

Kick for Hope 2010 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.

Protests: No protests will be allowed during this tournament. The decision of the Referee, Field Marshall, and the Tournament Director shall be final. All games will be considered final.

Team Check-In/Registration: Teams shall check-in at the MANDATORY REGISTRATION pursuant to application and acceptance notifications. Mandatory check-in is Friday, July 9, 2010, with exceptions made for out of town teams delayed due to travel emergencies. Failure to check-in may result in disqualification from the tournament. Games not played will be classified as "Forfeits and Byes." Each team that is traveling from outside of San Diego County must stay within our approved tournament hotels as listed in the Hotels section on our website.

CREDENTIALS: At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide laminated USYSA Player I.D. Cards with photographs or the AYSO equivalent, and signed Medical Release Forms. USYSA Teams from outside CYSA-South must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by that Teams State Association. All Travel Papers must be submitted to the Tournament Director prior to check-in. Any player not listed on the Travel Papers, including any amendments, properly executed by that teams State Association will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association. Kick for Hope will also accept Teams registering under the US Club Soccer banner.

Rosters: Teams may register a maximum of 18 players for 11 v 11; and 14 players for 8 v 8. Teams are allowed an unlimited number of loan players.

Player's Equipment: The referee has the final determination as to the safety of each players equipment, including the usage of rings, chains, watches, casts, metal objects, jewelry or headbands. All players are required to use shin guards. Players wearing a cast of any kind will not be allowed to play.

Conduct: 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:

- No mechanical devices are used;
- The tone of voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards of either side of the halfway line;
- No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
- No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior.

Cautions & 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, longer suspension may be enforced based on mandatory review of the Tournament Director.

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. Additionally, the home league and state association will be contacted accordingly.

Substitutions: Unlimited substitutions are allowed in all age groups. Teams may substitute at any game stoppage of play 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. Substitutions will be done at the centerline.

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 games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

Home Team: The home team appears first on the game schedule. The home team will supply the game ball, unless supplied by the tournament. The game ball is subject to referee approval. The home team will be required to switch to an alternate jersey if the referee declares color conflict. The home team will have the selection of the touchline from which they play. In event of restricted space on one or both touchlines, teams may play from the same touchline subject to the discretion of the Field Marshall. If teams are on the same side of the field the halfway line shall separate the teams.

Game Check-in Conduct: At least thirty (30) minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and game card so the team may be checked in to play and the game started as scheduled. The Field Marshall will retain the game card and the team's player cards until completion of the game. Each team manager or representative will be required to initial the game card area for that game before the player cards will be returned. A team who fails to properly check in with the Field Marshall will forfeit that game. A forfeit will be declared if a team cannot field and maintain a minimum of seven (7) players (11 v 11) or five (5) players (8 v 8) for the entire game, beginning five (5) minutes after the scheduled game starting time.

Forfeitures & Byes: Games not played will be classified as "Forfeits & Byes". Teams failing to report ready to play within Five (5) minutes of scheduled kick-off time forfeit that game. Forfeits & Byes will be scored 1-0 and the winner will be awarded 3 points for a win.

Brackets: Bracketing of teams within an age group is at the sole discretion of the Tournament Director and may not be appealed unless a team is assigned an incorrect age group or gender.

Acts of God: Rain or other weather conditions during the tournament shall not delay play unless the referee determines the field to be unsafe for play. In the event of such a delay or postponement, games will be rescheduled if at all possible.

In case of cancellation due to inclement weather, the "Tournament Committee" retains the right to keep up to one-third (1/3) of the team fee to cover expenses. There will be no make-up games due to inclement weather.

No refunds after June 18, 2010.

Playing Times: Pool play will be based on halves as specified below:

Bracket	Prelims	Finals	Overtime Final	Ball Size
U-19-U15	30 Mins	30 Mins	2 halves x 10 Mins	5
U-14-U13	25 Mins	25 Mins	2 halves x 10 Mins	5
U-12-U-11	25 Mins	25 Mins	2 halves x 5 Mins	4
U-10-U8	20 Mins	20 Mins	2 halves x 5 Mins	4

- All teams will be scheduled for a minimum of 3 games.
- All Preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point.
- A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.
- A preliminary game can end in a tie.
- CHAMPIONSHIP GAMES, if tied after regulation, teams will play up to two golden goal overtime halves: ten-minute halves (U13-19); five-minute halves (U8-12). (Golden Goal: First team to score wins.)
- CHAMPIONSHIP GAMES, if tied after overtime, game will proceed immediately to FIFA penalty kicks to determine the winner. In the event of an injury, time may be added on, at the option of tournament officials.

Half-time: Half-time will be exactly five (5) minutes, unless games are behind schedule which will be determined by the Tournament Director. Please help officials with this request.

Tournament Point System:

- 6 Points for each Win,
- 3 Points for each Tie,
- 0 Points for each Loss,
- 1 Point for each Goal Scored (Maximum of 3),
- 1 Point for Shut-out,

MINUS 1 POINT FOR EACH PLAYER OR COACH EJECTED.

Note: A 0-0 tie will be scored 4 points for each team (3 for tie, 1 for shutout).

Tie Breakers: In the event of a tie, bracket winners will determined as follows:

- The winner of head to head competition,
- Fewest goals against,
- Most goals for,
- Most total wins.
- Most shut outs.
- If a tie still exists after steps 1 through 5, FIFA penalty kicks will be taken from the "Penalty Mark".