



SYSC Tournament Rules

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I. Administration

A. Tournaments hosted by the Snohomish Youth Soccer Club (SYSC) will be sanctioned by the Washington State Youth Soccer Association (WSYSA) and will have a Tournament Director appointed by the SYSC. Games will be played in accordance with FIFA laws, except where noted.

B. All references in these rules to the Tournament Director mean either the Tournament Director or an appointed representative(s) of the Tournament Director.

II. Format

A. The tournament will be offered for the following age groups:

- | | |
|-------|-------|
| U-11: | U-16: |
| U-12: | U-17: |
| U-13: | U-18: |
| U-14: | U-19: |
| U-15: | |

B. Age groups may be combined depending on the number of teams entered.

C. Each team is guaranteed a minimum of three games during the tournament.

D. Two or more Divisions may be established within age groups due to the number of teams entered. The Tournament Director will create the Divisions based on such criteria as (but not limited to) a team's fall league level and record, the overall balance of skill levels of teams entered in the age group, field availability, etc.

E. Here are some typical formats used for SYSC youth tournaments:

1. Four or five team divisions: After three preliminary-round games, the two teams with the most points play in the championship game.
2. Six-team divisions: Two three-team brackets are formed. Two preliminary-round games are played within each bracket. The 1st place teams of each bracket play the 2nd place team of the other bracket in the semifinal games. Semifinal winners play in the championship game. The two 3rd place teams play each other in a consolation game.
3. Eight-team divisions: Two four-team brackets are formed. Three preliminary-round games are played within each bracket. The 1st place teams of each bracket play the 2nd place team of the other bracket in the semifinal games. Semifinal winners play in the championship game.
4. Nine-team divisions: Three three-team brackets are formed. Two preliminary-round games are played within each bracket. The three 1st place teams and the 2nd place team with the most points play in the semifinals. The top 2nd place team's semifinal opponent cannot be from the same preliminary round bracket. Semifinal winners play in the championship game.
5. 12-team divisions: Three four-team brackets are formed. Three preliminary-round games are played within each bracket. The three 1st place teams and the 2nd place team with the most points play in the semifinal. The top 2nd place team's semifinal opponent cannot be from the same preliminary-round bracket. Semifinal winner's play in the championship game. Alternatively, four three-team brackets are formed. Two preliminary-round games are played within each bracket. The four 1st place teams play in the semifinals. All other teams in the division play consolation games.
6. 16-team division: Four four-team brackets are formed. Three preliminary-round games are played within each bracket. The four 1st place teams play in the semifinals. Semifinal winners play in the championship game.
7. Divisions with more than four brackets: Quarterfinals are placed after the preliminary round games to determine the semifinalists. Semifinal winners play in the championship game.

III. Games

- A. All match scores will be reported to the tournament officials by the referee.
- B. All games will consist of two 30-minute halves with five minutes between halves.
- C. Scoring

1. Preliminary Round Games

- a. There is a maximum of 10 points awarded per game.
- b. Preliminary matches will be scored as follows:
 - (1) Six points for a win.
 - (2) Three points for a tie (no overtime periods). A 0-0 tie will be scored as 4 points for each team.
 - (3) Zero points for a loss.
 - (4) One point for a shutout.
 - (5) One point for each goal scored. Maximum of three points per game.
 - (6) Eight points awarded to a team when opponent forfeits a game. Teams abandoning or forfeiting a match may be disqualified from the remainder of the tournament. Teams forfeiting championship games will not receive awards for second place finish.
 - (7) One point subtracted for each red card, or for each coach or other team official ejected.

2. Tiebreakers: The following rules are used to determine advancement from the preliminary-round to the next round when teams' point totals are equal:

- a. The winner of head-to-head competition.
- b. The least carded team. Red cards equal two yellow cards.
- c. The team with the highest goal differential (goals scored – goals allowed). Maximum 3 goal differential per game.
- d. The team allowing the fewest goals.
- e. A coin toss by the Tournament Director in the presence of representatives from all affected teams.

3. Semifinal and Final Games

- a. Tiebreakers: Semifinal and final games that remain tied at the end of regulation time shall be decided by kicks from the mark.
- b. No overtime periods will be played.

IV. Playing Rules

A. Responsibility

1. The referees shall have total control of their fields during their assigned matches.
2. Each coach will be personally responsible for the proper conduct of their team, including players, parents, guests and staff, as well as himself or herself. Abusive behavior toward referees, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament facilities.
3. Team concerns about any aspect of the tournament shall solely be brought to the attention of the Tournament Director at the team registration area. At no time are team members to enter other tournament administration areas, including those designated for referee assigning. Any such actions are grounds for immediate individual or team removal from the tournament facilities.

