

# HALLOWEEN HAVOC 2010

## Team Participation

This tournament is open to all accepted and registered teams. All participating teams and players must be currently registered with their local USYSA affiliated organizations.

## Team composition:

Team rosters are limited to a total of 12 players for U09 & U10 teams, 14 players for U11& U12 teams, 18 players for U13, U14, U15 & U16 teams. Players may play for only **one team** in the tournament. Players must **play on their primary team** if the team is in the tournament. Three (3) guest players with proper documentation will be allowed on a team.

Players may not guest on a team if they are on the roster - primary or secondary player - of any other team in the tournament.

## Check In

Local Teams (**Omaha, Council Bluffs Metro Area**) must check in on Thursday night October 21st. Out of town teams must check in at least one (1) hour prior to the scheduled start of their first game. Games will start as early as 5:00 pm on Friday October 22nd for local teams. All other teams must be ready to play at 8:00 am on Saturday.

At check-in coaches must have:

- (1) Copy of official state USYSA roster (to be kept by tournament).
- (2) Medical release forms.
- (3) Current player passes complete with signature, pictures, and laminated.
- (4) Travel papers required for all out of state teams, (copy to be kept by tournament).
- (5) Guest player form (copy to be kept by tournament).

Player passes will be validated and returned to coaches. Referees will check player passes throughout the tournament.

## Laws of the Game

The tournament shall be played in accordance with the laws of the game as written by FIFA, observed by USSF, and modified for youth by the USYSA. The Tournament Committee reserves the right to make temporary modifications if special circumstances dictate for the good of the tournament.

## Tournament Committee

The tournament committee shall consist of the Tournament Director(s), Directors(s) of Officials, and designated members of CBFC. All issues and concerns relating to the tournament shall be directed to the Tournament Committee. All tournament decisions are the responsibility of the Tournament Committee. The decisions of the Tournament Committee are final. No protest of game outcomes will be considered. All referee decisions are final.

## Length of Games and Ball Size – Including Semi-finals and Finals

AGE	GAME TIME	BALL SIZE	HALF TIME
U09 - U10	2x20 min halves	4	No more than 5 minutes
U11 - U12	2x25 min halves	4	No more than 5 minutes
U13 - U14	2x30 min halves	5	No more than 5 minutes
U15 - U16	2x35 min halves	5	No more than 5 minutes

Overtime will be played only in quarterfinal, and final games. Overtime will consist of two (2) five (5) minutes sudden death periods. If a tie remains, penalty kicks will determine the winner, per USSF rules.

The Tournament Director(s) reserves the right to shorten game times in order to keep the tournament on schedule. In the event of inclement weather, the Tournament Committee shall have the authority to change the above format as follows: (1) relocate and/or reschedule any games (2) shorten game times, (3) cancel games in preliminary rounds which have no bearing on group winners, (4) modify rules for tiebreakers in case all games are not played in full. If games are stopped because of inclement weather after the preliminary rounds, the two top point teams in each division will be winners.

## Round-Play Points

Unless otherwise notified, all preliminary games count when assessing points earned (include cross-over games)

- A. Six (6) points for a win
- B. Three (3) points for a tie
- C. Zero (0) points for a loss
- D. Goal Points – One (1) point will be given up to a total of three (3) points per game. If the game ends 2-1, the winning team receives 8 points; the losing team receives 1 point
- E. One (1) point for a shutout (a 0-0 tie is 4 points, 3 for the tie, 1 for the shutout)
- F. Red card or coach ejection – Minus one (-1) point

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Teams with the most points advance to single elimination play (quarter-finals, semi-finals, or finals)

## **Tiebreaker Criteria and Procedures**

If two or more teams are tied in pool play standings, the following sequence will be followed until a team is eliminated. Once a team has been eliminated, the remaining teams will then restart the sequence at the first criteria.

Criteria in order:

- 1) Winner of head-to-head competition (this criteria is not used if more than two teams are tied)
- 2) Winner of most games in team's respective pool
- 3) Goal differential (goals scored minus goals allowed), with a maximum differential of four(4) goals per game
- 4) Fewest goals allowed
- 5) FIFA kicks from the Mark

**If three teams remain tied** after going through the tiebreakers, thus requiring Kicks From the Mark, there will be a draw by the Tournament Director to determine which two teams kick first.

- 1) The first team drawn will receive a bye
- 2) The second team drawn will be the home team and will kick against the remaining team in the first contest of Kicks From the Mark.
- 3) The winner of the first contest will then compete against the bye team in Kicks from the Mark to determine the team that will advance. The home team will be the bye team.

**If four teams remain tied** after going through the tiebreakers, thus requiring Kicks from the Mark, there will be a draw by the Tournament Director to determine which teams kick against each other.

