

2009 Tournament Rules

Registration and Credentials

REGISTRATION: Teams must register at the Mandatory Registration. Mandatory Registration is Friday evening preceding the first day of play. Teams will be notified of the time and location of the Mandatory Registration. Failure to register will result in automatic disqualification without a refund of tournament entry fee. Teams scheduled to play Friday evening games will have Mandatory Registration at the field complex they are playing. All teams playing Friday evening will complete their Mandatory Registration a minimum of one hour prior to their scheduled kick-off.

CREDENTIALS: Teams must provide the required credentials at the Mandatory Registration. All teams must provide laminated USYSA Player ID Cards with photographs, and signed Medical Release Forms. Teams from outside AYSA must also provide approved Travel Papers, which must include a roster listing all players authorized to travel. US Club Soccer teams do not require travel papers but must provide a US Club Soccer tournament roster, laminated US Club Soccer player passes and US Club Soccer Medical Release Forms.

ROSTERS: U9/U10 teams may register a maximum of fourteen (14) players, U11 8v8 teams may register a maximum of fourteen (14) players. U11 – U14 teams may register a maximum of twenty-two (22) players; with a maximum of 18 eligible for each game. A U10 and U11 8 v 8 team may use up to six (6) guest players while U11 – U14 teams may use up to eight (8) guest players. Any team playing with guest players is still limited to the 14 or 22-player maximum. Proper Player Loan Forms will be required at Registration along with other required credentials, if required by the team's State Association.

JERSEY NUMBERS: 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 shall not allow the player to take part in the match until the numbers are the same.

Rules of Play

REFEREES: All matches will use Federation Certified Referees.

FIFA LAWS of the Game will apply as modified by USYSA and AYSA as described herein.

Duration of Games and Overtimes, **by Halves**, and Ball Size are as follows:

<u>Division</u>	<u>Length of Halves</u>	<u>Overtime*</u>	<u>Ball Size</u>
U9	25 Minutes	5 Minutes	4
U10	25 Minutes	5 Minutes	4
U11	30 Minutes	5 Minutes	4
U12	30 Minutes	5 Minutes	4
U13	35 Minutes	5 Minutes	5
U14	35 Minutes	5 Minutes	5

*Quarter-Final, Semi Final and Championship games tied after regulation play will play two 5 minute overtimes, games still tied after the overtime will determine the winner by FIFA Penalty Kicks. Penalty kicks will be taken immediately following the game. Bracket games and consolation games will end in a tie after regulation.

HALFTIME: Halftime will be exactly five minutes.

PRE-GAME CHECK IN: 30 minutes prior to the start of each scheduled game, each team must report to the team check-in area and present the team's player cards and official tournament roster so the team may be check in to play. Failure of a team to report to their scheduled kick-off within five minutes of that time will forfeit the game.

SUBSTITUTIONS: Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times:

- Prior to a throwin by the team in possession;
- Prior to a goal kick, by either team;
- After a goal, by either team;
- After an injury on either team when the referee stops play;
- At halftime;
- On a caution, only the cautioned player may be substituted at that time.

PLAYER'S EQUIPMENT: It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. 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 coaches, players, substitutes, or spectators;
5. No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior

CAUTIONS AND EJECTIONS: A Player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off) will not be replaced. 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 is ejected for **violent conduct or serious foul play** will not be allowed to participate in the next **two** scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament a Coach can be carded.

For U.S. Teams, each State Association will be notified of any disciplinary action taken or required to be taken. For Foreign Teams, The Federation will transmit the disciplinary action taken or required to be taken to that team's provincial or national association.

SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials a game must be suspended (for any reason), the game may be resumed, but is subject to being ended not less than (5) minutes prior to the start of the next scheduled game. If in the opinion of the game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits 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 appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than (5) minutes prior to the scheduled start of the next game.

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- | Six (6) Points for each Win
- Three (3) Point for each Tie
- Zero (0) Points for each Loss
- One (1) Point for a shutout
- One (1) Point per goal (maximum 3)

In the event of a tie in points at the end of bracket play, the winner for the advancement to Semi-Final or Final will be determined as follows:

1. The winner in head to head competition
2. Goal differential (maximum 4)
3. Most goals for (maximum 4)
4. Fewest goals against
5. If a tie still exists after steps 1 through 4, FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Final Game.

In the event of a **three-way tie at the end of bracket play**, the winner for advancement to Final will be determined as above without consideration for comparison of head to head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with consideration for head to head competition. If the teams are still tied and FIFA Kicks have to be taken there will be a draw by the Tournament Committee. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team.

HOME TEAM: The home team will be the team, which appears first on the game schedule. The Home team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Referee approval. The Home team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home team cannot supply alternate jerseys, the Home team will forfeit the game. The Home Team will have the selection of the side of the field they wish to play from. No two teams will play from the same side of the field.

FORFIETS AND BYES: All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three tournament points (for the win). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys, or teams failing to check in at Mandatory Registration or for taking actions which cause a game to be terminated, will forfeit. Byes will be scored and tournament points awarded the same as a forfeit. Teams must have a minimum of 7 players to begin a game.

