

Dean Cook Memorial Shootout

June, 21-23, 2018



TOURNAMENT RULES

All games will be played under FIFA Rules modified by USYSA/UYSAs for youth competition. Each team will play a minimum of three games. Rules regarding conduct of spectators, coaches, and players will be in accordance with FIFA rules and regulations.

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

ELIGIBLE PLAYERS—

- Eligible players are those players whose names appear on the team's roster, not to exceed 18 players for U13-U19, not to exceed 15 for U11-U12 and not to exceed 11 for U9-U10 as signed by the club or association registrar and presented at check-in.
- Each team U13-U19 may have up to five (5) guest players. Each team U9-U12 may have up to three (3) guest players.
- All challenges to eligibility of an opposing player must be registered with the referee prior to the start of the game.
- No player may play for more than one team during the tournament. No exceptions. Any player found attempting to or playing for more than one team will result in forfeit of all games for each team for which they played.

WITHDRAWN TEAMS

- No team will be scheduled until payment is received. If a team withdraws after the schedule is published, no money will be refunded. Word may be sent to all other Tournament Directors in the team's state of origin, about any team who drops out at the last minute.

FINANCIAL RESPONSIBILITY

- The tournament officials or any member of the tournament board, BYSL Board, or sponsor will not assume any financial responsibility or liability for any injuries or illnesses during and/or while traveling to or from the Dean Cook Memorial Shootout tournament. The individual team assumes all financial responsibility and liability.

TEAM CHECK-IN

- Teams from Idaho Falls and Rigby must check in Wednesday June 20th from 6-8p at 3717 Autumnwood Drive in Ammon. All other teams are welcome to come at that time if it works for you.
- All teams outside of Idaho Falls and Rigby must check-in at least 2 hours before their first scheduled game at the Tournament Headquarters from 12p-7p Thursday or Friday beginning at 9a the Soccer Complex in Idaho Falls at 1055 N 26th W Idaho Falls, ID 83402.
- Teams needing to check-in outside of the times listed above must make an appointment. Please contact Kristy Child at 208-680-2441 or dcmsshootout@gmail.com.
- At check-in teams must provide:
 - Five (5) copies of the official team roster
 - Laminated player passes or picture roster
 - Signed medical release forms
 - Guest players forms for each player not on your state roster
- Rosters are set at check-in and no amendments to the roster will be allowed after check-in.

PRE-GAME CHECK-IN AND SIDELINE POLICY

- Teams must be checked-in by the Referee prior to each scheduled game. At that time player equipment will be inspected, players will be checked via the stamped roster/signed off roster and any other necessary instructions will be given. The referee must have the two teams' tournament rosters in his/her possession during the game.
- Teams failing to check-in with the referee at their designated field five (5) minutes after their scheduled kick-off time will forfeit the game. All teams must have a minimum of seven (7) players present to check-in and play. Forfeiture shall result in the awarding of eight (8) points to the non-forfeiting team.
- Spectators shall be on the **opposite side** of the field from the coaches and bench.
- Coaches and substitutes are required to remain with their bench area during the game.

ABANDONMENT AND/OR INCLEMENT WEATHER

- The results of any game terminated as a consequence of abandonment, defined as misconduct by players, coaches, and/or spectators as called by the referee, shall be based on the score at the time of abandonment. However, at no time shall the non-abandoning team be awarded less than eight (8) points. The abandoning team shall have two (2) points deducted from its point total.
- The results of any game terminated as a consequence of inclement weather, as determined solely at the discretion of the referee shall be as follows:
 - If a game is at least 5 minutes into 2nd half of play, the game will stand as if played in its entirety and scored accordingly.
 - If a game is called before that, FIFA kicks from the mark will be taken at a later time as determined by the tournament committee to determine a winner. If FIFA kicks are taken to determine a winner of a preliminary game, a maximum of 5 kicks will be taken per team. At the end of 5 kicks the game will be scored 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks. If possible Semi-Finals and Final games will be delayed and played in their entirety at a later time determined by the tournament committee. If weather does not allow these games to be played, teams will follow the same rules for FIFA kicks from the mark and a winner will be determined by applying FIFA rules for this circumstance.

