



KICK FOR A CURE  
6 v 6 Charity Soccer Tournament & Festival  
June 6 & 7, 2009

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**RULES AND REGULATIONS**

RULES OF PLAY

(FIFA, USYSA, & CYSA-SOUTH RULES APPLY)

It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

TEAM CHECK-IN

- All Teams must check in at the MANDATORY REGISTRATION on Friday June 5, 2009 between the hours of 6pm and 9pm. Venue TBA.
- Failure to check-in may result in disqualification from the Tournament
- Players' medical release forms, ID cards, and Team Rosters must be presented at Team Check-in. Birth Certificates must be available upon request

CREDENTIALS

- At the Mandatory Registration teams must provide the following Credentials:
  - Valid picture identification cards issued by the team's Federation Organization Member (USYSA, AYSO, US Club Soccer). Birth certificates must be available upon request.
  - Proof of approval of the team's participation in the Tournament
    - USYSA teams outside Cal South must provide travel papers
    - AYSO and US Club Soccer Teams must provide travel documentation from the organizations with which they are respectively affiliated
  - Team Rosters
  - Medical Consent Forms

GAME TIME CHECK-IN

- Prior to the start of every game, every team must present to the Referee the Teams' Player cards so that the players may be checked into play and the game started at its scheduled time.
- Failure of a team to report within five (5) minutes of a scheduled kick off will be considered a forfeited game.
- All teams must have a minimum of 4 players on the field to start the game.

UNIFORMS

- All teams are required to bring two sets of uniforms
- The home team will be required to switch to an alternate jersey if the referee declares color conflict.
- The shirt number of each player must be the same as the shirt number on the roster. If the numbers are not the same, the referee is not to allow the player to take part in the game until the numbers are the same.
- Shin guards are mandatory.



**EQUIPMENT**

- All teams must provide at least two inflated soccer balls (U6 Size 3: U8-U12 Size 4: U14-16 Size 5) before game time.
- Shin guards are mandatory; NO EXCEPTIONS
- Hard casts are prohibited. Soft casts are permitted if they are padded and the referee considers them safes.
- The referee has the final determination as to the safety of each player's equipment including the usage of watches, rings, chains, metal objects, headbands and jewelry.

**ROSTERS**

- Only twelve (12) players plus two coaches are allowed per Team Roster (13 on Adult Coed).

**PLAYER ELIGIBILITY**

- The Kick for a Cure Tournament will host U6, U8, U10, U12, U14 and U16 age groups for Boys and Girls (and Men and Women Open and B, Adult Coed Open and B)
- Bracketing of youth teams within an age group is at the sole discretion of the Tournament Director and is not appealed unless a team is assigned an incorrect age group or gender.
- The following chart shows the age groups for all Cal-South Youth affiliated soccer organizations for the 2009-2010 playing year.

YEAR	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
1993								U16	U16	U16	U16	U16
1994	U16	U16	U16	U16	U16	U16	U16	U15	U15	U15	U15	U15
1995	U15	U15	U15	U15	U15	U15	U15	U14	U14	U14	U14	U14
1996	U14	U14	U14	U14	U14	U14	U14	U13	U13	U13	U13	U13
1997	U13	U13	U13	U13	U13	U13	U13	U12	U12	U12	U12	U12
1998	U12	U12	U12	U12	U12	U12	U12	U11	U11	U11	U11	U11
1999	U11	U11	U11	U11	U11	U11	U11	U10	U10	U10	U10	U10
2000	U10	U10	U10	U10	U10	U10	U10	U9	U9	U9	U9	U9
2001	U9	U9	U9	U9	U9	U9	U9	U8	U8	U8	U8	U8
2002	U8	U8	U8	U8	U8	U8	U8	U7	U7	U7	U7	U7
2003	U7	U7	U7	U7	U7	U7	U7	U6	U6	U6	U6	U6
2004	U6	U6	U6	U6	U6	U6	U6	U5	U5	U5	U5	U5
2005	U5	U5	U5	U5	U5	U5	U5	U4	U4	U4	U4	U4

**PLAYERS:**

- Five (5) on the field and one (1) goalkeeper – 12 player Roster
- For Adult Coed: Six (6) on the field and one (1) goalkeeper – 13 player Roster
- Four (4) player minimum to avoid forfeit (5 for Adult Coed)



## FORMAT

- All games are 6 v 6 (Adult Coed is 7 v 7 with 3 men and 3 women on the field, GK can be either gender)
- Game time:
  - For U8 – Adult: 2 x 20 minute halves
  - For U6: 2 x 10 minute halves
  - Final game times are also 2 x 20 minute halves (2 x 10 minute halves for U6)
- Half time is exactly 5 minutes
- Three (3) games are guaranteed
- Championship games are played on June 7, 2009 to determine 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place in every division
- No offsides, no throw ins, kick-ins are used (all kick-ins are indirect)
- Ball size: (U6 U8-U12 Size 4: U14-16 Size 5)

## FIELD SIZE:

- For U6 Division: approximately 20 x 35 yards
- For U8 – Adult Divisions: approximately 40 x 60 yards

