

Atlante San Diego FC

Development League



5 v 5 MEMORIAL DAY SOCCER TOURNAMENT

The 5 v 5 Memorial Day Soccer Tournament will be held on May 26, 2018. Teams applying will play in their 2018 – 2019 age group and will be playing by birth year.

Age Divisions: Boys & Girls – 2012 | 2011 | 2010 | 2009 | 2008 | 2007 | 2006 | 2005 | 2004

Entry Fee: \$150 per team; 3 games guaranteed (*\$15 Referee Fee per Game*)

Awards: 1st and 2nd Place Player Trophys

Team Check In: Will be held 1 hr prior to 1st scheduled game.

Fields: Larsen Field 455 Sycamore Rd. San Ysidro, CA 92173

Schedules: Posted Tuesday, May 22, 2018 www.atlantesandiegofc.com



TOURNAMENT RULES

Rules of play: (FIFA, USYSA, & CYSOUTH 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.

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.

Credentials: Laminated 2017-2018 USYSA player ID cards will be accepted. Birth certificates must be available upon request.

Medical Release: All players must have signed medical release forms at team check in and throughout the tournament.

Players Age Groups: The tournament will host 2012 – 2004 age groups for boys and girls.

Number of Players; Required Coach: The number of player on the field is: 5 v 5 (4 + Goalie). The minimum number of players required to play a game is 3. A coach must be on the team side for all games. **10 Players Max on Roster**

Note: Rosters are frozen once the 1st game is played, and no additional players may be added after the competition has started.

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Game Length and Field Size: The length of tournament games are 30 minutes (2) 15 halves with a 2 min halftime. Fields are approximately 25 x 40 yards

Substitutions: Substitutions are unlimited and may be made when ball is out of play (any stoppage) or on the fly, provided the player has left the field at players bench area before the substitute enters at same location. Violation of substitution rule will result in an indirect free kick for opposing team at the spot of the infraction (where substitute coming on early affects play)

Start of Game: A kickoff need not be played forward. Goals can not be scored directly from a kick off. Size 4 ball will be used for 2012 – 2007, Size 5 for 2006 – 2004. Home team kick off and visitor chooses goal to defend. There is no coin toss.

Restarts: All restarts are indirect (must touch another player on either team for a goal to be scored on restart), except penalty kicks and free kicks for handling.

Kick-Ins: When the ball goes over the touch line (sideline), play restarts with a kick-in. There are no throw-ins. A kick-in is taken properly only if the ball is place on or within 1 yard of the touchline where it left the field of play, the ball is stationary when kicked, the player taking the kick takes no more than 1 step up to the ball and the player does not double touch the ball. Since the ball is already on the field of play, it is in play when it is kicked and moves; if it goes over the touch line after being kicked, there is no re-kick and the restart is a kick-in for the other team.

Goalie Throws In Place of Goal Kicks: There are no goal-kicks. When the ball goes across the goal line, the goalie must retrieve the ball in hands and throw it into play from the penalty area to outside the penalty area within 5 seconds and not play it again until touched be another player. For violations for the 5 second rule, the other team will have an indirect kick from midfield.

Goalie Release Limitations: On a goalie throw (whether results of a save or goalie throw), the ball must touch the turf or a player before crossing midfield. If the ball goes over midfield line without touching the turf or a player from either team, the other team shall be awarded and indirect free kick from midfield. Goalie cannot punt the ball. Only on a save, a keeper may become a field player entitled to kick the ball in the air over the half-line if (a) goalie rolls the ball on the ground and it is outside the penalty area. Opposing team may challenge for the ball once it is on the ground.

Pass to Goalie: On a deliberate pass from a teammate, the goalie cannot use his/her hands, identical to outdoor rules.

Minimum Distance: On free kicks, goalie throws, corner kicks, penalty kicks, kick-ins and kick offs, opposing team must be 4 yards (12 Ft) away from ball.

Field Markings: The goal area and penalty area are the same area.

No Offside: There is no off-side rule.

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Player's Credentials and Equipment: The referee has the final determination as to the safety of each player's equipment. All players are required to use shin guards. No rings, chains, watches, casts, metal objects, jewelry, or headbands may be worn. Soft casts are permitted with the permission of the referee. Casts are allowed in CYSA if padded and the referee considers them to be safe. Player picture identification cards are to be present and available at all matches. Identification cards are required to be checked by the Field Marshall at Check In prior to each match. The shirt number of each player must be the same as the player's shirt number on the game card or roster. If no CalSouth Player Card is available for player, Official Picture ID (Passport, California ID, etc.) with birthdate must be presented to Field Marshall.

