



FRAM CQ ANNUAL 6V6 HOLIDAY TOURNAMENT TOURNAMENT RULES - 2009



1. RECREATIONAL DIVISION TEAMS ONLY

No CYSA or Club teams or players allowed. Teams may be formed with any players that are not currently playing Club soccer (registered with CYSA and played 2009 League games). Players who have played Club soccer within the previous 12 months but are no longer on a Club roster are allowed to a maximum of two (2) players per team. Teams discovered to have an ineligible player or players will be disqualified from further competition. Previous games played by a disqualified team will be recorded as a 2-0 win for the opposing team, regardless of the initial result.

2. MAXIMUM TEAM SIZE

Teams play with six (6) players (5 field players plus a keeper). Maximum roster size is ten (10) players. **Teams are required to have numbered t-shirts, uniforms or pinnies.** Each team is guaranteed to play a minimum of 3 x 20 min games each. Teams that advance outside their pool will play additional games until eliminated.

3. TOURNAMENT ADMINISTRATION

- A. Wherever the term "Director" is used, it will be interpreted to mean the "Tournament Director" or his or her designated representative.
- B. The Director will have complete jurisdiction over all games.
- C. All disputes will be resolved immediately or as soon as possible thereafter. Referee judgment calls are NOT subject to dispute or protest.
- D. The Director may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points.

4. ELIGIBILITY

- A. Recreational players only - no players that are currently registered to play Club Soccer can participate.
- B. All players must be playing in the appropriate age group as defined by AYSO and on the Tournament website FAQ section. Younger players are eligible to "play up" in an older age group, but older players cannot play in a younger age group.
- C. All players must have submitted a completed FRAM CQ Player Registration Form (available for download on the tournament website) at the team check-in.
- D. Coaches are responsible for assuring the eligibility of their players.
- E. Players may not play on more than one (1) team in this Tournament.

5. SCHEDULING

- A. All teams will be scheduled for at least three (3) games.
- B. All field scheduling will be conducted by random draw.
- C. All times of play will be conducted by random draw.
- D. All attempts will be made to schedule referee crews around games of the team they are representing.
- E. All efforts will be made to have referee crews referee different teams.



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6. TEAM CHECK-IN PROCEDURE

- A. Your team will need to have a representative for team check-in two times as indicated below:
- B. The first mandatory team check-in for all teams will take place on the Thursday night before your team plays. The check-in will take place at Nansen Field from 5:30PM-7:00PM. It does not have to be the coach that checks the team in, any team parent is fine. At check-in your team will need to do the following:
 - i. Provide completed and signed the FRAM CQ 6v6 Player Registration Form for all players - Click [HERE](#) to get to the page to download the form. Look for the form name on the left side of the page, click on the name and a window will open to download or open the form.
 - ii. Confirm birth dates for all players - we will need to verify that your players are the appropriate age.
 - iii. Verify names and shirt numbers of all players on game card.
 - iv. Remember - no Club players are allowed to participate in this tournament. If you have one on your roster, please let us know at check-in so they can be removed.
- C. The second mandatory check-in will take place at the field a half hour before your first game. A representative from your team needs to come to the headquarters tent to verify that your team is present and pick up your game card. You don't need your players at this check-in, only a team representative. You will be given your team's game card when you check in at the field. At the end of each game the referee will return your game card to the score keeper. It is your team's responsibility to retrieve the game card before the start of their next game.

7. TOURNAMENT FORMAT

- A. The Tournament format will be "Round Robin" pool-play as much as possible. This may deviate at the discretion of the Tournament Director.
- B. Depending on the number of entries, the top team in each pool with the greatest number of points will advance to quarterfinal, semi-final and final competition, until eliminated.
- C. Each Division will play a minimum of three (3) games. Each age division will be divided into one or more pools.
- D. This tournament shall be played under F.I.F.A. rules as modified for youth competition. All games will adhere to the rules set forth with the following additions/clarifications:
 - a. There will be unlimited substitution at regular stoppage of play - kick-off, goal kicks, throw-ins, etc.
 - b. There is no minimum requirement for the amount of time each player must play.
 - c. Offside will not be called.
- E. Results of preliminary games shall accumulate points as follows:
 - Win 6 points
 - Tie 3 points
 - Loss 0 points
 - Goals 1 point (3 points maximum)
 - Shutout 1 point (even if 0-0 tie)



