

**Jack-O'-Lantern Jamboree**  
**2008**  
**TOURNAMENT RULES AND GUIDELINES**

Tournament rules shall be the laws of the game as set forth by FIFA and as adjusted by ISA and the Tournament Committee.

Players and Rosters

Players must be registered with US Youth Soccer or approved organizations, have 2008 player passes, and be registered on a team. Teams must play in an existing league. Only recreational teams are allowed in U10. Recreational and Classic teams are allowed in U12, U14, and U19; PROVIDED that the Tournament reserves the right to deny entry to any team that exceeds the level of competition intended for this tournament.

U10s will play 6v6. U12s will play 8v8. U14s and older will play 11 v 11.

A maximum of 10 players may be registered and listed for the tournament on the State Approved Roster for U10 teams; a maximum of 14 players may be registered and listed for the tournament on the State Approved Roster for U12 teams; and a maximum of 18 players may be registered and listed for the tournament on the State Approved Roster for U14 and U19 teams, except that teams may register and list a greater number of players if the players are registered on the state-approved roster. A player may only play on one team.

There is a limit of 3 guest players for U10 teams; 4 guest players for U12 teams; and 5 guest players for U 14 and U19 teams. Guest players must be registered on a team at a level permitted in the age group (no competitive or premier players allowed).

We follow USYSA / FIFA travel procedures and require out-of-state (non-ISA affiliated) teams to submit written proof of permission to travel 15 days in advance of the Tournament.

All teams are required to have medical authorizations for each player available for inspection at registration and games. Teams not affiliated with USYSA must present written proof of insurance coverage for all players, coaches/personnel at registration.

The player passes will be verified with the official roster at registration, at which time the team's roster will be frozen for the remainder of the tournament. Player and coaches passes will also be checked at the field prior to each game by either the referee or a tournament worker. Questions regarding player eligibility must be made prior to the beginning of a game.

No PASS...No PLAY.

Substitutions

Substitutes should be at halfway line, prepared to play, and will enter the field only when permitted to do so by the referee.

Substitutions will be unlimited at any stoppage at the discretion of the referee.

Referees

Only USSF registered referees will be used. We will use a three-referee system for all games U12 and up. We may use 1 or 3 referees for U10 games.

In matters concerning the conduct of games, the referee's decision is final. Protests will not be allowed.

In all other matters concerning the tournament, the Tournament Director's decision is final.

## Tournament Scoring

U10s will play a jamboree. No scores or placements will be recorded. All players will receive a medal.

U12s, U14s, and U19s:

Scoring Point system used is the World Cup system:

Win: 3 points

Tie: 1 point

Loss: 0 points

Forfeits - a score of 3-0 will be entered for forfeits.

A team official should verify score for accuracy before it is submitted to headquarters.

Advancement and Placement:

Teams may play round-robin or pool play with a final, to determine placement. Format will depend on number of entries. At least three games will be scheduled.

To determine final standings within brackets, the following procedures will be used:

Greatest number of points\*

Most wins

Goal differential – subtract total goals allowed from total goals scored (3 goal max).

Total goals scored (3 goals per game max).

If two or more teams still have the same number of points

Winner of head-to-head competition if applicable. (This criterion not used if more than two teams are tied at this point).

Goal differential from head to head competition

Greater number of goals from head to head competition

Fewest goals allowed from head to head competition

Kicks from the mark

\*In determining the total number of points above, if tied teams have played an unequal number of games, a calculation will be made to compensate for the number of games played. Total number of points will be divided by number of games played. The resultant higher number will be declared the winner.

## Home Team

The first team listed in the schedule is the Home Team.

The home team is expected to provide a game ball.

The home team is expected to change to alternate jerseys if, in the opinion of the referee, there is a uniform color conflict. Practice vests or white t-shirts will be acceptable as alternates.

## Kick-off

For pool games no coin toss will be conducted. The Away Team (listed second on schedule) shall kick-off the first half.

The home team will select which goal to defend.

### Player Equipment

Casts may be wrapped with soft protective material and will require a written physician's release at each game. The judgment of the referee relative to safety still applies.