B. Uniforms

1. All teams will have matching uniforms, to the discretion of the referee...
2. Each player will have an identifiable, unique number on his or her jersey, except the goalkeeper...

C. Check In & Roster Rules

1. Each team's coach or manager must check in at the tournament registration center at least thirty (30) minute before the team's first scheduled game. **The team packet may contain schedule revisions. Please read them.**
2. Final team rosters will be presented along with appropriate player identification. Rosters must include player name, jersey number and date of birth. Guest players must be clearly identified.
3. Players must be currently registered by a state/provincial youth soccer association. Proof of registration may be requested, such as authorized team rosters, WSYL player cards, etc.
4. After the tournament staff approves the roster, each team will receive its tournament packet, including any last minute schedule changes.
5. Any team that fails to obtain roster approval will forfeit its first game.
6. No roster changes will be allowed after the start of the first game.
7. There can be no more than 18 players on a tournament team roster for U12 and above. There can be no more than 14 players on a tournament roster for U11 teams.
8. No player may compete for more than one team in the tournament.

D. The first team listed on the schedule is designated as the "home" team and will have its choice of touchlines. In case of color conflict, the "home" team will change jerseys.

E. Both teams must be prepared to supply a regulation game ball for each match (size 4 for U11 and U12; size 5 for all other age groups).

F. Substitution Rules With the consent of the referee, player substitution may be made:

1. During any stoppage in play.
2. The number of substitutes shall be unlimited.
3. Players not on the field of play must remain two (2) yards behind the touch line and not within 18 yards from the corner of the field.

G. Any player wearing an orthopedic device must have it checked and approved by tournament officials prior to their first game. Consent of the referee is required for participation in any tournament game. No protests of the referee's decision will be allowed.

H. Prior to the first game, each coach must sign and return a statement verifying that he or she has read and will abide by all tournament rules.

V. Disciplinary and Misconduct

A. The Tournament Director shall adjudicate all protests, disputes or abandoned games. The Tournament Director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, including the disqualification of any offending player, coach, or team from further participation. (The Tournament Director may designate a Disciplinary Committee for this purpose, as needed.)

B. Only coaches may appeal either a misconduct report or protest the outcome of a match. Notification of intent to protest a game must be made to the referee prior to the referee leaving the field, and it must be noted on the official's game card. The coach must follow-up within sixty (60) minutes after the match with a written protest. No appeals/protests involving a judgment call of a referee shall be considered. Protests will be considered only if the outcome of the game is affected, and it is for the use of an illegal player or a fundamental misapplication of the laws of the game.

C. All protests and appeals must be accompanied by a \$50 fee (cash only), refundable only if the protest or appeal is upheld.

D. Red and Yellow Cards

1. At the conclusion of each game, the referee shall file a misconduct report with the Disciplinary Committee for all cautions (yellow card) or ejections (red card). The Disciplinary Committee shall review the report, and may, at their discretion, increase or decrease any applicable suspension in accordance with WSYSA guidelines (Rule 605 Disciplinary Penalty Code). Coaches of any player sent off or team official ejected, must report to the Tournament Director or Disciplinary Committee within sixty (60) minutes after the match.
2. Any player receiving a caution (yellow card) shall receive one misconduct point.
3. Any player receiving an ejection (red card) shall receive two misconduct points.
4. Any player accumulating three misconduct points shall be automatically suspended from the next game.
5. Any player accumulating four or more misconduct points shall be suspended from the remainder of the tournament, beginning with the next game. In addition, the Tournament Director reserves the right to levy stricter penalties deemed appropriate.
6. All red and yellow cards will be recorded by the Tournament Director, along with all other matters involving the misconduct of a team, player, coach or supporter. This recorded information will be reported immediately to the home state association and the home club/league of the offending player, coach, team, or supporter involved. Matters involving misconduct (except referee assault) may be subject to additional sanctions by the home club/league and state association of the offending player, team, coach, or supporter within their respective jurisdictions.

E. All matters involving referee assault shall, in accordance with USSF Rule 1108, be referred immediately to WSYSA (the host state association).

F. Tournament disciplinary/misconduct rulings will be provided to WSYSA within seventy-two (72) hours of the final game. This will include a detailed listing of the suspensions that were given, including those that were fulfilled before the end of the tournament. If players or coaches have not served their entire suspensions, then they will be required to sit out the next sanctioned WSYSA match, including tournaments and/or league games.

