



**KICK FOR A CURE**  
**6 v 6 Charity Soccer Tournament & Festival**  
**June 18 & 19, 2011**

Tournament Contacts:

Michelle Wegner 619-251-3648

Tiffany Hoag 858-531-2039

Email: [tournamentdirectors@kickforacure.org](mailto:tournamentdirectors@kickforacure.org)

**RULES AND REGULATIONS**

(FIFA & USYSA RULES APPLY)

It is the understanding of this tournament committee that all teams, players, coaches, spectators, and officials will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

**TEAM CHECK-IN**

- All Teams must check in at the MANDATORY REGISTRATION on Friday June 17, 2011 between the hours of 5:30pm and 7:30pm at Westview High School. Follow the signs to the registration booth.
- To complete registration, the team manager must have the following: each players' medical release form and identification of each player (DL, league card, school ID, passport, etc.). For youth divisions, birth certificates must be available upon request.
- Adult divisions must have each player sign a medical release.
- Youth divisions must have parental signature on the medical release.
- Players need not be present for check in, however, managers are responsible for having the proper material to verify each player's age and identity on the roster.
- Managers will be given a wristband for each player verified on the roster. Players are required to wear this wristband throughout the tournament.
- Players that are not successfully checked in the day prior to the tournament have until the kickoff of their team's first game to check in with the required material to get their wristband.
- Failure to check in may result in disqualification from the Tournament.

**GAME ROSTER CARD**

- At check-in, managers will be given one Game Roster Card to be used through the tournament. Managers will be responsible for listing all players and their jersey numbers on the Game Roster Card.
- This card must be provided to the referee 5 minutes prior to kickoff for each game.
- At the conclusion of the game the referee will return the cards to the manager, with the score recorded on the back.
- It is the team manager or captain's responsibility to bring the Game Roster Card to the scoring tent within 30 minutes of the game concluding to submit the game score.
- Attempts to list an illegal player on the Game Roster Card may result in forfeit or ejection from the tournament.
- Only twelve (12) players plus two coaches are allowed per Team Roster (13 players on Adult Coed).



## PLAYER ELIGIBILITY

- The Kick for a Cure Tournament will host U6 (coed), U8, U10, U12, U14, U16 and U18 age groups for Boys and Girls. Adult divisions will include Men's & Women's open competitive, open recreation, 30+, 40+, as well as Adult Coed - competitive and recreation.
- For adult open divisions, players must turn 18 by tournament date, June 18, 2011.
- For adult aged divisions, players must turn the minimum age (30+ & 40+) by Dec 31, 2011.
- Bracketing of youth teams within an age group is at the sole discretion of the Tournament Director and is not appealed unless a team is assigned to an incorrect age group or gender.

Division	Age	Born Between
U-18	16-17	8/1/92 and 7/31/94
U-16	14-15	8/1/94 and 7/31/96
U-14	12-13	8/1/96 and 7/31/98
U-12	10-11	8/1/98 and 7/31/00
U-10	8-9	8/1/00 and 7/31/02
U-8	6-7	8/1/02 and 7/31/04
U-6	5	8/1/04 and 7/31/05

## GAME CHECK-IN

- Prior to the start of every game, each team must present to the referee the team's Game Roster Card. Referees will verify that all players on each team have the tournament wristband.
- If a player does not have the tournament wristband they will not be allowed to take the field.
- Failure for a team to report within five (5) minutes of scheduled kick off will be considered a forfeit.
- Teams must have a minimum of 4 players on the field to start the game (5 for adult coed).

## HOME TEAM

- Home team appears first on the game schedule.
- Home team will supply the game ball, subject to referee approval.
- Home team will have the selection of the side of the field from which they wish to defend first.

## UNIFORMS

- All teams are required to bring two sets of uniforms.
- The home team will be required to switch to an alternate jersey if the referee declares color conflict.
- The jersey number of each player must match the jersey number on the Game Roster Card.

## EQUIPMENT

- **Shin guards are mandatory.**
- Ball Size: U6, Size 3 U8 - U12, Size 4 U14 – 16, Size 5
- Hard casts are prohibited. Soft casts are permitted if they are padded and the referee considers them safe.
- The referee has the final determination as to the safety of each player's equipment including the usage of watches, rings, chains, metal objects, headbands and other jewelry.



### GAME FORMAT:

- All games are 6 v 6 (except Adult Coed: 7v7)
- All divisions, except Adult Coed: Five (5) on the field and one (1) goalkeeper – 12 player roster
  1. U6: Five (5) on the field and one goalkeeper (3 girls, 3 boys, including the keeper)
  2. Adult Coed: Six (3 women, 3 men) on the field and one (1) goalkeeper of either gender – 13 player roster
- Four (4) player minimum to avoid forfeit (5 for Adult Coed)
- Game times:
  - For U8 – Adult: 2 x 20 minute halves
  - For U6: 2 x 10 minute halves
  - Semis & Final game times are also 2 x 20 minute halves (2 x 10 minute halves for U6)
  - See tie breaker rules for semis & finals
- Half time is exactly 5 minutes
- Three (3) games are guaranteed
- No off-sides, no throw-ins, kick-ins are used (all kick-ins are indirect)
- Championship games are played on June 19, 2011 to determine 1<sup>st</sup> and 2<sup>nd</sup> place in every division
- No sliding!

