

2011 THREE RIVERS SOCCER CLUB SUMMER KICK-OFF TOURNAMENT RULES

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AGE DIVISIONS (2011-2012 AGE GROUPINGS)

Under 11 Players Born on or after 8/1/2000	Under 15 Players Born on or after 8/1/96
Under 12 Players Born on or after 8/1/99	Under 16 Players Born on or after 8/1/95
Under 13 Players Born on or after 8/1/98	Under 17 Players Born on or after 8/1/94
Under 14 Players Born on or after 8/1/97	Under 18 Players Born on or after 8/1/93

1. CHECK-IN

Coaches or Team Managers must report to the score table at Tournament Central at least 60 minutes prior to their first match. Tournament Central will be in the T-CYSA Conference Room, on location at the soccer complex in Pasco. Upon check-in, teams must submit:

1. Picture identification cards issued by the team's USYSA organization
2. Approval of the team's participation from the team's USYSA organization.
3. Teams from outside WSYSA must provide proof of permission to travel.
4. Teams from outside USYSA (US Club Soccer) must provide proof of age and proof of insurance (player card).

2. TOURNAMENT FORMAT

A target configuration of eight teams per division will be used. Each team will be scheduled for at least three matches. In all age divisions with eight teams, there will be round robin play in two groups of four, and the top two teams will move on to a semi-final match (and potentially a championship). There will be no 3rd/4th place games. In age divisions with more or less than eight teams, format will be adjusted to accommodate, but all teams will still play at least three games. Teams will play no more than three matches on a given day.

The tournament director reserves the right to change format or combine age groups to make viable divisions, if necessary.

3. MATCH FORMAT AND BALL SIZE

U11 2 – 25 minutes, size 4
U12 2 – 30 minutes, size 4
U13 2 – 30 minutes, size 5
U14 2 – 30 minutes, size 5
U15 2 – 35 minutes, size 5
U16 2 – 35 minutes, size 5
U17 2 – 35 minutes, size 5
U18 2 – 35 minutes, size 5
U19 2 – 35 minutes, size 5

Home team will be designated on the tournament schedule.

Semifinal & Championship matches require a winner. Ties will be resolved in an overtime of two 5-minute periods. If the score is still tied, the winner will be determined by kicks from the mark. FIFA rules apply except as modified herein. Home team for semifinal and final matches will be designated by seeding and listed as the bottom team in each respective bracket.

4. TOURNAMENT SCORING

Preliminary matches will be scored on tournament points. Up to ten points can be earned per match. A disqualification or forfeit will be recorded as a 1-0 win (8 points).

Win	-	6 Points plus 1 per goal up to 3 goals
Tie	-	3 points plus 1 per goal up to 3 goals
Loss	-	0 points plus 1 per goal up to 3 goals
Bonus	-	1 point for holding opponent scoreless, except for a 0-0 tie

5. PRELIMINARY PLAY TIE BREAKERS

1st	-	Winner of head to head competition
2nd	-	Goals for minus goals against (goal differential, max 3 per game)
3rd	-	Goals against
4th	-	Winner of a three-shot shootout

When breaking ties between three or more teams, once a tie is broken the remaining tied teams, if any, start back at (1)

6. STARTING MATCHES

Teams not ready to play with at least nine players at match time will forfeit the match. Player identification cards (with pictures) must be present at all matches. The referee will check cards prior to play. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (Examples –The player changing his or her shirt, or the daily match report being changed).

7. FORFEITS

In the case of a forfeit (either as a result of failing to meet conditions in paragraph #7 or for any other reason), the winning team will be granted a 2-0 victory.

8. PROTESTS

The referee's decisions are final. No protests will be considered.

9. BEHAVIOR

Coaches are responsible for the behavior of their players, parents and fans. Lack of control by either (or both) teams can result in match forfeiture and possible disqualification from the tournament. Any player or coach receiving two yellow cards or one red card during a match shall be disqualified for the remainder of the match and will be suspended from the next tournament match. A player or coach receiving any combination of four yellow cards, two red cards, or two yellow cards and one red card shall be disqualified from further tournament play. The Tournament Judicial Committee may render additional disqualification. Issuance of red and yellow cards will be recorded and reported to the home state association and club/league of the person(s) involved, except that all matters involving referee assault shall, in accordance with USSF 1108, be referred immediately to WSYSA.

10. SUBSTITUTIONS

Substitutions may be made with consent of the referee during any stoppage in play. All age levels will have free substitutions.

11. TEAM ROSTERS

Players shall be registered to, and may compete for one team only during the tournament. All teams must be duly registered and in good standing with their respective state soccer associations per FIFA rule. Each team will consist of 18 players maximum (U11 = maximum of 14) with a maximum of 3 guest players. A team roster, including member names, jersey numbers and birth dates, signed should be submitted with the completed tournament entry form. A revised, final roster may be submitted at "check-in" prior to a team's first match; (roster changes will not be accepted after the first match).

12. PLAYER AND TEAM CERTIFICATION

WSYSA TEAMS - ONLY THOSE COACHES WITH A CURRENT AND VALID RM# WILL BE ALLOWED TO ENTER A TEAM INTO THIS TOURNAMENT!

All teams must have in their possession valid USYSA player cards or equivalent and/or proof of age for all players. All teams must follow proper USYSA/FIFA travel procedures.

13. REFEREES

All matches will use certified referees. U-11 and U-12 will use one referee during initial rounds and three referees for semi-finals and finals. We will do our best in all other age groups use a three referee system for all games.

14. MATCH AND SCORE REPORTING

The winning team will be responsible for reporting final scores to tournament headquarters. Coaches will have one hour following the match to verify scores before they are final.

15. MATCH CANCELLATIONS

The Tournament Director will make all decisions regarding potential match delays or cancellations (due to lightning or other severe weather). Tournament director reserves the right to shorten matches by no more than ten minutes if weather delays seriously impact scheduling. In the event of any match cancellation, teams will be refunded a pro-rated portion of their entry fee.

16. TEAM LOCATIONS

Players will occupy one side of the field. Fans will occupy the other side.

17. TEAM UNIFORMS/PLAYER EQUIPMENT

Teams (including goalkeepers) must have an alternate set of team jerseys. In case of conflict, the visiting team will have choice of colors. All players are required to wear shin guards. No hard casts are permitted. Soft casts will be permitted with the permission of the referee.

18. REFUNDS

Full refund of the tournament entry fee will be granted within one week of notification to the tournament director. However, **no refunds will be granted after June 3rd, 2011** unless Three Rivers Soccer Club fails to fill the respective age group to capacity to allow for 3 games against different opponents.

NO DOGS OR ALCOHOL ALLOWED ON TOURNAMENT GROUNDS. VIOLATORS ARE SUBJECT TO EJECTION BY TOURNAMENT OFFICIALS AND CITATION BY THE CITY OF PASCO POLICE DEPARTMENT.

