

Hot August Blast-Off Tournament Rules August 15-16, 2009

The **Hot August Blast Off** will be played under FIFA, USYA, and CYSA-NORTH rules as modified by the following:

ALL GAME RESULTS WILL BE CONSIDERED FINAL. NO PROTESTS WILL BE ALLOWED! The Referee's decisions shall be considered final. Any complaints are to be directed to the Tournament Committee.

Guest Player Policy: Teams are allowed no more than three (3) guest players from other CYSA-NORTH teams for this Tournament. Teams wishing to use guest players must comply with the appropriate CYSA-NORTH Guest Player Policies, and the guest player(s) may only be currently registered as Division 3 or 4 players.

Initial Check-in and Presentation of Credentials: Teams shall present their credentials at the mandatory check-in on Friday night, August 14, 2009. Check-in will be from 5:30 – 9:00 p.m. at a site to be determined in Roseville. If you have a difficult circumstance that prohibits you from checking in on Friday night, you must notify the Tournament Director and request a late check-in and must check-in by 7:30 a.m. on Saturday at Maidu Park, tournament headquarters. At initial check-in, the following must be presented:

1. CYSA team roster (“golden rod”);
2. USYSA player and coach laminated player passes with the player’s or coach’s photo, which have been stamped by their respective Registrar, including add/drop forms;
3. CYSA standard medical releases form with an original signature from a parent or guardian;
4. An approved CYSA form 1611 (“Guest Player Form”) for each guest player(s) that may play in the Tournament.

Per CYSA-NORTH policy, there will be no exceptions to the Check-in requirements.

Game Check-In: Each team is to report to the Field Marshall at their assigned playing field for a safety and credential check not later than 30 minutes prior to the start of each scheduled game. Any player not providing the proper player pass will not be allowed to participate in the game. Player jersey numbers must match the jersey number on the game card. If the numbers don’t match, the Referee will not to allow the player to take part in the game until the issue is resolved. The Field Marshall will report the results of the inspection to the Referee. A team who fails to report by the scheduled kick-off will forfeit the game.

Game Cards and Player Passes: Game cards will be provided at the field by the Field Marshall. The Field Marshall will hold the game card and all player passes during the game. Player passes will be returned to the teams at the conclusion of the game when directed by the Referee and after both coaches have signed the game card. Player passes for any player(s) who have been sent off (issued a red card) will be retained by the Referee. These passes may be retrieved after the appropriate game suspension has been

served at the Tournament Headquarters at Maidu Park. In the case of players being sent off in a Championship or Consolation game, their pass will be sent to the appropriate CYSAN District Commissioner via US Mail on Monday, August 17.

Home Team: The team listed first on the game schedule is the home team. The home team is responsible to change jersey color in the event of conflict. For the championship and consolation games, the team with the highest point total is the home team. If tied, the determination of the home team will be decided by coin toss. The home team supplies the game ball which must be approved by the Referee.

Benches and Spectator Areas: Team areas will be designated on all fields. Coaches and players will occupy one side of the field and spectators will be on the opposite side of the field. Whether marked or not, during the games, each team is expected to stay in a Technical Area defined as follows:

1. There are two Technical Areas (one for each team) on one side of the field opposite the spectators.
2. The Technical Areas begin 5 yards from the half-way line and extend 10 yards down the field towards the goal line.
3. The Technical Areas extend forward up to a distance 1 yard from the touch line
4. **COACHING IS ONLY ALLOWED FROM INSIDE OF THE TECHNICAL AREA!**
5. No spectators are allowed on the Teams' side of the field, including the Technical Areas. Only coaches, assistant coaches, players or team officials listed on the roster may occupy the Technical Area.

Uniforms: All players must conform to CYSA standards. No hard casts or splints, including plastic knee braces, may be worn. Socks must match teammates and must completely cover shin guards. No watches, jewelry, bracelets, earrings, or other objects may be worn.

Length of Games: All Games will consist of **Two 30-minute Halves**. There will be a 5-minute break at half-time. No time will be added for injuries except those requiring professional care involving the summoning of an ambulance, paramedic, or physician. The Referee will warn coaches in the event of time-wasting tactics. The length of any game may be shortened (in equal halves) if the Tournament Committee deems it necessary due to field conditions, weather or darkness.

Scoring: Scoring tournament points will be awarded to and deducted from teams based on the following system:

- 6 points for a win
- 3 points for a tie
- 1 point for a shut out
- 1 point for each goal scored (maximum of 3 goals per game)
- 2 point deduction for each red card issued to players or for each coach, team official or parent who is dismissed from the game
- 1 point deduction for each goal in excess of a 6 goal advantage
- Note that a 0-0 tie will be scored as 3 points per team

The maximum point total possible for any game is 10 points. Forfeit games will be scored as 2-0 (9 points) in favor of the team that did not forfeit. If a team withdraws or is suspended prior to the completion of the preliminary games, all games in which they played shall be scored as a forfeit. A team must show for a game unless informed in advance that the opponent has withdrawn or been suspended resulting in a forfeit.

