

CENTRAL SC VALLEY YOUTH SOCCER LEAGUE

2011 U7 – U10 RECREATIONAL JAMBOREE

November 12th . and 13th.

TOURNAMENT RULES

1. PLAYER PARTICIPATION

All team players shall play a minimum of 50% of each game at which they are present.

2. ELIGIBLE PLAYERS

Players on current league team roster are eligible for the Jamboree. This year, all teams may add “Guest Players” to their team as defined in the Guest Player policy below. Roster players and guest players must meet eligibility requirements as specified. Any team caught using ineligible players will result in forfeit of games played.

3. GUEST PLAYER POLICY

Players currently on a CV REC team and not participating in the jamboree are eligible to play on a jamboree team as a “guest player”. CV jamboree team may add a maximum of three guest players to their “active” roster. Total active roster (with addition of guest players) may not exceed 14 (U7/U9) or 16 (U9/U10). Only guest players approved in advance of the jamboree and by the jamboree committee are eligible. CV team requesting to add a guest player must submit name of player to tournament Director no later than 48 hours prior to the event.

4. SUBSTITUTIONS

U7 & U8 Play

Substitutions are only allowed at quarter break, at the half time break and in the event a player is injured . Mandatory Limited substitutions is as follows: A player receiving a caution (YELLOW CARD) may be substituted for the time of the caution being issued. A player sent off (RED CARD) cannot be replaced for the remainder of the game.

U9, & U10 Play

Unlimited substitution is allowed as follows:

- Prior to throw-in by your own team
- Prior to a goal kick by either team
- Prior to a kick-off by either team
- Prior to the resumption of player after an injury by either team

Mandatory Limited substitutions is as follows: A player receiving a caution (YELLOW CARD) may be substituted for at the time of the caution being issued. A player sent off (RED CARD) cannot be replaced for the remainder of the game.

5. TEAMS ON ONE SIDE/ FANS ON THE OTHER

All coaches are reminded that coaches and players must be on one side of the field and parents and spectators must be on the other side. No more than three coaches per team are allowed on the players side. This rule will be enforced throughout the JAMBOREE tournament.

6. EJECTION

When a player or coach is ejected from the game (RED CARD), that player or coach shall be automatically suspended from the next TWO games of his or her team. Ejection will be reviewed by the tournament committee, later in the day. Depending upon the infraction, additional penalties may be imposed upon the player. Coaches can expect to have additional games suspensions assessed for red cards.

7. SPORTSMANSHIP

All participants, coaches, and spectators are expected to exhibit good sportsmanship and conduct throughout the tournament. Coaches are responsible for the conduct of their players, parents, and spectators. Any severe misconduct reported by the referee or tournament official, will not be tolerated and may lead to a teams' disqualification of a game or suspension from remainder of Jamboree. Verbal or physical harassment towards referees will not be tolerated and may lead to team disqualification or suspension.

8. TOBACCO AND ALCHOLIC BEVERAGES

Use of tobacco products will be prohibited on the premises of the soccer complex. Possession or consumption of alcoholic beverages is prohibited. Any player, coach or spectator found violating this rule will be asked to leave the tournament, and may cause their team to forfeit.

9. LENGTH OF GAMES

AGE	PRELIMINARY GAMES	FINAL GAMES
U7 & U8	Two 20 minutes halves	Two 20 minute halves

There will be one (1) minute substitution break after 10 minutes of each halve.

U9 & U10 Two 25 minute halves Two 25 minute halves

Note* Half-time periods will be limited to five (5) minutes

10. TIES IN PRELIMINARY AND FINAL GAMES

In the preliminary games, ties will stand. In the consolation and championship games; if the game is tied after regulation play, there will be two 5 minute "sudden death" overtime periods. The first goal scored during sudden-death overtime, shall determine the winner of the game. If the game is still tied after completion of second overtime then both teams are awarded 1st place (championship game) or 3rd. place (consolation game). This applies to U7 and U8 only.

for U9, & U10 :

A penalty kick "shoot-out" shall be used to determine the winner. Only players on the field at the end of the second overtime period can participate in the shoot-out. Each team shall take 5 shots on goal, by different players. A coin flip shall be used to determine which team shoots first. The goalie can be used to take a shot on goal. If the game is tied after 5 shots are taken, then a sudden death shoot-out occurs until a winner is declared.

