

NEWARK DUMBARTON CLASSIC TOURNAMENT
TOURNAMENT RULES
August 22 and 23, 2009

AGE GROUPS

The tournament is approved to host up to 48 teams and will host Class 1 and class 3, U10,12,14, and 16 divisions while allowing teams to play up in age group and/or class. All teams will be guaranteed at least 3 games with a max of two per day.

LOCATION

Tournament headquarters will be located at Newark Sportsfield Park (near field 6 by the Fire Station), which is located near the intersection of Mowry Ave. and Cherry St. in Newark, CA. The Contact person is Cynthia Jackson at (510)552-8269 or Yellowcye@sbcglobal.net.

All games will be played at Newark Sportsfield Park, in Newark, CA. The nearest building is the Silliman Activity Center, located next to the field at 6001 Mowry Ave, Newark, CA 94560.

CREDENTIALS

All teams must check in no later than 90 minutes prior to their first match. Teams must provide the required credentials. All U.S. teams must provide valid laminated Player ID Cards with photos, and signed Medical Release Forms, and 4 copies of your team's roster, with NAME, Jersey #, and ID #. The label should be sized to fit on a typical game card, using the Avery template #8601. Up to 5 guest players will be allowed, with proper credentials as required by the association you are registered with. (CYSA or US Club).

AWARDS

Medals will be awarded to First and Second place teams. Every player will receive a t-shirt for participation.

ENTRY FEES

The tournament entry fee is \$450, payable by check to NSC or by Credit Card.

WITHDRAWAL

Teams withdrawing after acceptance will forfeit their entry fees. Any team withdrawing must do so in writing and postmarked no later than **June 19th, 2009**.

APPLICATION DEADLINE

Applications need to be received by **August 1st, 2009**. No incomplete applications will be accepted. Late applications will be considered on a space available basis only. In the instance that the tournament fills all brackets prior to the application deadline, the tournament reserves the right to declare that it is full and closed to applications.

SELECTION PROCESS

Applications will be reviewed and accepted or rejected based on pre-established criteria. The objective will be to provide evenly matched competition. Your application date may be taken into consideration as well. Only properly sanctioned and complete applications will be considered for acceptance.

NOTIFICATIONS

Notification of acceptance or rejection will be communicated to each timely applicant no later than **August 8th, 2009**. Entry fee refunds will be included in the rejection notices.

HOUSING

Housing for visiting teams will not be provided.

HOME TEAM

The team listed first on the game schedule is the home team. If there is a color conflict, the home team will make the jersey change. **All teams are responsible for bringing an alternate set of jerseys.** The game ball and the game card (provided in the tournament packet) will be provided by the home team.

LENGTH OF GAMES and Game Balls

U10-12 games will use a size 4 ball. U14-16 will use a size 5 ball.

U10 games shall have two 25-minute halves. All other age group games shall have two 30-minute halves. In preliminary games, all ties will stand.

If a semi-final match is tied at the end of regulation it shall proceed directly to FIFA Kicks from the Penalty Mark.

If a championship match is tied at the end of regulation play:

U10: Two 5-minute Golden Goal Extra Time periods will be played. If still tied, the match will proceed to FIFA Kicks from the Penalty Mark.

U12-16: Two 10-minute Extra Time halves will be played to their completion. If still tied at the completion of the last overtime period, the game will be decided by FIFA Kicks from the Penalty Mark. The length of any game or extra time period may be shortened (in equal halves) or changed if the Tournament Committee deems it necessary due to field conditions, weather or darkness.

Laws of the Game

All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules.

All matches will use certified referees.

Tournament Play

Four team divisions:

Will consist of one (1) bracket of four (4) teams. Each team will play the other teams within its Bracket for a total of three (3) preliminary round games. The top two (2) teams will meet in the championship.

Five team divisions:

Will consist of one (1) bracket of five (5) teams. Each team will play the other teams within the bracket in a round-robin format. The division winner will be the team with the most points accumulated after all games are played.

Twelve team divisions:

Will consist of three (3) brackets of four (4) teams each. Each team will play the others within its bracket for a total of three (3) preliminary round games. The two bracket winners with the highest amount of points accumulated will meet in the Championship. The third bracket winner and a wildcard (2nd place team with most accumulated points) will meet in the consolation match (if any). There will be three (3) bracket winners and one (1) wildcard. The bracket winner with the most points will play the wildcard in Semi-A, and the 2nd bracket winner will play the 3rd bracket winner in Semi-B. The two Semi-Final winners will meet in the championship match.

SCORING

Point system for preliminary games are as follows: (MAX is 9 points per game)

6 points for a win

3 points for a tie

0 points for a los

1 point for each goal scored (Max 3 per game)

-1 point for each goal scored in excess of a difference of 6 more than your opponent

-2 points for a red card or dismissed coach/staff member

A forfeit shall be scored as 2-0 (9 points) to the team declared the winner.