Home Team: Home Team will be listed 1st on the game schedule. The home team is responsible for game balls and if there is uniform conflict the home team will change uniforms.

Team Check- In & Registration:

*Team Check-In is mandatory.

*Failure to check-in may result in disqualification from the tournament without a refund of the fee.

The location & date of the tournament check-in will take place 1 hr. prior to first scheduled game at game venue.

Requirements for Check-In & Registration: At the mandatory registration, teams must provide the required credentials. All teams must provide valid laminated CalSouth Player ID cards with photographs and signed medical release forms. If no CalSouth Player Card is available for player, Official Picture ID (Passport, California ID, etc.) with birthdate must be presented, along with signed Youth Registration Form provided by tournament.

Conduct:

All coaches have total responsibility for the conduct of their players, bench, friends and spectators at all time. 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. Any parental behavior on the sideline such as profanity, coaching, fighting or other behavior that is not sportsmanlike is not accepted. Teams can be removed from the tournament per the Tournament Director and Field Marshall if they feel team sideline is out of control.

Equipment:

- No Jewelry
- Casts are allowed in Cal South if padded and the referee considers them safe.
- Mandatory that all players wear shin guards
- No alcohol permitted at the tournament
- No noise makers
- No smoking
- No animals

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Cautions & Ejection's:

A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card). Ejected players or coaches may not be replaced in the current game and shall serve a minimum of one game suspension at their next game played. For a flagrant foul violation, longer suspension or additional disciplinary action may be enforced based on mandatory review of the Tournament Director or Field Marshall. The tournament director will hold ID cards of the player or coach until suspensions are served. Suspended coaches cannot be on the same sideline as the team with no communication of any manner. Players may sit with the team but may not be in uniform. Suspended Coaches must be "Out of Sight & Sound of the Field".

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 as appropriate.

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. All teams who Forfeit will have the game scored 0-2 loss. The winner will be awarded 3 tournament points for a win (3 for the win) A team needs the minimum number of players as required by Cal South for a match for the game to get started.

Disputes: Tournament Director or Field Marshall will handle all disputes that are non-referee decisions and make all final decisions. Decisions by referees may not be appealed and any decision on a dispute will be final and may not be appealed.

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. In the discretion of the tournament 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.

Playing Times:

Play will be based on halves as specified below in all divisions:

| Age Division | Group Stage | Semi Finals | Finals |
|--------------|-------------|-------------|------------|
| 2012 - 2004 | 15 Minutes | 20 Minutes | 20 Minutes |

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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.

SEMI-FINAL GAMES: If tied will go directly to FIFA Penalty Kicks from the Mark to determine a winner.

CHAMPIONSHIP GAME: If tied will go directly to FIFA Penalty Kicks from the Mark to determine a winner.

Half-time:

Half-time will be five (2) minutes. If Game are delayed/behind schedule, the tournament holds the right to cut time from the half time.

Tournament Points System:

3 Points for each Win

1 Point for each Tie

0 Point for each Loss

Score Reporting: Scores after each game will need to be reported by the Referee to Field Marshall.

Tie Breakers:

In the event of a tie, the winner will be determined as follows:

1. The winner of head to head competition
2. Fewest goals against
3. Most goals for (Maximum of 4 goals per game)
4. Most total wins
5. Most Shut outs
6. If a tie still exists after steps 1 through 5, FIFA Kicks from the Mark will be taken 15 minutes prior to the scheduled start of the Semi-Final game. If a 3-way tie exists within a bracket after steps 1-5, a three-way coin -flip will be conducted. The teams that tie in the coin -flip will compete in FIFA Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the Mark with the third team. The coin -flip and time of the FIFA Penalty Kicks from the Mark will be determined at the field.
7. If a team advances as a wildcard and is set to play a team from the same group, the tournament most likely will move the wildcard team to play opposite semifinal.

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, or the venue determines that field damage will result due to continued play. In the event of such a delay or postponement games, the tournament will endeavor to rescheduled such games in a reasonable manner, if possible. If games cannot be rescheduled or played due to rain, weather, or other Acts of God there will be no refund or credit of fees.