

**Tournament Information:**

- \* All games will be played at the Mary Grogan Community Park.
- \* CYSA Staff and Referee base will be located between fields 2, 5, and 6.
- \* Tournament Director: Shanon Gallant, BML Coordinator
- \* Referee Assignor: Joe Pires & Lou Toste
- \* **CYSA DOES NOT ALLOW PETS AT EVENTS.** A game will be stopped until pets have been removed from the fields. This does not apply to service animals with appropriate identification.

**Player/Coach Check In:**

- \* Coaches and players will be checked in at the field 10 minutes prior to game time.
- \* Coaches must have players passes and official team roster. Non-carded members will not be allowed on the players' sideline.
- \* One coach and one assistant coach with passes will be allowed to be on the sideline.

**Hard Cast/Braces/Jewelry:**

- \* Hard Casts are not allowed.
- \* Soft Casts/Braces will have to be approved by the Referee or Referee Assignor prior to each game. Decisions will be made based on player safety.
- \* Jewelry of any type is NOT allowed. No exceptions.
- \* All decisions will be made based on player safety.

**Brackets:**

- \* Teams were placed in their brackets by draw.
- \* Home team will be responsible for changing uniform in the event of a color matching issue.

**Home Team:**

- \* Home team gets north or east side. Away team gets the south or west side. Spectators are to be on the same side of the field as their coach. No spectators may watch the game from behind the goals.
- \* The home team will be responsible for providing game balls.

**Games Length:**

AGE	Preliminary	Championships	# of Players
U8	(2) 15 min. halves	(2) 20 min. halves	6v6
U10	(2) 20 min. halves	(2) 25 min. halves	7v7
U12	(2) 25 min. halves	(2) 30 min. halves	9v9
U14	(2) 30 min. halves		11v11

Consolation and Finals = there must be a winner. In the event of a tie, the winner will be decided by kicks from the mark - no overtime.

Divisions that have no consolation or final games = the winners will be decided by points. In the event of a tie, please see **Tie Breakers**

**Substitutions:**

- \* Unlimited substitutions are allowed at the discretion of the referee during any natural stoppage.

**OffSide:**

**U8-** No offside and no cherry picking.

**U10 (ONLY)- Build out line:** When the goalkeeper has the ball in his or her hand for a goal kick, the opposition must retreat behind the build out line. The opposition may not cross the build out line until the ball is put into play, the ball does not have to cross the penalty area boundary to be in play. The goalkeeper may choose to play the ball prior to the opposition being behind the build out line, but must then accept the consequences as the opposing players may then go for the ball. The goakkeeper may not punt or drop kick the ball, instead the goalkeeper may throw, pass, or roll the ball back into play. After releasing the ball, the keeper may continue to play the ball.

**Heading:** No deliberate heading is allowed by any player in **ALL** age groups.

**Standings:**

\* All standings will be updated online as soon as the game cards are submitted to the Referee Assignor.

\* Winner of each bracket plays in final.

**8-Point System:**

Win = 3 points per win, plus 1 bonus point awarded for each goal, up to a maximum of 4 goals per game.

Draw = 1 point per tie, plus, 1 bonus point awarded for each goal, up to a maximum of 3 goals per game.

Loss = 0 points

Shut Out = 1 point In the event of a 0-0 draw, both teams will get 1 point for the tie and 1 point for the shut out, making the total of 2 points per team.

**Points Deductions:**

\* Player's red card = 1 point

\* Coach Send off = 2 points

\* Detrimental Parent or sideline behavior = 2 points (or more)

(example: 2 red cards = 4 points, 3 red cards = 6 points, and so on...)

\* If a team's margin of victory is greater than 8 goals

9 goal margin of victory - 1 point deduction

10 goal margin of victory - 2 point deduction

11 goal margin of victory - 3 points; and so on...

**Forfeit:**

\* **If a team does not show up**

\* U8 - 4 players minimum on the field

\* U10 - 5 players minimum on the field

\* U12 - 6 players minimum on the field

\* U14 - 7 players minimum on the field

\* No coach or if the team does not have the minimum number of players at any time.

\* Forfeits will count as a 3-0 win, unless the game had already started and the score is greater than +3 (example: 8 points for a forfeit). Zero points will be given if both teams forfeit.

**Tie Breakers:**

\* **In the event of a tie in points after bracket play, the following tie breakers apply:**

1. Points earned for head-to-head competition.

2. Goal differential- Goals Against/Goals For

3. Kicks from the Mark. 5 players per team. If still tied after the 5 kicks then single elimination.

**Awards:**

\* Awards will be provided to 1st, 2nd, 3rd, and 4th place teams.

**Protests and Disputes:**

\* All games will be considered final. No protests will be allowed. Please verify game card and sign at the end of each game.

**Conduct and Discipline:**

\* Failure to abide by these guidelines by individuals and teams may result in sanctions including expulsion from the tournament at the discretion of the tournament director.

**IN ADDITION TO THE RULES ABOVE, ALL CYSA BML RULES WILL APPLY TO THIS TOURNAMENT**