

Spring 2010 NCRS U12 Girls Tournament
Hosted by Sheridan Soccer Club
May 22 & 23, 2010

TOURNAMENT FEE

Each Team will pay a tournament fee of \$80 for Saturday's games to a tournament official before the team's first game in the tournament. Payment may be cash or a check payable to Sheridan Community Recreation Inc (SCRI). Clubs with more than one team can pay the tournament fee for all of their teams in one check.

RULES AND REGULATIONS

All matches will be played under the FIFA Laws as amended by USYSA and as noted below. Also, all matches will be played using NCRSL modifications to the Laws.

TEAM & PLAYER ELIGIBILITY

All teams must have an IYSA roster signed by Club's current board representative and kept by the coach of each team and provided to the referees prior to the game. If a roster cannot be provided, the game is played and the tournament director/committee will be notified with the game being subject to a forfeit by the offending team. Each Club is responsible for ensuring their rosters are accurate and true. Teams playing 8v8 may roster up to 14 players. Each player may be rostered on only one team for tournament games, players may not be "double-rostered".

Teams should arrive to the match at least 20 minutes before the match is scheduled to start. Schedules are tight and matches must begin on time. If play has not begun after 5 minutes of schedule start time of the match, the referee may start his/her watch as if play as begun.

MATCH FORMAT AND DURATION OF MATCHES

Each team will play a minimum of 2 games. **Pool play matches may not end in a tie.** There will be a shootout at the end to determine the winner.

Home team is required to provide appropriate match ball. The home team is listed first on the schedule. There will be 2 – 30 minute halves with a 5 minute halftime for this tournament. The clock shall be a running clock for all matches. The clock will not stop except for serious injuries.

UNIFORMS

Each player must wear appropriate shin guards and an official uniform with a number on the back. No team may have players with duplicate numbers. When uniform colors are similar the home team will change colors. Home team is listed first. Goalkeepers must have a different color jersey from their team.

Referee fees and Awards

The \$80 entry fee per team will cover awards and referee costs. The referee will not start the match until paid. All teams participating in the semifinal round on Sunday will need to pay a referee charge of \$40. Sheridan will pick up the cost of referee's for the Championship match.

START OF MATCH

The referee will call captains and a coin will be flipped. The team winning the toss will choose which end of the field they wish to attack.

SUBSTITUTIONS

Unlimited

Before a throw-in in your favor, defense may sub on throw-in if offense initiates a substitution.

After a goal by either team

Before a goal kick by either team

At half-time

In case of injury or stoppage of play – with the referee's permission

SEND OFFS & EXPLUSIONS

Any player sent off or coach expelled from a match will be ineligible for that team's next match. At the time of the send off, no substitution will be allowed for the player sent off. Anyone fighting can be subjected to ineligibility from further tournament participation. Any spectator expelled from a match must leave the property and may not return for the remainder of the tournament. Coaches are responsible for their players & spectators.

SEATING

Players and coaches (up to 3) will be place on one side of the field. Parents and Spectators must sit on the opposite side from players. There is no seating or coaching from the end lines. If anyone is violating this, the referee's will stop play until the spectators have moved.

FAILURE TO SHOW AND FORFEITS

A five minute grace period will be extended beyond kick-off time before a forfeit will be declared. The Tournament Directors will make a final decision as to whether a forfeit will be declared depending on extenuating circumstances that may have prevented a team from making the match on time. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive the appropriate points for that match.

A team may play with fewer than 8 players. Their opponent does NOT have to play down to equal numbers. Any player arriving to a game after 10 minutes from the time the match started is ineligible for that game. This does include the 5 minute grace period if the referee has started the game clock.

TEAM SCORING FORMAT

The following procedure will be used to determine a group winner of a pool or wild card (best second place team). Three (3) points for a win and zero (0) points for a loss. Shutouts will earn two (2) points and number of goals scored will equal one (1) point for each goal scored up to a max of 3. In the event of ties in the final point standings, the following sequence will be used;

1. Head to head competition between teams that are tied (skip to #2 if 3 or more teams are tied).
2. Winner of the most games
3. Fewest goals allowed.
4. Most goals scored – up to 3 per match
5. Coin Toss.

PROTESTS

There are no protests.

INCLEMENT WEATHER AND CANCELLATIONS

The tournament committee will make every effort to play all matches in full. However, the tournament committee has the right to either shorten and/or to cancel matches due to climactic conditions or other acts of nature which are beyond our control.

COACH/PLAYER/SPECTATOR CONDUCT

Coaches are responsible for the conduct of players, parents and spectators. Please help us make sure everyone has an enjoyable time.

TOURNAMENT COMMITTEE

The tournament committee will enforce the rules as written, but the committee reserves the right to amend any rule as necessary to accommodate unanticipated problems before and during the tournament. The decision of the committee will be final.

ADDITIONAL SHERIDAN SOCCER SAFETY RULES

The Sheridan fields and facilities are smoke-free

No Climbing on nets or goals

Park only in designated areas

Parents are responsible for their children at all times

No alcohol, pets or profanity is allowed