For age groups with 2 flights, the two teams with the most points, in each flight, will play in the championship game. The two runner-up teams will play in the consolation game.

For age groups with 3 flights, the two teams with the first and second most points, across the three flights, will play in the championship game. The two runner-up teams with the third and fourth most points will play in the consolation game.

Tie-Breaking Procedure: In preliminary games, ties will stand. In case of a tie in tournament points following the completion of the preliminary games, the tie will be decided based in order of the following criteria:

1. Winner of head-to-head play (the Team which won in head-to-head competition between teams which are tied advances);
2. The Team with the highest goal differential (goals scored versus goals against—maximum of 4 goals per game count) advances;
3. The Team allowing fewest goals against advances;
4. The Team scoring the most goals advances;
5. The Team with the fewest number of red cards or coach dismissals advances;
6. If still tied, then the FIFA Kicks from the Penalty Mark procedure will be used and the Team with the most successful kicks advances.

Tie-Breaking Procedure for Championship & Consolation games: The following procedures apply for breaking a tie that results in regular time during a Championship or Consolation game:

1. Two 5-minute overtime periods will be played with a 2- minute break at half-time. The Golden Goal (“Sudden Victory”) applies.
2. The FIFA Kicks from the Penalty Mark procedure will be followed if a game is still tied at the conclusion of the overtime periods. Per the Laws of the Game, only the players on the field at the end of the second overtime period may participate in the Kicks from the Penalty Mark.
3. Overtime periods may be shortened or eliminated if the game has been delayed at the start or by injuries or other matters during the game. In this instance, the winner will be determined by the FIFA Kicks from the Penalty Mark procedure.

Start Times/Forfeitures: See “Game Check-In” above. All games will begin on time. If a team has not taken the field with a minimum of seven (7) players at the designated starting time, the game will be forfeited to the team in attendance with at least seven (7) players on the field. If neither team takes the field within by the scheduled starting time, no points will be awarded to either team.

Substitutions: Unlimited substitutions are allowed with Referee’s approval in the following situations:

1. After a goal
2. At a throw-in by the team in possession
3. At a goal kick by either team
4. At the start of the second half of play or any overtime period
5. At a stoppage of play for an injury on a one-for-one basis for the injured player(s)
6. To replace a cautioned player, in which case the other team may substitute a like number of players

Send Offs: Any player who is sent off (receives a red card) shall be expelled from that game and will not be permitted to play in the next game, at a minimum. The Tournament Committee may give a further suspension in the case of violent conduct. Any coach, assistant coach, or registered team official who is dismissed from the field of play by the Referee shall remove themselves from that game (at least 300 yards from the field) and shall automatically be suspended from their next two tournament games by Tournament Rules. The send-off report will be forwarded to the Tournament Committee who will review the circumstances and determine if suspension from additional games will be necessary. Players or coaches who are sent off or dismissed during Preliminary, Championship or Consolation games will be reported to the appropriate CYSAN officials. See "Game Cards and Player Passes" above.

Code of Conduct: Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents, assistant coaches, team officials, and spectators affiliated with their team. The Hot August Blast Off Tournament has a "Zero Tolerance" Policy for referee abuse. Referee abuse is broadly defined as any comments, behavior, conduct or physical contact that is negative towards our Referees. In short, HABO will not tolerate any negative behavior towards its referees, regardless of who's right or wrong. Per the Laws of the Game, Referees have the authority to direct the Field Marshalls to instruct anyone disrupting the game to leave the playing field. The Tournament Committee expects all adults to model excellent sportsmanship for players and other children.

Sideline Behavior: See "Benches and Technical Areas" above. Coaches are reminded that coaching is permitted only from the Technical Area. **NO COACHING BY SPECTATORS IS ALLOWED.** If in the opinion of the Referee, a game must be terminated for misconduct of players, bench personnel or spectators, the offending team can be suspended from further play and will forfeit that game and remaining games.

PETS: NO PETS OF ANY KIND ARE ALLOWED! *The City of Roseville will cite pet owners on the spot without warning.*

ALCOHOLIC BEVERAGES: *Possession or consumption of alcoholic beverages is not permitted on City of Roseville or Placer County Schools or Park property.*

Cancellation: In the event that the tournament is canceled, the tournament reserves the right to retain sufficient fees to cover any expenses incurred.