



2010 KOHL'S American Cup Soccer Tournament

Sponsored by the Fairbanks Youth Soccer Association

FYSA Outdoor Policies and Procedures will be adhered to for the Kohl's Cup Tournament.

Please do not allow parents, coaches, or siblings to be behind the goal areas. This is very distracting to the keepers and is not allowed. The referees are being instructed to have these people move.

Coaches are requested to have teams ready to start games on time, do not exceed the 5 minute half-time, and clear fields quickly so that teams for the next scheduled game have warm-up time. During the semi-final, consolation, and championship games, extra time has been allowed to accommodate playing out ties. Please be patient if your game starts a few minutes late. The referees are being instructed to let the teams have at least 10 minutes for warm up if the game in front of theirs runs late.

If your team advances from the round-robin portion of the tournament, all games are played to a win. Be certain to read the attached information about overtime periods, and *"kicks from the mark"*.

Every player on the team is expected to play a minimum of 50 percent of the game minutes, in each game. Coaches may not short a players' field time in one game and make it up by giving extra field time in a future game. This includes guest players accepted on to the team for the tournament.

PLAYER DISCIPLINE:

- ☆ If a player receives a red card and he/she must be sent off of the field and leave the field; that player may not participate in the next game.
- ☆ If a player accumulates two yellow cards throughout the tournament he/she may finish the game in which the second caution was given but may not participate in their teams' next game.
- ☆ If a player receives two cautions in the same game, this equates to a red card and he/she must be sent off of the field and leave the field.
- ☆ The team which has a player who has been red carded and sent off of the field; must play down a player for the remainder of that game.
- ☆ Teams in the tournament are expected to maintain good sportsmanship behavior and safety of play towards others; teams may be excluded if they are not able to do so.
- ☆ Referees have been requested to leave foul and misconduct report forms with the Tournament Director the day the misconduct occurs. Even in a tournament, it is expected that players and coaches will maintain good sportsmanship and safe play, and will be excluded if not able to do so.

Only the players rostered on your team by FYSA may play in games.

Player Pass:

High School Teams will have team players passes present at the referee equipment check before each FYSA tournament sanctioned game.

FYSA Policy

1.8 Player Pass

- a. All competitive players and high school age players must possess a valid player pass as designated by US Youth Soccer.
- b. A valid player pass will show the current seasonal year, player's name, player's team name and ID number, player signature and recent player photo. A photo is not required for high school players

The Tournament Director will be placing the individual guest players on tournament teams based on number of players shown on your tournament roster. **Only players currently registered with FYSA can be guest players, coaches are not allowed to recruit guest players.**

If you know of a player interested in being a guest, please have him or her contact the Tournament Director so they can be assigned to a team. Guest players should wear a t-shirt the color of your team as their uniform. For teams with two-color uniforms pick one of the colors. The socks do not have to match the rest of the team. Please treat these guest players as a member of your team. If single players have been assigned to the team as guest players, carry the written assignment and player pass of the player with you on the field for each game. (Remember, guest player assignments are made by the Tournament Director ONLY).

Using illegal players will result in the game being scored as a forfeit earning zero tournament points and the team will not be allowed to advance to the semi or final rounds of the tournament. Opponent will be scored for a win; with goal points to the point the game is played.

If a team is not able to field the maximum number of players at the start of a game, but can field at least the minimum number of players, the game will be played. However, the opposing team is not required to play with the lesser number of players.

If your opponent is unable to field the minimum numbers of players within five minutes after the scheduled start time, the game is a forfeit. Tournament points will be 6 for a win. No goal points. By age group the minimum number of players is: 7 for U10 and older). If neither team is able to field the minimum number of players, the game is a double forfeit, and will earn zero tournament points for each team.

In age group divisions with an odd number of teams entered, one team may play four games. The coach of a team who has played four games has until 15 minutes after finish of fourth game to select which three games will count for tournament points. If the coach does not select games, the Tournament Director will select the top three games to score for the team.

Every team will play at least three games, in round-robin format, during the Kohl's American Cup Tournament. Scoring for the round-robin portion of tournament will be as follows:

- * **Six tournament points for a win**
- * **Three tournament points for a tie**
- * **No tournament points for a loss**

PROCEDURES FOR REPORTING GAME SCORES:

1. **AT THE CONCLUSION OF THE GAME, EACH COACH WILL APPROACH THE CENTER REFEREE AND CONFIRM THE FINAL SCORE OF THE GAME.**
2. **EACH COACH WILL SIGN OR INITIAL THE OFFICIAL SCORE SHEET.**
3. **THE CENTER REFEREE WILL IMMEDIATELY TURN IN THE OFFICIAL SCORE SHEET TO TOURNAMENT DIRECTOR.**
4. **THE TOURNAMENT DIRECTOR WILL BE RESPONSIBLE FOR POSTING SCORES IN THE CENTER KIOSK.**

After round robin games are played, top teams will play in semifinal, consolation, and/or championship games. For teams that play four preliminary games, the best three games will be scored. Tie breakers to determine the top teams, if required, apply only to the three, scored games.

THE FIVE GOAL RULE WILL BE ENFORCED BY DEDUCTING TWO POINTS FROM THE TEAM'S TOURNAMENT POINTS FOR EVERY GOAL THAT EXCEEDS THE FIVE GOAL RULE. THIS DEDUCTION WILL BE MADE PRIOR TO CONSIDERING THE TIE-BREAKERS.

Example: Team A 8 vs Team B 2 would be scored for Team A at 6 points for the win minus 2 points for 1 goal over the five goal rule equaling 4 tournament points for the game. If the score were 9 to 2, the tournament points would equal 2 for the game.