### Spectators and Field Usage

Both teams will be on the same side of the field and fans on the opposite sides determined by the tournament committee or field marshal.

Teams are asked to assist in ground maintenance by picking up trash at the end of each game.

Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds.

This is a tobacco free event – no smoking is allowed.

Full concessions will be available on site.

### Fouls and Misconduct

Any player receiving a red card will be sent off and not allowed to play in his/her team's next tournament game at the minimum.

Any player receiving a red card for violent conduct or serious foul play as a result of fighting will not be allowed to play in any remaining tournament games regardless of number remaining.

Any player guilty of gross misconduct on tournament grounds will be barred from further competition in the Tournament.

The issuance of red and yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded and reported as required by US Youth Soccer Tournament Hosting Agreement Rules to the home state association and ISA.

All matters involving referee abuse or assault shall be referred immediately to ISA. Head coaches are responsible for team and spectator behavior. The referee will report problems of improper behavior by coaches, players, and fans to the Tournament Director. This behavior may result in the forfeiture of the game or other appropriate action as deemed necessary by the Tournament Director.

Evidence or reports of fighting, vandalism, damage to property, or theft on tournament grounds, local businesses or lodging may result in team disqualification.

### Game Schedule and Length

Weather permitting, each team will play a minimum of three games.

Game length:

U10 and U12 will play 15 minutes per half.

U14 and U19 will play 17 minutes per half.

5 minutes for half time

Final games will have two five minute overtime golden goal periods followed by kicks from the mark to break ties.

If the weather or the field conditions make it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rescheduling or cancellation of games for any reason.

Game length and times may be shortened or altered until back on schedule; games may be rescheduled or canceled.

It is essential that games begin on time. Therefore, you may not have an opportunity for pre-game practice on the field of play. Please plan your pre-game warm-up in an adjoining area. Please, no warm ups in the goal areas.

Tournament headquarters will manage all schedule revisions. Teams are urged to check for any changes to their schedule.

### Medical Attention

Every player participates at his or her own risk.

Each team is responsible for their medical supplies and for the treating of injuries.

The field marshals and tournament officials will be in communication with emergency services; however, each team should act immediately in cases of emergencies.

Directions to hospitals and other clinics will be available.

### Game Fields

All games will be played at the Waverly Shell Rock Soccer Complex in Waverly, Iowa. The field numbers are unique to the tournament and may not be the same as used during the CVYSA, IPSL or high school seasons. Please refer to tournament maps that will be provided and posted.

Field sizes for U10 and U12 games will be consistent with Iowa Soccer Association recommendations.

### Cancellations and Refunds

Once your registration is received and confirmed, no refunds will be made if your team cancels. If games are canceled for any reason outside of the control of your team (i.e. weather or field conditions), refunds will be made less actual tournament costs, prorated based on number of games played, if fewer than 3 games are played for the team.

### **SEVERE WEATHER & FIELD CONDITIONS POLICY**

Multiple or individual games may be suspended or terminated due to field conditions or weather. Individual games may be suspended or terminated by the referee.

An air horn will be used to signal tournament suspension and restart. At that point all games will be suspended or terminated. If the weather or the condition of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rearrangement or cancellation of games for any reason.

Game length and times may be shortened or altered until back on schedule, or games may be rescheduled or canceled.

A light or medium rain or snow shower, in the absence of thunder or lightning, does not generally constitute severe weather.

If play in any game is temporarily suspended due to severe weather or adverse field conditions, the game's re-start and completion is subject to the following guidelines:

Any game, which is re-started, may not run ten minutes past the scheduled start time of the next game assigned to that field.

If an adjacent field is vacant, with the permission of the Field Marshall the referee may transfer the uncompleted game, but a relocated game also may not continue past the start time of the next game assigned to that second field.

Games that cannot be re-started will be considered complete if one half has

elapsed before play is stopped.

Games, which cannot be completed before a first half of play has elapsed, shall have a recorded score of 0-0 for the tournament rankings.

The Tournament Director without refund has the exclusive right to reschedule any canceled games. Following any widespread weather delay, the Tournament Director reserves the right to shorten the time of remaining games in order to re-establish a workable tournament schedule.