- 1) The first team drawn will compete against the second team drawn in Kicks from the Mark. The first team drawn will be the home team.
- 2) The third team drawn will compete against the fourth team drawn in Kicks from the Mark. The third team drawn will be the home team.
- 3) The winners of each of the first two contests will then compete in Kicks from the Mark to determine the team that will advance. The home team will be the winner of the first drawn vs. second drawn contest.

## **Refund / Cancellation Policy**

Teams not accepted into the tournament will receive a full refund. Teams that withdraw after they are accepted forfeit their entry fee. If a team forfeits before the tournament starts, each team in that bracket will receive a win of 2-0. There are no refunds for games not played due to forfeits.

Once a team has been accepted into the tournament and games are cancelled, shortened, or modified in any way due to inclement weather, or other acts beyond the tournaments control refunds will be based upon the following criteria (1) No games played refund of entry fee minus 25%. (2) 1 game played refund of entry fee minus 50%. (3) 2 or more games played there will be no refunds.

**All refunds will be sent to the club treasure within 2-3 weeks.**

## **Forfeited Games**

Any team quitting and/or leaving the field of play prior to the conclusion of a game shall forfeit the game. Teams will be allowed a ten (10) minute grace period for the scheduled kickoff time before they forfeit the game. The watch of the Center Referee is the official time. The game will be recorded 1-0 for the winner and 0-3 for the loser. If a team forfeits a game, that team will not be allowed to advance out of their bracket to final round play.

## **Home Team**

The home team will be listed first on the schedule. Home team will provide the game ball.

## **Uniforms and Equipment**

Players must have matching uniforms with numbers on the backs of the shirts. Each player shall have a different number. In the event team colors conflict, the home team is responsible for changing. In semi-final and final games, the loser of a coin toss will change.

Shin guards are mandatory equipment. "Slide shorts" can be worn if they match the color of the team shorts. Knee braces and orthopedic appliances can be worn if all hard surfaces, hinges, and edges are appropriately padded. Casts will be permitted and must have a minimum of 2 inches soft padding. All players' equipment is subject to referee approval.

## **Protests**

The Tournament Committee will not authorize and/or accept any protests. All decisions by the referee in charge are final.

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## **Substitutions/Ejection**

Unlimited substitutions following current USYSA suggested guidelines would be used throughout the tournament. Substitution will not be allowed for a player ordered from the field by the referee for misconduct (red card).

## **Yellow Card**

A cautioned (yellow card) player must be substituted for immediately after the caution is administered. The opposing team does not have a substitution opportunity at this time. The cautioned player may remain on the field if his/her team does not have any substitutes. The cautioned player may re-enter the field at his/her team's next substitution opportunity.

## **Red Card**

Any player or coach ejected shall not be allowed to participate in the next scheduled game. All ejected players and their coach will report to the Tournament Headquarters immediately following the game in which the ejection occurred. If a team receives two ejections, that team will be ejected from the tournament. Tournament officials reserve the right to extend the disqualification based upon the nature of the offense.

## **Team Conduct**

Coaches and other officials are subject to all rules pertaining to misconduct, including cautions, ejections, and standard suspension. Any other individuals who may be reasonably construed as being associated with a team such as relatives and spectators shall also be subject to the jurisdiction and authority of the Association. Any coach or team official shall be held responsible for the actions of any individual(s) at any match that, in the opinion of the referee, is a supporter of that team.

**ABUSIVE LANGUAGE AND/OR ACTIONS BY PLAYERS, COACHES, AND/OR SPECTATORS WILL NOT BE TOLERATED.** The referee has the power to verbally warn, caution, or send off the team coach for the conduct of the spectators.

## **Official Standings**

Official standings will be posted at the Tournament Headquarters. It is the responsibility of the coaches to check these standings to determine semi-final/final qualifiers.

THE COUNCIL BLUFFS FUTBOL CLUB (CBFC); COUNCIL BLUFFS, IOWA PARK AND RECREATION; USYSA; TOURNAMENT SPONSORS' OR ANY AUTHORIZED REPRESENTATIVE, AGNET OR EMPLOYEE OF THESE, SHALL NOT BE RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE EVENT IS CANCELLED IN WHOLE OR IN PART OR FOR ANY LIABILITY IN CONNECTION WITH THE TOURNAMENT FOR PERSONAL INJURY OR PROPERTY LOSS IN CONNECTION WITH TRAVELING TO, PARTICIPATING IN, OR TRAVELING HOME FROM THE TOURNAMENT. EACH TEAM, PLAYER, COACH, OR FAN SHALL PARTICIPATE AT HIS/HER OWN RISK.

**The Director's or Committee's interpretation of the foregoing rules and regulations, as applied to any situation, shall be final.**

**TEAMS MAY NOT USE THE GOAL AREAS FOR WARM-UP OR PRACTICE**  
**Alcoholic beverages, smoking, and pets are NOT allowed at the Council Bluffs**  
**Recreational Complex.**  
**Violations may result in the forfeiture of that match**