All preliminary games will be concluded five minutes prior to the scheduled start of the next game; regardless of the amount of time played in each half. A game is complete upon completion of one-half of play, regardless of the circumstances of termination during the second half. Final results will be based upon the score at the time the game is called.

11. INJURY TIME

Delays of game due to injury will result in NO time being added to the game time.

12. PLAYER EQUIPMENT

It will be the referee's discretion to determine the safety and suitability of player equipment. Shin guards are mandatory for all players.

13. FORFIETS

All games will be started within five (5) minutes of the scheduled time. If a team has not taken the field with a minimum number of players within the five (5) minute grace period, the game will be forfeited to the team with at least the minimum number of players in attendance. The team in attendance will be awarded 8 points for the forfeited game (1-0 win). NO points will be awarded if both teams fail to have the minimum number of eligible players with five (5) minutes following the scheduled game time.

U7 & U8 min. player requirement: 5 players; U9 & U10 min. player requirement: 6 players

14. SUSPENDED GAMES

If, in the opinion of the game officials, a game must be suspended for any reason, the game will be resumed, but it is subject to being ended at five (5) minutes prior to the scheduled start of the next game. If, in the opinion of the game officials, a game must be terminated for misconduct of the player(s), coach, or spectators, the offending team could be suspended from further play, and forfeits that game and all remaining games. All previous points earned will be changed to forfeit games.

15. GAME POINTS

Points (during preliminary rounds) will be awarded for each game in accordance with the following:

- 6 points for a WIN
- 3 points for a TIE
- 0 points for a LOSS
- 1 point for each goal scored, up to 3 points per game, regardless of win, loss or tie
- 1 bonus point will be awarded for SHUTOUT WIN (no goals against)
- 4 points will be awarded to each team for a 0-0 tie (3 for tie, 1 for shutout)
- 2 points will be DEDUCTED for each RED CARD
- 8 points will be awarded for a forfeited game (6 for win, 1 for shut out, 1 for goal)

- NO points will be awarded if neither team shows up on time

16. TIE BREAKER PROCEDURE

At the end of the preliminary round play, point TIES will be resolved in the following priority:

- A) HEAD-TO-HEAD competition. The winning team of the match will advance, or be seeded higher
- B) EJECTIONS - the team with fewest ejection (RED CARDS) will advance, be seeded higher or win.
- C) GOALS AGAINST - The team with fewest total goals scored against them will advance, be seeded higher, or win
- D) GOALS FOR up to 3 maximum goals per game - The team with the higher total goals scored will advance, be seeded higher, or win if more than two teams are tied, the order of pairing will be decided by the tournament committee.

If two teams are TIED for 2nd. seed or 4th seed (after completion of preliminary games) and all TIE BREAKER rules above have been exhausted then,

For U7 & U8; a coin flip will determine final seeding for trophy round.

For U9, & U10: penalty kicks prior to start of trophy round games will determine final round seeding

17. NO DOGS ALLOWED:

No dogs will be allowed on school grounds in accordance with school and city municipal code regulations. Individuals bringing their dog to the Jamboree will be instructed to leave the site. This is a health and safety issue that will be strictly enforced.

18: PLAYERS ON THE FIELD

U7: A maximum of 8 on the field;

U8: A maximum of 8 players on the field.

U9: A maximum of TBD players on the field is allowed

U10 only: A maximum of TBD players on the field is allowed.

19: OFFSIDES:

U7/U8 Games: Only “obvious” off-sides will be called by Center Referees.

U9/U10 Games: Off-sides will be called by Center Referee (or paid Assistant Referee) in accordance with FIFA rules.

20. OTHER

The CVSA and CVYSL Modification to the Laws of the Game for U7,U8, U9, U10 and U12 play, shall apply for all games, including the semi finals, consolation and championship games. Among other things, there will only be indirect free kicks. Members of the Tournament Committee will resolve situations not covered by these rules.