Coaches are encouraged to pull high scoring players back to defensive positions BEFORE they are five points ahead. If you have a strong team, make it a team objective that every player on your team will score one goal during the tournament. Your strongest players should concentrate on feeding passes to your weakest players so that every player has a chance to succeed at scoring.

Tie-Breakers in Tournament Standings: In the case of a tie in the standings after the completion of the preliminary round, the following tiebreakers will be used:

Head-to-Head: If the two teams that are tied have played each other in the preliminary round, the winner of that game will receive the higher standing.

Goal Differential: If the teams either tied or did not meet in the head to head competition the team with the highest goal differential between common teams will receive the higher standing.

Fewest Goals Allowed: The team with the fewest goals allowed against them during the preliminary round will receive the higher standing.

Cards: The team receiving the fewest yellow cards will advance. A red card is counted as 2 yellow cards.

Coin Toss: A coin toss conducted by Tournament Director shall determine the advancing team. If more than two teams are tied, the order of pairing off for coin toss will be decided by the Tournament Director. The coin toss will be done in the presence of a representative of each team.

NO GOLDEN GOAL IN THE OVERTIME PERIODS

In semifinal and championship games, teams play to a win using overtime periods, and “kicks from the mark” if necessary. If tied at the end of regulation play, two equal overtime halves are played. There will be a 5 minute break before the start of overtime play, and a five minute halftime between overtime periods. All teams will play two 10 minute overtime periods. Then it will go to FIFA “kicks from the mark”.

If a score remains tied at completion of two over time halves “kicks from the mark” will follow this procedure:

- Only players on the field at the end of the overtime period may take the first five penalty shot kicks.
- Referee determines which goal will be used for the “kicks from the mark”. Referees are in charge of providing any necessary instruction to the players on the field. Coaches, substitute players and parents will remain on the sidelines the entire time.
- A coin toss by the referee at center circle with two team captains will determine which team kicks first.
- All team players on the field at the end of the overtime period are to gather at the center circle and are to remain on the field until the conclusion of the “kicks from the mark”. Teams may change goalkeepers but only among the five players on the floor.
- Kicks from the mark commence immediately after the end of the overtime period after the coin toss to determine which team kicks first. Coach’s and other teammates are to remain at the sidelines off the field the entire time.
- If before both teams have taken five kicks, one has scored more than the other could, even if it were to complete its five kicks, the taking of kicks shall cease. If after both teams have taken five kicks, both have scored the same number of goals, the taking of kicks shall continue, in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one has scored a goal more than the other. If the score remains tied after five rounds of shots, coaches are each to substitute a player on to the field with a player from the bench who must take the teams next kick. No player may take a second shot until all players on their team (including substitutes) have made one attempt.
- If one team has a different number of total players than the other team, it is permissible for the team with fewer numbers to have players taking their second kick before the other team has reached that point, provided that every player on the team has taken one kick.
- The order of kickers does not have to be stated prior to the kicks, nor does the order have to stay the same if a team reaches the point where players are taking their second kick.
- If a team has had a player sent off (red card) and is playing down a player, OR if a team is playing down a player for other reasons such as an injury, at the end of the second overtime period, the other team must reduce to equate. In other words, the coach of the team NOT playing down a player must select a player(s) to be removed from the field. This must be done prior to the first kick. This player thus becomes like any other substitute and may participate in the kicks from the mark as described above. If a player is sent off during the kicks from the mark, the other team is not required to reduce to equate.
- Spectators must stay on the opposite side line from the team’s sideline.

The **Tournament Headquarters** will be located at the FYSA Field Office near the concession stand area. All questions go to the FYSA Tournament Director who will assist you.

GAME PROTESTS: Only violations of the Articles of Incorporation, By-Laws, Rules and Procedures of the Association or use of illegal players shall be subjects to be considered for protest and appeals, e.g. “judgment call” of a referee cannot be appealed.

During a tournament, speed is of the essence in handling a game protest or appeal. If necessary to file an appeal or protest the Program Director of FYSA must be contacted within one hour after the end of the game in which the problem occurred (email fysa@mosquitonet.com or leave a message with FYSA 456-3976.) The Program Director will contact the coach’s, referee representative and others as necessary to settle the problem within 24 hours, prior to the start of the next evening’s games. If you are protesting the player(s) for the other team you must contact the referee before the start of the game or the second half. The referee will then verify the players pass for that particular player(s) in question; and then verify with the FYSA Program Director.

Field Marshals: Each team entered in the tournament is expected to have one field marshal at all games. Field marshals are counted upon to have a cell phone to call for emergency help in case of injury, and to notify tournament officials if there are problems such as no referee at game time. Field marshals are not expected to function as field police. They are expected to locate Tournament Director to report problems. *No players can be field marshals.*

Awards: Tournament medals can be picked up after your last game – you must turn in your equipment at this time. **We also need to take photos of all 1st and 2nd place teams. Please have your team meet at the pavilion immediately after your last game photos will be taken immediately after medals are handed out. Your cooperation in this effort is appreciated.** Photos will be used by Fairbanks Youth Soccer Association, Alaska Youth Soccer Association and the Tournament Sponsor Tide.

For teams not advancing you may pick up your participation awards during the week at the FYSA office at the fields or come by the following week – you must bring your equipment to return prior to picking up participation awards.

And remember.....“It isn’t whether you win or lose its how you play the game”.

Work to create a good experience for all players. Thank you.

Tournament Director,

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