

Hayward Youth Soccer League Hayward Halloween Fall Classic Tournament Rules & Information

1. **Mandatory Tournament Check-In** is Friday, October 23rd, 2009 from 6:30 to 9:30pm at HYSL Office, 384 Jackson Blvd. Suite #3, Hayward, CA 94545; (510)881-4975. All teams are required to send a team representative to check-in their team.
2. All teams are required to have **proper credentials**, including their official team roster (goldenrod), and Player and Coach Passes.
3. Teams are required to be at the field, ready to play, **at least 30 minutes prior to the scheduled start of their games** for pre-game check-in. **Check-in will be conducted by the Field Marshall in the vicinity of the Field Marshall's table.** The check-in will include an equipment check and the coin toss to determine kick-off. Players are required to check-in prior to the start of each game. Player Passes will be held by the Field Marshall until the completion of each game and will be returned upon the receipt by the Field Marshall of the completed game card.
4. **Game Cards** will be provided by the Field Marshall. The cards will include player information (name, number, etc.) provided the team has included this information (**Team Stickies**) when they return their Team Response Form. The Field Marshall will give the Game Card to the Referee prior to the start of the game. At the conclusion of each game, Referees must return the game card to the Field Marshall's table.
5. The Home Team is listed first in the game schedule. The Home Team shall provide the **Game Ball** for each game.
6. Tournament rules take priority in all tournament affairs. Areas not covered by these rules shall be governed by CYSA and FIFA rules as modified by CYSA-N.
7. **All games are final** as determined by the Referee. **No protests will be allowed.** Complaints and/or questions are to be directed to the Field Marshall. Any complaints or questions that cannot be answered by the Field Marshall shall be directed to the Tournament Directors and **not** to the Referee.
8. **Length of Games** (with five (5) minute break between games):

<u>Age</u>	<u>Preliminary Games</u>	<u>Consolation/Championship Games</u>
U12	Two 25 minute halves	Two 30 minute halves, two 5 minute sudden death overtimes
U14	Two 30 minute halves	Two 35 minute halves, two 5 minute sudden death overtimes
U16	Two 35 minute halves	Two 40 minute halves, two 5 minute sudden death overtimes
U19	Two 35 minute halves	Two 40 minute halves, two 5 minute sudden death overtimes

9. **Scoring and Standings:** Points for preliminary games are awarded as follows:

Win	6 points
Tie	3 points
Loss	0 points
Shut-Out	1 point
6-point differential	1 point
Goal	1 point each up to a maximum of three (win or lose)
Forfeit	8 points (posted as a 1-0 win)
Red Card/Ejection	1 point will be deducted for the first Red Card a team receives, 2 points for each successive Red Card
Sportsmanship	See Rule #14-f. (1 point deducted for each goal scored over 6-point differential)

No points will be awarded if neither team shows for a game. The maximum number of points that a team can earn in any one game is 10 (6 points for the win, 3 points for each of the first three goals and 1 point for a shut-out or 6-point goal differential). Official standings shall be maintained at the Field Marshall's table.

10. **Tie-Breakers** are as follows: (for advancement to the Consolation/Championship Games)
 - a. Winner of head-to-head play.
 - b. Fewest goals allowed.
 - c. Red Cards (Ejections) – the team with the fewest advances.

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- d. Yellow Cards (Cautions) – the team with the fewest advances.
- e. Most goals scored (up to a maximum of three per game)
- f. Coin toss

11. **Championship and Consolation Games:** The team with the most points in each flight (or the winner of the tie-breaker) advances to the Championship Game to compete for first and second place. The team with the second highest points in each flight (or the loser of the tie-breaker) advances to the Consolation Game to compete for third and fourth place. Home team for the Championship and Consolation games shall be the team with the highest points. If tied, Home Team will be decided by the Tournament Director. If the game ends in a tie, there will be two 10-minute overtime periods. If the game is still tied at the end of overtime, there will be a shootout per FIFA rules.

12. **Substitutions:** are unlimited as follows:

- a. Prior to your team's throw-in.
- b. Prior to a goal kick for either team.
- c. After a goal is scored by either team.
- d. For an injured player, after stop of play.
- e. Between halves.
- f. Any player receiving a Yellow Card (Caution) may be substituted at the option of the coach.

13. **Forfeits:** A forfeit shall occur when a team does not field at least seven (7) players within 5 minutes of the scheduled start of a game.

14. **Sportsmanship – Special Tournament Rules**

- a. Any coach, player or spectator ejected from the game is automatically suspended for a minimum of one tournament game. There are no appeals. In addition, the Referee Send-Off report will be forwarded to the appropriate District Commissioner for further disciplinary action.
- b. Any coach or spectator who is written into a Referee Report as creating a problem for the referee (any offense that would result in a caution for a player) **in more than one game** during the two-day Tournament will be subject to ejection from the Tournament at the discretion of the Tournament Director.
- c. Referees will use yellow & red cards for cautions or send-offs for player offenses only. Verbal requests & instructions will be afforded coaches and spectators.
- d. Any player receiving a yellow card (caution) may be substituted out of the game for a minimum of 5 minutes.
- e. Coaches are held responsible for the conduct of their players and spectators.
- f. **Standing points will be deducted from a team that outscores its opponent by more than six goals** – 1 point for the seventh goal, 2 points for the eighth goal and 3 points for the ninth or greater goal over the opponent.

15. **Color Conflict:** The Home Team shall change jerseys in the case of a color conflict.

16. **Sidelines:** The Home Team shall occupy the North or West side of the field. Visitors shall occupy the South or East side of the field. Teams shall occupy opposite sides of the field.

17. Players wearing casts, air splints or metal splints are not eligible to play (CYSA rules apply). All players must wear shin guards, which must be completely covered and under the player's socks. Players shall not wear watches, jewelry or any other object that may, at the discretion of the Referee, cause injury to themselves or other players. No toe cleats. The Referee shall have the final decision regarding the safety of the player's equipment.

18. **Awards:** Awards shall be provided for **first through third place** in each age group.

19. ***Alcoholic beverages*** and ***tobacco products*** are not allowed on site. ***No dog's***, are allowed on the fields. Please, no littering.

20. An **assault** on a Referee is a **felony**. The police will be called, and CYSA authorities notified.