A 0-0 tie shall be scored as 4 points for each team.

In case of a tie in tournament points following the completion of the preliminary tournament games, the tie will be decided based in order of the following criteria:

1. Head to head* - team which won in head to head competition between the teams which are tied advances.
2. Goal differential. **(to a maximum of 4 per game)**
3. Team with fewest goals against advances.
4. Team with the most goals scored (to a maximum of 4 per game) advances.
5. Team with fewest red cards advances.
6. Kicks from the penalty spot as per FIFA Laws – team with most successful kicks advances.

*Should there be a tie in tournament points between three or more teams; the tie breaking begins with #2 above. When and if two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at #1 above.

START TIMES/FORFEITURES

Teams must be at the field thirty (30) minutes prior to the start time of their matches with picture player passes in order to be checked in by field marshals and/or referees. All games will be started within five (5) minutes of the scheduled time. If a team has not taken the field with a minimum of

seven (7) players within the five (5) minute grace period, the game will be forfeited to the team in attendance with at least seven (7) players on the field. If neither team takes the field within the five (5) minute grace period, no points will be awarded to either team.

The referee and/or Tournament Committee may terminate a game at his/their discretion and the Tournament Committee may award a forfeit if:

1. A team leaves the field during the match without approval of the referee.
2. A team is sent from the field by the referee for violent play and/or misconduct by the coaches, players or fans.
3. A team is deemed to be in gross violation USSF, US Club Soccer, or Newark Soccer Club rules, or City of Newark, CA laws and ordinances.

Any match terminated or abandoned by the referee after playing one full half of the match shall be deemed a completed game and the score and statistics at the time of termination/abandonment shall be the match result. The statistics from a match (including yellow and red cards) will count regardless of the time played in the match.

Match and Score Reporting

The Referee's match report will be the record of matches played (Score, send-offs, etc.) The official scoreboards will be located on the cage by Springfield 6, near the corner of Mowry Ave and Cherry St.

SUBSTITUTIONS

Unlimited substitutions are allowed for age all age groups.

All substitutes shall be up and ready 2 yards behind the intersection of the touchline and the halfway line. Coaches shall give all instruction prior to requesting the substitution. The substitute player shall wait off the field until beckoned onto the field by the referee. This is in order to maximize the playing time for all players and minimize time wasting tactics by coaches. All substitutions may be made at the following times with approval by the referee:

1. Prior to throw-ins for your team.
2. Prior to goal kick by either team.
3. Prior to the restart of the match following a goal scored by either team.
4. At the start of the second half of play.
5. At the beginnings of overtime play.

6. Prior to the restart of play following an injured player being removed from the field (either team may substitute).

Limited substitution – A player receiving a caution (yellow card) may be substituted for at the time of the caution. The player may reenter the match at the next available unlimited substitution opportunity for his/her team.

EJECTIONS

Any player, coach, assistant coach, or registered team official receiving a send-off (red card) will automatically be suspended from their next tournament game. The send-off report and player pass will be forwarded to the Tournament Committee who will review the circumstances and determine if any additional suspension will be added. The Tournament Committee will have the authority to extend the suspension as deemed necessary. All sendoffs will be reported to the tournament director or committee and appropriate action will be taken.

SPORTSMANSHIP

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents, assistant coaches, team officials and spectators affiliated with their team.

Player Equipment

Shin guards – Required for all players (no exceptions). No casts will be permitted.

MEDICAL ASSISTANCE

Any injuries shall be reported to the Tournament Director or Field Marshal so that an accident report form can be completed. In case of a serious injury, 9-1-1 will be called if requested by a parent, coach or referee. Tournament headquarters will be notified of the medical emergency.

ALCOHOLIC BEVERAGES OR CONTROLLED SUBSTANCES

Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport complexes. Any team (including player, coaches, parents and affiliated spectators) found violating this rule will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited back to future tournaments.

NO DOGS ALLOWED AT FIELD SITES

All participants and spectators should be advised not to bring their dogs to the field sites.

INCLEMENT WEATHER

Games may be shortened or cancelled due to inclement weather.

Cancellations

If the tournament must be cancelled due to inclement weather, acts of civil disobedience, war, destruction of facilities, or other circumstances deemed by the Tournament Committee to be beyond the control of the hosting league, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by the Tournament Committee. Refunds of no less than 70% of the team's entry fee will be postmarked and mailed to the teams within 45 days of the approved Tournament date.

RULES NOT COVERED

The Tournament Committee will review any problem that is not specifically covered and reserves the right to establish policy as deemed necessary. The decisions of the Committee will be final and there will be no appeals.

TOURNAMENT COMMITTEE

The Tournament Committee shall consist of the Tournament Director, Referee Coordinator and designated Newark Soccer Club directors.

**ALL RULES, MATCH RESULTS, AND TOURNAMENT
DIRECTOR/COMMITTEE RULINGS ARE FINAL! NO PROTESTS WILL
BE ALLOWED!!!**