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: All disputes will be settled by the Tournament Director or designee and the decision will be final. A referee's decision will not be overturned.

AWARDS: Individual awards and a Team Trophy will be presented to the first and second place teams of each division.

REFUNDS: No refunds will be granted to any team accepted to participate in the Sereno Soccer Classic.

TOURNAMENT PLAY

Four Team Division will consist of one four (4) team bracket. Each team will play the others within its bracket for a total of three (3) games. The first place team will play the fourth place team for the semi final A, and the second place team will play the third place team for Semi Final B. There will be a final and a consolation game.

Five Team Division will consist of one five (5) team bracket. Each team will play the others within its bracket for a total of four (4) games. The team with the most points will win the Championship.

Six Team Division will consist of one six (6) team bracket. Each team will play the others within the bracket for a total of five (5) games. The team with the most points will win the Championship.

Eight Team Division will consist of two (2) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games. There will be a semi final game and a final, with teams in 3rd place playing a consolation.

Nine Team Division will consist of three (3) brackets of three (3) teams. Each team will play the others within its bracket for a total of two (2) preliminary teams. The bracket winners and a wildcard team will advance to the semi finals. The loser of Semi Final A and the remaining five teams will play consolation games. ** If the wildcard team comes out of the Bracket 1 then bracket 1 will play bracket 3, and bracket 2 will play the wildcard.

Ten Team Division will consist of two (2) brackets of five (5) teams. Each team will play the others within its bracket for a total of four (4) preliminary teams. The top two (2) teams will play for the championship.

Twelve Team Division will consist of four (3) brackets of three (4) teams. Each team will play the others within its bracket for a total of two (3) preliminary games. . The bracket winners and a wildcard team will advance to the semi finals. The loser of Semi Final A and the remaining eight teams will play consolation games. ** If the wildcard team comes out of the Bracket 1 then bracket 1 will play bracket 3, and bracket 2 will play the wildcard.

Fifteen Team Division will consist of three (3) brackets of five (5) teams. Each team will play the others within its bracket for a total of four (4) preliminary games. The winner of bracket 2 will play the winner of bracket 3 in the first semi-final. The winner of bracket 1 will play the wildcard team in the second semi-final. If the wildcard team is from bracket 1, then the winner of bracket 2 will play the wildcard team in a semi-final and the winner of bracket 1 will play the winner of bracket 3 in the other semi-final. The winners of each semi-final will play for the Championship.

Sixteen Team Division will consist of four (4) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games. The winner of bracket 1 will play the winner of bracket 4 in the first semi-final. The winner of bracket 2 will play the winner of bracket 3 second semi-final. Consolation games will be played between the second place teams of bracket 1 and bracket 4; the second place teams of bracket 2 and 3; the third place teams of bracket 1 and 4; and the third place teams of bracket 2 and 3. The winners of the first semi final and second semi final will advance to the championship game.

Eighteen Team Division will consist of six (6) brackets of three (3) teams. Each team will play the others within its bracket for a total two (2) preliminary games. Quarterfinal games will be played as follows: the winner of bracket 1 will play wildcard #2, the winner of bracket 2 will play wildcard #1, the winner of bracket 3 will play the winner of bracket 4, and the winner of bracket 5 will play the winner of bracket 6. The semi finals will be played as follows: the winner of quarterfinal A will play the winner of quarter final D and the winner of quarterfinal B will play the winner of quarterfinal C. The winner of semi final A will play the winner of semi final B for the Championship.

All participating teams are guaranteed a minimum of 4 games. Consolation games will be scheduled for teams not advancing to the playoff rounds.

GENERAL INFORMATION

HEADQUARTERS: Tournament Headquarters will be located at the Red Mountain Sports Complex for the Girls and Friendship Park for the Boys. Standings will be displayed and awards presented at each of the tournament sites.

FIELD SET UP AND CONDITIONS: The Parks and Recreation departments from the cities of Avondale, Mesa, and have been most generous to host our tournament. It is the responsibility of each team to treat these facilities with care. The tournament expects that each team clean their sidelines and or pre-game gathering areas of all debris and trash, including tape, immediately after each game. Each field will have numerous trash receptacles, please use them. Your cooperation in this area will ensure that we are able to use these facilities for future tournaments.

INCLEMENT WEATHER CONTINGENCY PLAN

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of players is our first priority. The Tournament has an obligation to protect the fields and facilities that are being used for tournament play. All decisions will be based on field conditions with input from the Parks and Recreation departments of the City of Phoenix, the City of Mesa, and the City of Scottsdale. Field locations may be changed. It is the responsibility of the coaches to be available for any contingencies. Field Marshall's at all locations will be informed of any changes and will provide instructions to all teams. Coaches are asked to be patient and remain flexible if this unfortunate situation arises.

As a result of inclement weather, and at the direction of the Tournament Director, one of the schedules will be implemented.

1. All games are to continue as scheduled.
2. Eliminate pre-game warm-up on the field, game times to continue as scheduled
3. Eliminate pre-game warm-up on the field and shorten all games. The Tournament Committee will determine the game length.
4. Shots from the Penalty Mark will replace games.



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