



Knickerbocker-Masters Cup Tournament

U10 Division

General Format of the Tournament

Every team plays at least five games, each game 20 minutes in length. The first four of these five games will be played as part of the “group stage” in this round-robin format. At the completion of the “group-stage” games, the standings in the three groups will determine the make-up of the subsequent games (note, not all teams will play each other within their group). The winners of the three groups as well as the single best runner-up from the three groups will play the semi-finals and then the finals. All other teams will play a final-like game that determines 5th through 8th place specifically as well as the group of teams that finish beyond 8th place. No specific placement will be attempted for the teams that are not in the top 8.

Tournament Rules

Check-In

Bring players to the registration tent to check-in at least 30 minutes prior to their first game. Players will receive a hand stamp certifying they are eligible to play. At this time, they will have their equipment checked including cleats, shin guards, etc. Any player not checked in at this time must check in at the registration tent prior to playing. Players without a hand stamp may not play. Once a player is checked in, it is valid for the entire tournament.

Line Up Cards

Coaches will provide referees with line up cards prior to each game. Players should be listed in NUMERICAL (jersey number) order. Only mark players that are OUT or IN GOAL each quarter. Player out marks should be in pencil. Absent players should be listed and marked as such. Team name, number, etc. are on the card and LEGIBLE!

Rules

All FIFA Laws along with AYSO and Region modifications will apply to tournament play. If there is not a winner at the end of regulation time the following procedures apply.



Knickerbocker-Masters Cup Tournament

U10 Division

Penalty kick shoot-out for semi-final games:

In the case of a tie game, the referee will conduct a penalty kick shoot-out (Refer to FIFA Laws of the Game 2007/2008 page 54 for full details).

- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken alternately by the teams until one team has scored a goal more than the other from the same number of kicks
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken

Note that SCAYSO makes the following modifications:

- 1) ALL players at the game are eligible to participate and not just players on the field at game end. No player is excluded to even the number of players from each team.
- 2) One coach from each team is allowed on the field with the players in the center circle.

Overtime period for final games:

For final games only, the referee will conduct a 10-minute overtime period if needed. The referee shall conduct a coin toss to determine which team will kick off. At approximately five minutes, the referee will stop the game and teams will switch sides. The other team will kick off. **(Note this is NOT a sudden death situation – the entire 10-minute overtime must be played.)** If no winner is declared at the end of the overtime period, then the penalty kick shoot-out will be conducted.



Knickerbocker-Masters Cup Tournament

U10 Division

Substitutions

Every player must play at least one half of every game. No player should play more than one half of each game in goal, and this player must play the next half in the field during the group stage. No player may sit out two halves in a row. Specifically, a player that is out during the second half of a game must start the following game. Substitutions may be made for injured players, but they may not return to the game during that half. A player is considered out if they start the half out and this is not revised if they are substituted for an injured player.

Uniforms and Equipment

All players should be wearing the matching uniforms. Players and coaches are encouraged to demonstrate their team spirit with hair coloring, temporary tattoos, alternate socks or shorts as long as the entire team matches. While uniforms and equipment will be checked at registration, coaches are responsible for making sure players don't deviate from equipment guidelines during the day. As a reminder, shin guards are required. No earrings, jewelry or hard casts. No softball or baseball cleats. A referee may send off a player from the field if that person violates these rules.

Games

All teams will play a minimum of five games. Games will be twenty (20) minutes long with two ten (10) minute halves. At the half time mark, the teams will switch sides but there is no break. There will be no injury or stoppage time added. The Field Marshal will be responsible for sounding an air horn to signal the beginning, half time and end of each match. Teams should arrive early to their designated fields to make sure uniform colors do not conflict and be prepared to begin play when the horn sounds.

"Team ready" areas will be marked off in the vicinity of the corner flags on each field. Please have your teams ready in these areas 5 minutes before the start of the game. When the previous games are completed please enter the field and hand the game card to the referee.



Knickerbocker-Masters Cup Tournament

U10 Division

Home Team

The home team is listed first in the schedule and starts the game on the East side of the field. The home team will kick off in the first half of the game. The home team is responsible for obtaining pinnies/scrimmage vests from the registration tent if there is a color conflict with the other team. Game balls will be provided by SCAYSO.

Point System

Teams will be awarded points during the group stage to determine which teams will advance to the semifinal games and to determine match ups for the consolation games. Points will be awarded as follows:

- 3 points for a win
- 1 point for a tie
- 1 point for each goal scored (up to 3 per game)
- Teams winning by forfeit will receive 4 points

Thus, the maximum number of points per game is 6 (3 for the win and 3 for goals scored). A losing team can still score 3 points (e.g. in a 4-3 loss).

Point Tie Breakers

If there is a tie in points, the team to advance will be determined in the following order:

- 1) Winner of head-to-head competition
- 2) Goal differential (goals scored minus goals allowed - maximum of 3 per game)
- 3) Fewest goals allowed
- 4) Most goals allowed up to a maximum of 3 per game
- 5) Coin flipped conducted by the Field Marshal

Sportsmanship

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their assistants, players, parents and spectators affiliated with their team. Extreme misconduct can result in a forfeit of the game.



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U10 Division

Respecting the Opponent.

Due to the large number of games to be played and the need to quickly move from one game to the next, we will save the cheers for our opponents until after a team's final game, i.e. the play-offs and finals. Of course, we encourage teams to get together off the field after the game to exchange excitement.

Forfeits

Any team not ready to play within 5 minutes of their scheduled game time will forfeit. The official score will be 1-0 with a total of 4 points awarded to the non-forfeiting team unless the non-forfeiting team has earned more points at the time of the forfeit. In that case, the game score at that time will be used. All forfeiting teams will receive 0 points in scoring.

The referee at his/her discretion may terminate a game and award a forfeit if: (1) a team has less than the minimum of 5 players on the field or (2) extreme misconduct by coaches, players, parents or others forces an interruption of play. The Tournament Committee can rule a game forfeit if a team violates the substitution rules.

Tournament Committee

All interpretations or adjustments of the rules, including the resolution of any controversies, shall be ruled upon by a majority of the members of the Tournament Committee that are available at the time a ruling must be made. This committee includes the San Carlos AYSO Commissioner, Girls and Boys League Directors, Chief Coaches and U10 Coordinators. All rulings are final. No protests will be accepted.

Awards

Awards will be given to the Tournament Champions, 2nd and 3rd place winners. Awards will be presented immediately following the respective games at the Field Marshal tent.