

Inaugural RYSL 2011 Tournament Details and Rules

Please read the instructions below, if you are unclear or have questions then please email rsc.tournament@gmail.com. The tournament directors have put every effort into making this tournament a fun, yet competitive environment for the players, coaches and spectators.

Let's all have a great weekend of soccer.

Team Registration

- Age groups that can participate are RYSL U7 & U8 (5v5), U9 & U10 (6v6) and U11/12 (8v8).
- Only Players that were registered for the Spring 2011 season can participate.
- Players can only play for the team that they were registered for in the Spring 2011.
- Rosters will be printed out from the RYSL registration system and will be randomly checked by the Field Marshall before game time.
- Each team may need to sign a liability waiver.

Team Check-In

- Teams shall be at **field 2** at least 30 minutes prior to the start of their game. The Field Marshall, identifiable by a brightly colored vest, will conduct the Team Check-In. RYSL coach ID passes are required and will be checked.

Teams

- Home team is determined by the tournament scheduler. The first team listed on the tournament website is the home team. The home team shall wear WHITE.
- The home team will be responsible for using an alternate color uniform if necessary, and shall supply a suitable game ball (as determined by the Referee) unless the referee is able to supply a game ball.

Player Equipment

- Hard casts are not permitted; soft casts will only be allowed upon approval of the game referee.
- Shin guards are required and socks must be worn to completely cover the shin guards.
- Cleats or Indoor Turf shoes are suitable footwear.
- No jewelry of any kind shall be worn on the field of play. No tape over earrings. General "rule of thumb" is No Rings, No Watches, No Bracelets, No Necklaces, No Friendship Bracelets (string, plastic or rope type bracelets), No Earrings, No Body Piercing, and No HARD Hair Holders.

Guest Players

- There will be no guest players allowed.
- If whole teams do not wish to participate but some players do, then we (Tournament Directors) will combine those players when possible to make an age specific team or randomly assign players to short roster teams. Note: We will do our very best, but there is no guarantee that the above can/will happen.
- Please contact rsc.tournament@gmail.com for more details.



Coaches

- All coaches must wear their RYSL ID card and it must be visible at all times.
- A maximum of two (2) carded coaches are permitted on the coaches' side of the field.
- Only coaches with these ID cards can be on the sideline with the players.
- Players and coaches will be on the same sidelines. Field Marshalls will communicate which side is the coaches' side if questions arise.
- Each coach must remain within their half of the field and within the boundaries of the 18 yard box and the halfway line.
- Coaches must remember that this is a fun but competitive tournament and should treat it as such. Excessive shouting or derogatory language is not recommended.
- No person shall be standing behind goals.
- NO HOT DRINKS on the playing surface.
- All coaches are responsible to remove any garbage from their side of the field.

Conduct and Discipline

- There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.
- Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. If a player or coach is dismissed in any game, an incident report will be filed with the RYSL/RSC board of directors and disciplinary action will be assessed by that organization.
- Any player or coach who receives an accumulation of two (2) yellow cards must sit out the next game.
- Spectators may be ejected from the arena for improper conduct at the discretion of the tournament officials. Persons ejected due to any of the above situations must leave the site immediately. An incident report will be filed with the RYSL/RSC board of directors.

Warm Up Area

- We have provided Field 2 to be the warm up area for the tournament; this will be the only warm up area available.
- NO PLAYER/TEAM will warm up on or near the game fields.

Spectators

- Spectators and teams must be on opposite sides of the field. Spectators will be on the outside of the field perimeters'.
- Spectators are not allowed on the field. Please walk around the field area.



Tournament Format

For most age groups/divisions the tournament format calls for three preliminary games (round robin) with a Final Match for those teams that qualify.

Game Format

- Games will consist of a continuous fifty (50) minute game.
- Games will start on the buzzer and end on the buzzer.
- Substitutions must be made at the half way line and can be made on any stoppage of play at the referee's discretion. Substitutions can be made on the fly; providing that the player being substituted is in their own half of the field.
- We have a very strict timetable, the buzzer will sound for the start of the game, please make sure you team is on the field and ready to play.
- The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.
- RYSL/FIFA laws of the game will be in effect.

Note: if necessary, game lengths may be shortened to accommodate scheduling requirements.

Field Layout

- Please download the field layout. Black fields are 5v5 and 6v6 formats. Red fields are 8v8 format. All goals will have signed field numbers attached

Match Schedules

- Each team will play a minimum of 3 games. A maximum of 2 matches will be played on any one day.

Pre-Game and Post-Game Procedures

- Game Officials will conduct a sportsman and fair play handshake between the opposing teams before the start and at the end of the game.
- A player who arrives late at the playing field after the pre-game procedure may enter the game with permission of the center referee after tournament officials verify that the player is eligible

Forfeits

The score of a forfeited game shall be recorded as 2-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. Forfeiture will be declared for a failure to begin play within ten (10) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. In no case will a team which has forfeited a game be declared a group winner or wild card. A minimum of 7 players are required to start an 8v8 match. A minimum of 5 players are required to start a 6v6 match. A minimum of 4 players are required to start a 5v5 match.



Match and Score Reporting

Before leaving the field, it is the responsibility of both head coaches to verify the final score and game winner as reported by the center referee on the official game card. The Field Marshall will deliver the score card to the tournament director. All scores will be updated live onto the tournament website at www.ultimatesoccerarenas.com and on the score board in the concourse area. Posted scores will reflect a maximum goal difference of (3) three. Bracket standings, leading to championship play, will be determined based on the Standings and Tie-Breakers explanation (see section below).

Standings and Tie-breakers

It is the responsibility of the team's coach or tournament contact person to keep up with their team's standings. These standings will be posted on the tournament website www.ultimatesoccerarenas.com. Three points will be awarded for a win, one point for a tie and zero points for a loss.

In the event of ties in point standings, the following sequence will be used to determine the advancing team:

The team at the end of the bracket or pool play with the highest total points will be declared the bracket winner and move onto the final, or in the case of a single bracket the top two teams move onto the final.

- a. Points earned from matches won or tied.
- b. Result of head to head game (2 teams only)
- c. Goal difference: Total net score for tournament games. Net score = goals scored, less goals scored against. A maximum differential of (3) three goals per game will account for this purpose.
- d. Fewest goals allowed.
- e. Most goals scored (maximum of (3) goals per game will count for this purpose)
- f. If three or more teams are tied: Advancing team(s) to be determined by coin flip. Winner of coin flip is the first team to be the lone "head" or "tail" (example, if all teams flip "heads" another round will commence until there is one team that flips "heads" and all others flip "tails" or vice versa). Same coin flip procedure will be used in subsequent rounds if it is necessary to determine additional winners.

In the event of ties at the end of the championship game, winners will be determined as follows:

1. Two mandatory five-minute overtime periods will be played to completion.
2. Penalty kick elimination as FIFA LOTG. Only players on the field at the end of the second overtime are eligible for penalty kicks from the penalty mark. 5v5 (3 penalties), 6v6 (4 penalties), 8v8 (5 penalties), if no winner at the end of these penalties, *then it is first to miss from the remaining players in the roster. Each coach in turn will select the next player to take the penalty.

*Revised June 10th

Championship Final Ceremony

Following the completion of the championship game, both teams will present themselves to the Field Marshall on Field 2 for the awards ceremony. There will be team and individual awards for teams finishing first and second. All other teams shall receive participation awards.

