



Knickerbocker-Masters Cup Tournament U10 Division – Fall 2011 Season

General Format of the Tournament

Every team plays four games, with each game being 20 minutes in length. These games will be played as part of a “group stage” in a round-robin format (any team may play a team outside their group). At the completion of the group stage games, the standings in the three groups will determine the make-up of the subsequent single-elimination final games. The winner in each of the three groups, as well as the single best runner-up between all three groups will play in the semi-final, final and consolation games. No game during the group stage will extend beyond the 20 minute time length, in other words, games in the group stage can end in a tie. Only the semi-final, final and consolation games will include overtime and penalty kicks if the game is tied.

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!

Home Team

The home team is listed first in the schedule and 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.

Format for Group Stage Games

All teams will play four group stage 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 to the “Team Ready” area at least 10 minutes early to their designated fields to make sure uniform colors do not conflict and be prepared to begin play when the end-of-game horn sounds.



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“Team Ready” areas will be marked off in the vicinity of a corner flag on both east and west fields. Please have your teams ready in these areas 10 minutes prior to the start of the game. When the previous game is completed please enter the field and hand the line-up card to the referee.

Point Scoring System for Group Stage

Teams will be awarded points during the group stage to determine which teams will advance to the semifinal 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).

The Four Top Teams Will Advance to the Semi-Final Round

At the completion of the group stage games, the standings in the three groups will determine the make-up of the subsequent single-elimination semi-final round. The top total point score in each of the three groups, as well as the single best runner-up total score from any of the three groups will play in the semi-final, final and consolation games.

Tie Breaker System for Group Stage

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 - max 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

FIFA Rules – Tie Breaker Rules for Semi-Final, Final and Consolation Games

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.

Overtime Period for Semi-Final, Final and Consolation Games

For these 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 the mid-point (5 minutes), the referee will stop the game and teams will switch sides and the other team will kick off. This is NOT a sudden death situation – the entire 10-minute overtime will be played. If there is no winner at the end of the overtime period, then the penalty kick shoot-out will be conducted.



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Note that SCAYSO makes the following modifications for Penalty Kicks

- 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.

Penalty Kick Shoot-Out for Semi-Final, Final & Consolation Games

In the case of a tie game, the referee will conduct a penalty kick shoot-out

- Subject to the conditions explained below, both teams take five kicks
- The referee will flip a coin to determine which team kicks first
- The kicks are taken alternately by each team at the same end of field
- The player will wait for the referee's whistle prior to kicking the ball
- If a team has scored more goals than the other team can possibly score with their remaining kicks, no more kicks are taken and the winner is determined
- If both teams have taken five kicks and have scored the same number of goals (or none), alternate kicks by each team will be taken until one team has scored given each has taken 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 during the penalty kick shoot-out

Forfeits

Any team not ready to play at the time of their scheduled game time will forfeit. Have your players lined up and ready to take the field 5 minutes before scheduled game time. If there is a 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 force an interruption of play. The Tournament Committee can rule a game forfeit if a team violates the substitution rules.

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



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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 have 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, hair feathers or hard casts. No softball or baseball cleats. A referee may send off a player from the field if that person violates these rules.

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.

Respecting Your 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 handshakes & high fives.

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 Champion, 2nd , 3rd & 4th place teams. Awards will be presented immediately following the respective games at the Field Marshal tent.