form with the medical release and hold harmless declarations signed in original ink by the parent or guardian (or by the player in the instance where the player is 18 years of age) for each player and guest player.
- * Each team must have at least one properly credentialed adult present on the sidelines of each match.
- * In addition to being checked at the pre-tournament credentials check-in, all members passes will be checked prior to their first game of the day to receive wrist bands.
- * Rosters for game cards.
- * Signed and laminated USYSA player and coach passes.
- * CYSA team roster (goldenrod properly stamped and signed by the your District Commissioner/Registrar)
- * Signed Medical Release Form (original ink signature) for each player

Any player or coach not providing proper credentials prior to the start of a game will not be allowed to participate.

GAME CHECK-IN

All teams are required to check-in at the information table 1 hour before their first scheduled game of the tournament. All players and coaches at that time will be checked-in by a tournament representative. Players and coaches will then receive their wrist bands for tournament play. This will be a 1 time check-in.

START TIMES AND FORFEITURES

Teams must be at the field 30 minutes prior to the scheduled start time of their game. Games will be started within 5 minutes of the designated start time. If a team has not taken the field with a minimum of seven (7) players within the 5 minute grace period, the game will be forfeited to the team that has taken the field with at least seven (7) players. If neither team takes the field within the 5 minute grace period, no points will be awarded to either team and the game will

be declared a double forfeit.

The referee and/or Tournament Committee may terminate a game and award a forfeit if a team leaves the field during the game without the approval of the referee, the referee abandons a match due to excessive violent conduct and/or misconduct by the players, coaches, fans, or a team is deemed to be in gross violation of US Youth Soccer, CYSA, or rules of this tournament.

GAME CARDS

Game cards MUST be completed at the official team check-in with either a label or roster handwritten in by the team representative. Game cards will be given to the referees at the beginning of each match. At the conclusion of the match, check with the Referee to make sure the card is correct. Both coaches must sign the game card prior to the game.

HOME TEAM

The team listed first on the game schedule will be designated the Home Team during the preliminary matches. The team with the highest point total shall be the Home Team in the Championship/Consolation matches.

The Home Team shall have its choice of sides of the field, change jerseys in case of a color conflict, and provide the game ball if one is not provided. The referee may choose to use a ball provided by the visiting team if the ball provided by the home team is inadequate.

LENGTH OF GAMES

Age Group	Preliminary Games	Half Time	Championship/Consolation
U10	20 minutes x 2	5 minute halves	25 minutes x 2
U12	25 minutes x 2	5 minute halves	30 minutes x 2
U13	25 minutes x 2	5 minute halves	30 minutes x 2
U14	25 minutes x 2	5 minute halves	30 minutes x 2
U16	30 minutes x 2	5 minute halves	35 minutes x 2
U19	30 minutes x 2	5 minute halves	35 minutes x 2

All ties will stand during the preliminary games. If a championship/consolation game is tied at the end of regulation time, teams will follow with two 10 minute overtime periods played under Sudden Death.

* If no goals are scored during the 2nd sudden death period, then penalty kicks will be taken per FIFA rules to determine the winner.

SUBSTITUTIONS

Unlimited substitutions may be requested from the referee under the following conditions:

- * Prior to your team's throw-in
- * Prior to a goal kick by either team
- * After a goal by either team
- * At the start of the second half
- * After an injury to a player from either team
- * Prior to the beginning of an overtime period
- * Prior to the restart of the game following a player being cautioned, the referee will give the coach the choice of substituting the cautioned player. (The player could re-enter at his/her team's next substitution opportunity.)

A player receiving a YELLOW CARD may be substituted at the time of the issuance and may return at the next substitute opportunity. A player receiving a RED CARD shall not be replaced during the remainder of the game.