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- Ejections - a 2 point deduction for each ejection (red card) of coach, parent, spectator or player.
 - Forfeit - Winning team (2-0) will be awarded 9 points in the standings. If a team forfeits one game the tournament director will have the option of considering them to have forfeited all their games in order to decide on the final standings of the teams in that bracket.
- F. In the event of a tie after the conclusion of the preliminary games (pool play), the following tiebreaker methods shall determine which team advances to semi-final or final play:
1. The team without any ejections (red cards) will be the winner. If both teams have been given red cards, the team with fewer points deducted will be the winner.
 2. Head to head - If the tied teams played each other previously, the previous winner shall win the tie.
 3. The team with the highest goal differential (total goals scored in all pool play games minus total goals against) shall be the winner.
 4. The team with the least number of goals scored against them shall be the winner.
 5. The team with the most goals scored (maximum of 3 per game) shall be the winner.
 6. If after all of the above criteria has been considered and the teams are still tied, the tied teams will proceed to take Kicks from the Penalty Mark.
- G. If a Quarterfinal, Semi Final or Championship game ends in a tie, two (2) five (5) minute overtime periods will be played. Golden goal applies - first goal scored is the winning goal and the game is finished. If the game is still tied at the end of the second overtime period, the teams will take Kicks from the Penalty Mark.

8. DUTIES AND RESPONSIBILITIES OF COACHES

- A. It shall be the duty of each coach to:
- a. Conduct himself/herself in a manner promoting good sportsmanship.
 - b. Encourage clean competition and fair play at all times.
 - c. Coach their respective team to the best of their ability.
 - d. Uphold the Tournament Rules.
 - e. Participate in positive coaching, instruction and encouragement of players.
 - f. Present a healthy, athletic environment for players.
- B. Sideline coaching will be limited to two (2) coaches from each team. They will be limited to the coaching area that extends ten (10) yards on either side of the halfway line. Two (2) lines perpendicular to the touchline may mark the coaching area.
- C. Spectator coaching will not be allowed.
- D. Negative comments and complaints from coaches or spectators about referees and/or players will not be allowed.
- E. Coaches shall not enter the field of play unless requested by the referee.

9. PLAYER SAFETY

- A. Players will not be allowed to participate in any game unless they are wearing shin guards.
- B. Players will not be allowed to participate in any game with any type of hard cast, soft cast or any type of splint.



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- C. Players will not wear anything that is dangerous to either himself or herself or another player.
- D. Players will not wear jewelry (rings, watches, earrings, other piercing, necklaces, etc.) of any kind except soft covered medical ID bracelets or medical ID necklaces.
- E. Players will NOT be allowed to play with metal cleats.
- F. Players may wear "ace" bandages or other soft protective wrappings.

10. EMERGENCY PLANNING

- A. Local emergency facilities will be notified and informed about the tournament and its dates. Maps and phone numbers for the local emergency facilities will be available at each field. See attached form.
- B. Numerous emergency facilities exist in close proximity to all venues.
- C. First Aid kits will be available at all sites.
- D. In the event that a player is injured before or during the tournament and has been and/or comes under medical care as a result of the injury, he or she will not be permitted to resume participation except with the permission of the attending medical personnel. If the treatment is rendered on-site, the verbal statement of the permission from the attending medical personnel is adequate. If the treatment is rendered off-site, then a written statement on the physician's or hospital's letterhead should be required.
- E. At any other time where, in the estimation of the tournament officials, a player should not resume participation after an injury, or where it otherwise appears that the player may not be medically fit for play for any reason, tournament officials may and should request appropriate medical confirmation of fitness to participate.

11. PROTESTS

- A. Protests will be considered only for the following reasons:
It is determined that a team has an ineligible player.
- B. A Protest Committee of at least three persons selected by the Director will hear all protests. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest.
- C. ALL PROTEST DECISIONS ARE FINAL!
- D. Referee judgment decisions are final and are not subject to protest or dispute!
- E. The Director retains the right to interpret and apply these Tournament Rules to the optimum benefit of all Tournament participants.

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