G. The Tournament Director will contact the WSYSA office forty-eight (48) hours prior to the first game to request the current list of players and coaches who are required to serve any remaining suspensions. Tournament staff will notify any participating players or coaches with suspensions remaining that they are expected to sit out the next tournament game.

VI. Field Rules and Conditions (SYSC soccer complex is also known as Stocker Fields)

A. No pets (e.g., dogs, etc.) are allowed on the SYSC soccer complex. **Only** service dogs excepted!

B. No alcoholic beverages or weapons are allowed on the SYSC soccer complex. No exceptions!

C. In the event of an emergency on the field, notify the nearest Field Marshal.

D. Each team is responsible for clearing its sideline of debris after each game.

E. Illegally parked vehicles may be towed, particularly those impeding emergency access to the fields.



TOURNAMENT UPDATE

ATTN: TEAM MANAGERS & COACHES-PLEASE FORWARD THIS TO ALL PARTICIPANTS AND ENCOURAGE THEM TO SHARE THIS INFORMATION WITH THEIR FAMILIES & GUESTS WHO ARE PLANNING TO COME WATCH THEM PLAY! THANK YOU!

Hello Bigfoot 2011 participants and families! We are just six days away from the opening day here at Stocker Field and all hands are on deck getting everything ready for the biggest and best tournament of the summer in the Great Northwest! This year's tournament has a grand total of 306 teams ranging from U11-U18!

Please take a moment to read carefully through the bulleted items below as well as to view the attached document. Doing so will prove to be time well spent & make your experience at Bigfoot 2011 more pleasurable!

---See you there---Mary Jaeger, 2011 Bigfoot Tournament Director

GENERAL TOURNAMENT INFO:

- Early team check-in will take place from 5-7 p.m. on Wednesday, August 17, 2011 at the Bigfoot Registration Building. Team packets including one (1) coach's parking pass will be available at this time. *In order to expedite the check-in process, please print, fill out & bring with you the team contact document attached to this email.*
- **SYSC IS A NO SMOKING/NO DOGS/PETS COMPLEX (SERVICE DOGS EXEMPT WITH PROPER DOCUMENTATION)- PLEASE SHARE THIS INFO WITH YOUR FAMILY/GUESTS WHO ARE COMING TO WATCH YOU PLAY.**
- Evening entertainment & events during Bigfoot include:
 - Thursday, August 18-GU13 Susan G. Komen Breast Cancer Awareness/Fundraiser match
*****Be sure to get your pink on!*****
 - Friday, August 19-Bigfoot Dance
 - Saturday, August 20th-BU17 exhibition game

ROAD CLOSURES & TRAFFIC ADVISORY INFO (See attached area map for more details) :

- Snohomish/Monroe Road & Frylands Blvd in Monroe will be CLOSED Saturday morning, August 20, 2011 from approximately 6:30 a.m.-10:00 a.m. for the 2nd Annual Lake Tye Triathlon. All northbound 522 traffic will be routed to Snohomish via the Hwy 2 off-ramp in Monroe.
- Grove & Center Streets near Stocker Field will be CLOSED IN BOTH DIRECTIONS with the exception of disabled persons & vendors who have passes allowing them access.
- Pine Avenue will be closed at 2nd Street. Please access Stocker Field via Lincoln Avenue.
- **ALL COACHES ARE TO PARK IN GENERAL PARKING**
- Disabled patrons need to purchase a general parking pass even when parking in Disabled Lot on Pine Avenue.
- There will be NO shuttle available this year to & from the downtown Snohomish area.

CAMPER INFO:

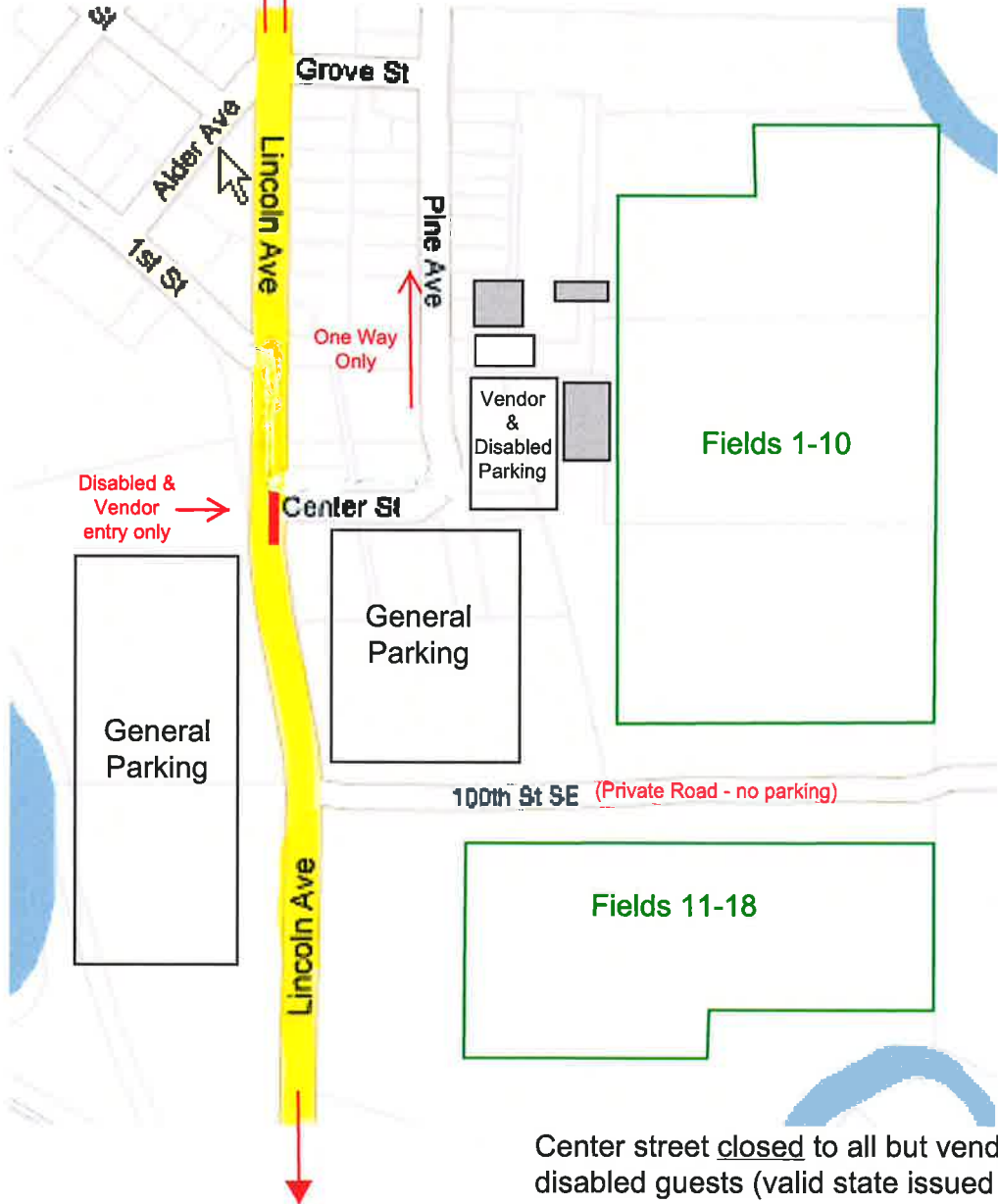
- Camping permits include **ONE (1)** pass for general parking.
- **SYSC IS A NO SMOKING/NO DOGS/PETS COMPLEX (SERVICE DOGS EXEMPT WITH PROPER DOCUMENTATION)- This is applicable to our camping guests as well.**
- **NO GLASS/NO OPEN FIRES**-Please use only raised BBQ's & provide your own piece of plywood to place under BBQ to protect the SYSC grass from being damaged or destroyed.
- **PLEASE LEAVE GARBAGE CANS WHERE TOURNAMENT STAFF HAS PLACED THEM & MAKE SURE ALL CAMP GARBAGE IS BAGGED & DISPOSED OF AT THE GARBAGE CAN NEAREST YOUR SITE, MAKING IT EASIER FOR OUR STAFF TO MAKE GARBAGE ROUNDS EACH DAY IN THE MORNING AND LATE EVENING.** Thank You!



Parking Information

To Hwy 9 (via 2nd St)

To Hwy 2 (via 2nd St)



Disabled & Vendor entry only

One Way Only

100th St SE (Private Road - no parking)

**** To Hwy 522 & Monroe (6 Miles)**

Center street closed to all but vendor deliveries & disabled guests (valid state issued pass required).

Pine street will be One Way only (North).

General Parking: \$15 weekend pass / \$5 per day

Coaches park in General Parking - those with parking pass park for free.

** Preferred Route; only 10 minutes Hwy 522 and Monroe