### SUBSTITUTIONS

- Unlimited substitutions allowed in all age groups, but only at stopped 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.
- All substitutions will be done at the centerline.

### FIELD/GOAL SIZE:

- For U6 Division: field size approximately 20 x 35 yards, goal size 4ft high x 6 ft wide
- For U8 – Adult Divisions: field size approximately 40 x 60 yards, goal size 6ft high x 12ft

### COACHES AND PLAYERS

- Coaches have total responsibility for the conduct of their players and spectators at all times.
- Coaching from the sidelines (giving direction to one's own team) is permitted provided:
  1. No mechanical devices are used;
  2. The tone of voice is instructive and not derogatory;
  3. Each coach or substitute remains within 10 yards of either side of the halfway line;
  4. No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
  5. 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 unsportsmanlike will not be tolerated. Teams can be removed from the Tournament per the Tournament Committee if they feel the sideline is out of control.
- **Any physical confrontation toward a referee, participant, or spectator will result in that person being escorted off the premises and may result in disqualification of the team from the tournament.**



## **CAUTIONS AND EJECTIONS**

- A player or coach receiving two (2) yellow cards in a single game is considered to have received an ejection (red card).
- A player or coach receiving a straight red card in a game is required to immediately leave the field. That person shall serve a minimum of one game suspension, missing their teams next scheduled game.
- Ejected players may not be replaced in the current game (leaving the team to play short for the remainder of the game) and shall serve a minimum of one game suspension at their next game played. Though the ejected player may NOT play the following game, the team may play with a full count of field players.
- The referee will record the incident on the Game Roster Card and it will be recorded by tournament volunteers when the score is recorded.
- 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, a longer suspension may be enforced based on mandatory review by the Tournament Director.
- Suspended coaches will have NO communication with the team during the game and the coach must be out of sight out and sound of the field. Failure to comply will result in an immediate ejection of the coach from the Tournament.
- Suspended players may sit with their team but may not be in uniform
- 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.

## **SCORING SYSTEM FOR GROUP PLAY TO DETERMINE PLAY-OFF MATCHUPS**

### 3 point system

- 3 Points awarded for a win
- 1 Point awarded for a tie
- 0 Points awarded for a loss
- If a tie exists in the semi-final round, the match will go straight to shootouts
- If a tie exists in the final game, a five (5) minute overtime will be added; if a tie remains, the match will go to shootouts
- Shootouts will take place from the midfield line, a player has five (5) seconds to dribble one vs one against the goalkeeper to score.
- A shootout consists of best of 5 shots. If the results are tied at the end of 5, then shots will be taken 1 by 1 until someone misses.
- First round of shootouts must be the players on the field at the conclusion of the game.
- Coed must alternate boy, girl (or girl, boy – either way is acceptable as long as there is rotation) on the shootout attempts.

## **TIEBREAKER PROCEDURES**

Priority to determine tie-breakers is as follows:

1. Winner of head to head match-up
2. Goals scored (goals for, maximum of four (4) goals per game)
3. Goals allowed
4. Goal differential (difference of the goals scored & allowed)
5. Most wins
6. Most shut outs
7. If a tie still exists after steps 1 through 5, shootouts will be taken from the midfield line. A player is allowed five (5) seconds to dribble and score. Four (4) alternating shootouts per team



### FORFEITURES

- Teams failing to report to pre-game check-in will forfeit the game(s).
- Team must have at least 4 players on the field at start of game (5 players on the field for Adult Coed)
- Teams failing to report ready to play within five (5) minutes of scheduled kick-off will forfeit that game.
- Forfeits will be scored 1-0 and the winner will be awarded 3 points.

### PROTESTS

- Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.
- All disputes off the field of play will be settled by the Tournament Director or their designee, and the decision will be final.

### 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.

### OTHER RULES

- **Glass:** No glass containers are allowed on the fields or the event venue.
- **Smoking/Drinking:** There shall be no smoking or use of tobacco products of any kind, or use/possession of alcohol on event property, whether inside or outside.
- **Fireworks:** Fireworks and pyrotechnics are strictly prohibited.
- **Field Use:** Absolutely no food or drink is allowed on artificial turf areas with the exception of water and sports drinks.
- **Animals:** No dogs or other animals are allowed on event property, except guide dogs for the visually impaired that are in service. This applies to participants and visitors.
- **Fires/Barbeques:** No open flames, pyrotechnics or smoke generating machines are permitted on event property, including barbeques and grills.

THANK YOU FOR SUPPORTING KICK FOR A CURE  
"Kick for the Kids who Can't"