GAME RULES

- **Number of Players:** For U13-U19 each team will play 11v11 (10 field players and 1 keeper); for U11-U12 each team will play 9v9 (8 field players and 1 keeper); for U9-U10 each team will play 7v7 (6 field players and 1 keeper).
- **Uniforms:** Each player, other than the goalkeeper, shall wear a numbered jersey in each game. The number shall be affixed to the back of the jersey and shall be clearly visible. No team shall have more than a single player with any given number. Goalkeepers must wear colors distinguishing them from other players and game officials.
 - The home team is the team listed first on the schedule. Home teams should wear their lighter colored jersey. Home teams must change jerseys or wear pinnies in case of color conflicts.
- **Rules of Play:** The games will be played under FIFA "Laws of the Game" with the following exceptions:
 - **Substitutions:** Unlimited as follows:
 - Prior to a throw-in by the team in possession or on throw-ins if both teams are substituting;
 - Prior to a goal-kick, either team's possession;
 - After a goal is scored by either team;
 - After an injury, if play is stopped by the referee (1 for 1)
- **Game Balls:** Three (3) game balls are to be supplied by the home team. Size 5 balls will be used for U13-U19. Size 4 balls will be used for U9-U12. If the home team does not supply game balls the referee may accept balls from the visiting team.
- **Shin Guards:** Shin guards are mandatory for all players in all games. Shin guards will be checked by referee at game check-in.
- **Game Duration:** Game duration shall be as follows:
 - **Preliminary Games:** U9-U12 shall have 25 minute halves with a 5 minute half-time break; U13-U14 shall have 30 minute halves with a 5 minute half-time break. U15-U16 shall have 35 minute halves with a 5 minute half-time break and U17-U19 shall have 40 minutes halves with a 5 minute half-time break.
 - **Championship and Playoff Games:** U9-U10 shall have 25 minute halves with a 5 minute half-time break; U11-U12 shall have 30 minute halves with a 5 minute halftime break; U13-U14 shall have 35 minute halves

with a 5 minute half-time break. U15-U16 shall have 40 minute halves with a 5 minute halftime break; U17-U19 shall have 45 minute halves with a 5 minute halftime break.

- *If a Championship and/or Playoff game is tied at the end of regulation play:*
 - For U13-U19 teams there will be two five (5) minute overtime periods, played in their entirety (no Golden Goal). If the game is still tied, the game will be decided by penalty kicks per FIFA rules.
 - For U9-U12 teams, the game will be decided by penalty kicks per FIFA rules.
- Referees may allow a 3 minute water break during the second half of each game, for all games where heat is an issue.

SCORING

- 10 Point System: A maximum of ten (10) points is possible for the winner; a team receives:
 - Six (6) points for a win;
 - Three (3) points for a tie (ties in preliminary games shall remain a tie);
 - Zero (0) points for a loss;
 - One (1) point for a shutout;
 - One (1) point for each goal scored, up to a maximum of three (3) for each team, regardless of whether the team wins, loses, or ties.
 - A zero-zero tie will be scored as one (1) point for each team.
 - Subtract one (-1) point for each red card or for two yellow cards issued to the same player or coach in the same game.
 - The Tournament Director may deduct one (-1) point for a team's game score for any display of unsportsmanlike conduct shown by players or coaches or reported by referees or field officials. Spectators displaying unsportsmanlike conduct may earn a red or yellow card for the coach of the team they are supporting.
- Standings: If the standings are tied when all games in a flight are complete, standings will be determined as follows:
 - *1st Tiebreaker*: Winner of any head to head game;
 - *2nd Tiebreaker*: Goal Differential (goals scored minus goals allowed-max of 4 per game)
 - *3rd Tiebreaker*: Least goals allowed;
 - *4th Tiebreaker*: Most goals scored (to a maximum of 4 per game)
 - *5th Tiebreaker*: Shut-out wins (forfeits not counting)
 - *6th Tiebreaker*: FIFA kicks from the penalty mark.
 - *7th Tiebreaker*: Coin toss.

SPORTSMANSHIP

- Unsportsmanlike conduct exhibited by players, coaches, or spectators, will be reported by the referees to the Tournament Director. (The Tournament Director may deduct one (-1) point from the team's game score).
- A player receiving a red card or two yellow cards in one game shall be expelled from the game and may not be replaced. Further, this player is automatically disqualified from participating with their team at any time during the next scheduled tournament game. In such case, the referee shall retain the player card of such player and provide such card to Tournament Headquarters. The player shall be required to personally retrieve the card from Tournament Headquarters. No protests or exceptions allowed.
- A coach receiving a red card or two yellow cards in one game shall be expelled from the game, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during the next scheduled tournament game.
- Any player or coach receiving a red card or two yellow cards in one game, who then plays or coaches in their team's next tournament game will cause their team to automatically forfeit the game and the game shall be scored as if a forfeit had occurred.
- Communications with the Tournament Director and with Tournament Officials shall be respectful and professional. Coaches, parents and/or players using threatening, profane, or inappropriate language toward the Tournament Director or any Tournament Official may be barred from further participation in the Tournament.