## GOAL SIZE:

- For U6 Division: 4ft high x 6 ft wide
- For U8 – Adult Divisions: 6ft high x 12ft

## COACHES AND PLAYERS

- All coaches have total responsibility for the conduct of their players, bench, friends and spectators at all times.
- Coaching from the sidelines (giving direction to one's own team) is permitted provided:
  1. No mechanical devices are used;
  2. The tone of voice is instructive and not derogatory;
  3. Each coach or substitute remains within 10 yards of either side of the halfway line
  4. No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators
  5. No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior
- Any parental behavior on the sideline such as profanity, coaching, fighting, or other behavior that is unsportsmanlike is not accepted. Teams can be removed from the Tournament per the Tournament Committee if they feel team sideline is out of control.
- Any physical confrontation toward a referee, participant, or spectator may disqualify the team from the tournament.

## SUBSTITUTIONS

- Unlimited substitutions allowed in all age groups but only with the referee's permission.
- Substitutes must wait on the sideline (off of the field of play) until the field player has left the field of play and/or the referee has indicated the substitute may enter the field of play.
- All substitutions will be done at the centerline.

## CAUTIONS AND EJECTIONS

- A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card).
- Ejected players may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played.



- Any coach, player, team official or spectator receiving an ejection (sent off) will not be allowed to be within sight or hearing distance of the field of play during his/her suspension.
- For flagrant violations, a longer suspension may be enforced based on mandatory review by the Tournament Director.
- The Tournament Director will hold ID cards of suspended coaches or players until the suspension is served.
- Suspended coaches will have NO communication with the team during the game and the coach must be out of sight and sound of the field. Failure to comply will result in an immediate ejection of the coach from the Tournament.
- Suspended players may sit with their team but may not be in uniform

#### SUSPENDED GAMES

- If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned.
- The team's home league and state associations will be contacted accordingly.

#### PROTESTS

- Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.
- All disputed off the field of play will be settled by the Tournament or his designee and the decision will be final.

#### FORFEITURES & BYES

- Games not played will be classified as "Forfeits & Byes."
- Teams failing to report to pre-game check-in will forfeit the game(s).
- Team must have at least 4 players on the field for the game to begin (5 players on the field for Adult Coed)
- Teams failing to report ready to play within five (5) minutes of scheduled kick-off time will forfeit that game.
- Forfeits & Byes will be scored 1-0 and the winner will be awarded 8 points.

#### SCORE REPORTING

- Each team's coach/team manager will sign the game card in front of the referee after each game
- The referee will report the final score to the Field Marshal for a scoring update.

#### SCORING SYSTEM FOR GROUP PLAY TO DETERMINE PLAY-OFF MATCHUPS

3 point system

- 3 Points awarded for a win
- 1 Point awarded for a tie
- 0 Points awarded for a loss
- If a tie exists in the semis we will go straight to shootouts
- If a tie exists in the final game, we will play one five (5) minute overtime, then directly to shootouts
- Shootouts will take place from the midfield line, a player has five (5) seconds to dribble one vs one against the goalkeeper to score.

#### TIEBREAKER PROCEDURES

Priority to determine tie-breakers is as follows:

1. Winner of head to head match-up
2. Goals allowed
3. Goals scored (goals for, maximum of four (4) goals per game)
4. Most wins



#### TIEBREAKER PROCEDURES (CONTINUED)

5. Most shut outs
6. If a tie still exists after steps 1 through 5, shootouts will be taken from the midfield line. A player is allowed five (5) seconds to dribble and score. Four (4) alternating shootouts per team

#### INJURY

- Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee.
- However, all preliminary game will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

#### HOMETEAM

- The home team appears first on the game schedule.
- The home team will supply the game ball
- The game ball is subject to referee approval.
- The home teams will have the selection of the side of the field from which they wish to play.
- The home team will be required to switch to an alternate jersey if the referee declares color conflict.

#### ACTS OF GOD

- Rain or other weather conditions during the tournament shall not delay games unless the referee determines the field to be unsafe for play or the weather conditions pose a health or safety risk.
- In the event that of such a delay or postponement games will be rescheduled if at all possible.

#### REFUND POLICY

- Cancellation of all matches = 100% refund
- One match played = 60% refund
- Two matches played = 40% refund
- Three matches played = 0% refund
- All refunds will be processed within 28 days of the conclusion of the tournament
- No refunds are issued after May 8, 2009

#### OTHER RULES

- Glass: No glass containers are allowed on the fields or the event venue
- Smoking/Drinking: There shall be no smoking or use of tobacco products of any kind, or use/possession of alcohol on event property, whether inside or outside.
- Fireworks: Fireworks and Pyrotechnics are strictly prohibited
- Field Use: Absolutely no food or drink is allowed on artificial turf areas with the exception of water and sports drinks.
- Animals: No dogs or other animals are allowed on event property, except guide dogs for the visually impaired that are in service. This applies to applicants and visitors.
- Fires/Barbeques: No open flames, pyrotechnics or smoke generating machines are permitted on event property including barbeque and grills.

THANK YOU FOR SUPPORTING KICK FOR A CURE  
"Kick for the Kids who Can't"