

JACK LONDON YOUTH SOCCER SPORTS LEAGUE TOURNAMENT RULES

NOVEMBER 21st and 22nd 2009

In all cases, these tournament rules will take priority in tournament affairs. Those circumstances not covered by these rules will be covered by JLYSSL rules.

CREDENTIALS: USYSA Player Passes (properly validated for the current season) will be required for all Players and Coaches. You will not be allowed to play without a proper pass. Passes will be checked prior to each game. EVERY PLAYER must have a properly completed medical release form (1601) at this tournament at all times.

GUEST PLAYERS: Guest players must be registered Jack London Class 4 player of appropriate age, from a team not competing in the tournament. They may compete for only one tournament team, and must provide their laminated pass and medical release form to the new coach. No Class 1 or Class 3 players are allowed to play in this tournament.

JLYSSL SPORTSMANSHIP - PLAYER REDUCTION RULE: The JLYSSL rule where a player is removed by the coach after a 4 Goal differential is in place during this tournament. Coaches not following this rule will first be warned; after that they will be cautioned, resulting in the loss of a point. Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents and spectators.

HOME TEAM: The Home Team is the one that is shown first on the schedule, except in Championship games, the home team is the team with the highest points. Wherever possible, the coaches, substitutes, parents and fans for each team will be on opposite sides of the field from each other. The Home Team coach has choice of which side of the field he and his substitutes, parents and fans will occupy. The Visiting Team has choice of jersey color, and Home Team must change if there is a conflict.

GAME BALLS: Game balls will be provided by the Home Team. The referee may choose to use a ball provided by the visiting team if the balls furnished by the Home Team are inadequate.

GAME TIME: All games must start on time. Except for championship games, the referees are instructed not to add time. Please have your team ready for check in at least 20 minutes prior to game time. Playing time will be deducted in order to keep games on time.

MEDICAL HELP: The FIELD MARSHAL should be notified immediately of any serious injury or need for MEDICAL ATTENTION.

PROTESTS: All games will be considered final, and **NO PROTESTS** will be allowed.

LENGTH OF GAMES: U10 games will be two each 20 minute halves; all U12 games will be two each 25 minute halves and all U14 games will be two each 30 minute halves. No additional time will be added to preliminary games. For U12 and older, there will be two five minute overtime periods for tie breakers for all Championship games. These O.T. periods are Golden Goal (the game is over if a goal is scored.), and if necessary they will be followed by penalty kicks.

U10 JAMBOREE: Each U10 team will play three games. No standings will be kept, and there will be no Championship game for any of the U10 Flights.

AWARDS: Medals will be awarded to the 1st and 2nd place teams in all flights for U12 and U14. Participation medals are awarded to all U10 players.

POINT SYSTEM for U12 and U14 Games:

Six (6) points for a Win

Three (3) points for a Tie

Zero (0) points for a Loss

One (1) point for each goal scored up to a maximum of four per game

The maximum a team can earn in one game is ten (10) points

LOSS OF POINTS:

One (1) point will be deducted for each caution received by a Coach or any other non-player associated with the team.

Two (2) points will be deducted for a red card received by a player

Four (4) points will be deducted for a dismissal of a Coach or any other non-players associated with the team.

GROUP PLAY:

4 or 5 Team Groups: Each team will play every other team in the group in a round robin. Accumulated points determine 1st and 2nd place. Ties will be broken as described below. There will be no championship game.

6 Team Groups: 2 each 3-team flights per group. Two games on Saturday are with the 3-team flights. Sunday morning has cross over of the #1A team vs. #2B team and #1B team vs. #2A team. Winners proceed to championship game. Ties are to be broken as described below. The # 3A team plays the #3B team to determine 5th place.

8 Team Groups: 2 each 4-team flights per group. The two games on Saturday and one on Sunday morning are within the 4-team flights. Accumulated points determine 1st place within the 4-team flights. The winners of the two flights play in the championship game.

TIEBREAKERS: If a tie exists in Flight standings or semi-final games for six-team flights, the following tiebreaker rules will be employed:

1. The team that won in a head to head game.
2. The team with the most total points.
3. The team that allowed the fewest goals.
4. The team that scored the most goals, up to a maximum of 4 per game.
5. The team with the fewest red cards
6. Penalty Kicks per FIFA rules

No Overtime periods are allowed for semi-final games or any four- or five-team flight games.

Championship games: If a tie exists upon completion of regulation play, the teams will play two (2) five minute Golden Goal overtime periods. If a tie still exists after overtime, the winner will be decided by Penalty Kicks per the FIFA Rules.

SUBSTITUTION RULES: Substitutions may be requested from the referee:

1. Prior to your throw-in
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. At half time.
5. After an injury, by either team when the referee stops play.
6. When the referee stops play to caution a player, only the cautioned player may be substituted (this is up to the coach). The substitution must be made prior to the restart of play.

TERMINATIONS and ABANDONMENTS:

If a team is not ready to play within 10 minutes after the scheduled start time, the game will be abandoned. In this case, the team will forfeit the game by a score of 0-1. If the game is terminated by the referee for some other reason during the first half (usually a deterioration of weather or field conditions), the game will be declared a 0-0 tie regardless of the actual score at the time.

If the game is terminated by the referee after the first half has been completed, then the actual score will be used. If in either half, one coach has decided to forfeit the game and to not allow his players to continue to play, score of the game will be decided by the Tournament Chairman.

OTHER: The Site Managers or Field Marshals will resolve any situations not covered by these rules. If they are not present, contact the Tournament Chairman, Jack Follick at 510-325-7406 (c) or 510-655-7527 (h).

DISCIPLINARY ISSUES: All disciplinary issues are to be forwarded to the Tournament and Disciplinary Committee Chairmen as soon as possible so an appropriate decision can

be made regarding the penalty to be administered. Players that are sent off (red carded) or coaches that are dismissed will likely be suspended for at least the next Tournament game. Disciplinary actions can carry over from the Tournament into the subsequent Spring and Fall Seasons. The Field Site Manager should obtain the ejected coach's or player's pass from the referee and not return it to the coach after the game, but arrange to get it to the Discipline Committee Chairman. For players or coaches sent off on Saturday, the referee must send a report to the Discipline committee (discipline@jlysl.org) that same day.