



Tournament Rules

Classifications and Age Divisions:

The 2nd Annual Pre-Labor Day Shootout is sponsored by the AC Storm, Dragons Soccer Club, Alamo City Youth Soccer Organization and sanctioned by the South Texas Youth Soccer Association (STYSA). The tournament is open to boys and girls competitive teams from ages U11 through U19 and boys and girls recreational teams from U5 through U18. Single age group brackets, as well as level of play brackets will be formed where sufficient applications support the groupings. We will group 2 age groups of the same level of play, prior to different levels of play within the same age group. For example, a U11-U12 Division 2 bracket will be formed before a U12 group with D2, Super 2, and D1 teams in it.

Team Registration:

Pre-Labor Day Shootout registration must be completed by completing the application online and mailing a check or money order and preliminary roster. Team registration fees are as follows:

U5/U6 - \$120, U7/U8 - \$160, U9/U10 - \$250, U11-U12 (8v8) - \$300, U12 (11v11) - U14 - \$350, U15-U18 - \$400. A \$25 discount is available to all teams who are registered and paid (in hand) by July 25, 2009.

Payment must be in hand by August 22, 2009, or acceptance will be withdrawn.

Roster Size:

U5/U6 - 6
U7/U8 - 8
U9/U10 - 10
U11-U12 (8v8) - 12
U12 (11v11) - U19 - 18
Guest players: maximum 5

Check in:

All teams must provide the following at check-in: Each team should bring laminated player cards and completed medical release forms for each player, including guest players. These will be verified against the roster, and travel papers (for teams outside of STYSA) if applicable. If the forms submitted prior to check-in have been modified, a new copy must be provided for the Pre-Labor Day Shootout files. Teams are required to check-in at the fields on Saturday morning at least 1.5 hours before your first game.

Game information:

All teams will be guaranteed to play three games. In round robin play, ties at the end of regulation time will stand. In all advancement games including semi-finals and finals the taking of penalty kicks (according to USSF guidelines) will break ties at the end of regulation.

Game length:

Teams must be at the field and ready for inspection 15 minutes prior to game time.

Preliminary and semi-final games will be:

U5-U6 4 x 6 minute quarters
U7-U8 4 x 8 minute quarters
U9-U10 2 x 20 minute halves
U11-U14 2 x 25 minute halves
U15-U19 2 x 30 minute halves

Finals will be Full-Length games, but will go straight to Penalty Kicks in the event of a tie.

Playing Conditions:

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the event the tournament is canceled, partial refunds will be given (Tournament Fee less expenses). Every effort

will be made to complete the tournament. Once a game is started the decision will rest with the referee and Director of Referees. Games will be considered complete if one half has been played in full. The home team is listed first on the schedule and will be required to change uniforms in the event of a conflict. Both teams will occupy the same side of the field. Parents and spectators will occupy the opposite side.

Uniforms:

The home team is encouraged to wear their white or light colored jersey and the visiting team is encouraged to wear their dark colored jersey, however in the event of a color conflict, the home team will change. All uniforms must have a number that matches the number listed on the player card. If you have a duplicate number, you must make the referee aware and be able to distinguish between the players with duplicate numbers. GK jerseys do not have to have a number, but if the GK comes on to the field as a field player, his jersey number must be listed on the card.

Scoring:

6 points for a win

3 points for a tie

0 points for a loss

1 point for a shut out

1 point for each goal up to 3

Forfeit equals 10 points. If a team forfeits more than one game, the team will be considered to have abandoned the tournament and the points from all of their games will not be counted in the standings.

Advancement:

Specific advancement rules by bracket will be available at check in.

Tie breakers:

1. Results of head to head competition
2. Goal difference (total goals for minus total goals allowed) up to +/- 5 per game
3. Total goals scored up to a maximum of 5 per game
4. Totals goals allowed up to a maximum of 5 per game
5. Penalty Kicks

Score Cards:

All players with numbers should be listed on the game card in order to be eligible to play in the match. If a player is sitting out due to misconduct or illness, please note that on the game card and let the referee and opposing coach know. Feel free to use preprinted rosters that you can stick on the game card. Score cards must be checked at the conclusion of the game to verify the score and any cards issued. The referee must record the score and sign the card after each game. Both coaches should also sign the card. The home team will pick the game card up from the Tournament Headquarters prior to each game. The winning team or home team in case of a tie will turn the game card in to the Tournament Headquarters. Game cards should be turned in no later than 30 minutes after the conclusion of the game.

Discipline:

Red Card: A player receiving a red card must sit out the remainder of that game and the next game. A player receiving two red cards will be suspended from the remainder of the tournament.

Yellow Cards: If a player receives three yellow cards that player will be suspended for the next tournament game. It is the coaches responsibility to sit an ineligible player, and let the referee and the opposing coach know the reason that the player is sitting out (red card, multiple yellow cards, etc.) Misconduct of teams, players, coaches, spectators, or supporters will not be tolerated on or off the field. Any of the above may be withdrawn from the competition at the discretion of the Tournament Director and reported to the Host State Association and the team's State/National Association. Coaches are responsible for the conduct of their team and supporters both on and off the fields. If an adult is asked to leave the field by the referee or tournament official, they will not be able to return to the complex for the remainder of the day and sit out the next game, in the event it is not on the same day.

Playing Time:

As a reminder, all players must play at least 50% of every game. The exception to this is a Division One or Premier bracket, though those teams are still encouraged to play everyone 50% of the game. If a player is not going to play at least 50% of the game, and does not fit into the exception listed above, you must notify the referee and opposing

coach of the reason (illness, injury, misconduct, etc.)

Protest:

All referee decisions are final. No protests allowed.

Awards:

Awards will be presented to the 1st and 2nd place teams within each group immediately after the championship game. Participation Awards will be given to all U5-U8 players immediately following their teams last game.

Other Matters:

The Tournament Director will decide upon any matter not provided for in the tournament rules. Decision of the Tournament Director will be final.