SEND-OFF

A player sent-off (RED CARD), shall be automatically suspended for the next game. A coach sent-off (RED CARD) shall be automatically suspended for the next 2 games. A send-off report will be completed by the referee and forward to the Tournament Director. The Tournament Committee may impose additional disciplinary action in accordance with section 4:08 of the CYSA Bylaws and the Tournament Manual.

A player or coach's pass will be held until the suspension has been fulfilled. IF the send-off occurs during the final game, the pass will be forwarded to that

team's District Commissioner. All send-offs will be reported to CYSA.

Please note: Teams receiving multiple send-offs (RED CARDS) issued during the tournament may be disqualified from further tournament play at the Tournament Directors discretion. Please discuss this with your players so that it is understood that good sportsmanship and fair play is a requirement at this tournament.

FLIGHTS

Teams will be placed in flights, depending on the number of teams in each age group. Each team will play 3 preliminary games. At the conclusion of the preliminary games, teams will advance to the championship and consolation games according to the rules below or if not in a Round Robin format.

SPORTSMANSHIP/CONDUCT

Good sportsmanship shall prevail at all times. Coaches are responsible for the conduct of their players, assistant coaches, team officials, parents, and spectators. Bench areas shall be established on opposite touchlines. Spectators, coaches, and player not in play are required to remain outside of the touchlines. The use of offensive, insulting, or abusive language will not be tolerated. Alcoholic beverages and smoking are prohibited. **No pets are allowed.**

GAME POINTS

6 points for each WIN

3 points for each TIE

0 points for each LOSS

1 point for each goal scored, up to a maximum of 3 points per game

1 point for a shutout (including 0-0 ties)

2 points will be deducted for each player RED CARD

4 points will be deducted for each coach RED CARD

Maximum points for each game is 10. Team winning by forfeit will be awarded 8 points. Forfeiting team will receive 0 points.

TIE BREAKER PROCEDURE

If a tie exists in a flight after preliminary game play, the following tiebreakers will be used, in the order presented, to determine which teams advance:

- * Head to Head record
- * Goal differential (goals scored minus goals allowed to a maximum of 4 per game)
- * Fewest goals allowed
- * Most goals scored, up to a maximum of 4 per game
- * Red Cards- team with the least number of red cards advances
- * Penalty kicks per FIFA rules

FORFEITURES

Any team that is not ready to play (7 player minimum) before 5 minutes after the scheduled starting time will forfeit the game.

At his/her discretion, the referee may terminate a game and award forfeiture if:

- * A team leaves the field during play without the approval of the referee
- * A team is sent from the field by the referee for violent play
- * A team falls below 7 players on the field
- * Extreme bench area misconduct forces interruption of play
- *Alcoholic beverages are being consumed

All forfeitures will result in an official score of 1-0, regardless of the score prior to the forfeiture. The winning team received 8 points, and the forfeiting team receives 0 points. However, if forfeiture adversely affects the final standings in a flight, the Tournament Committee may award equal (1-0) losses for all games played by the forfeiting team.

AWARDS

Awards will be handed out at the tournament headquarters immediately following the conclusion of each championship and consolation game. Awards will be presented to the players (maximum 18) on those teams in first through third place in each 6 team divisions or less. In the event of a round robin

format, awards will be handed out at the end of division play on Sunday. Every player will receive a participation pin and a tournament program.

INJURIES AND MEDICAL ASSISTANCE _____

Any injuries must be reported to a tournament official so that an accident report form can be completed. A tournament official will call 911 for an injury at the coach's or parent's request.

REFUND POLICY _____

A refund of \$200 will be given to teams withdrawing after accepted, but at least two weeks prior to tournament.

CYSA WITHDRAWAL POLICY _____

Any team withdrawing from the tournament must do so by a written notice sent certified mail, return receipt requested and postmarked no later than 14 days prior to the tournament start date. Failure to do so may result in a minimum \$300 team penalty assessed by CYSA as well as forfeiture of tournament entry fees.

OTHER SITUATIONS _____

The Tournament Committee will resolve any situations not explicitly covered by these rules.