



2nd Annual SASL/Central Carolina Jaycees' Burn Tournament

Tournament Format:

Divisions with 4 teams – Each team will be guaranteed 3 matches. The teams will compete in a round robin format. Based on a points system, the first place team will play the second place team for the championship.

Divisions with 5 teams – Each team will be guaranteed 4 matches. The teams will compete in a round robin format. Based on a points system, the first place team will play the second place team for the championship.

Divisions with 6 teams – Each team will be guaranteed 3 matches. The teams will be divided into 2 groups, "A" and "B", playing round robin within their group. Based on points after pool play, first place in pool "A" will play second place in pool "B", and first place in pool "B" will play second place from pool "A", in a semi-final match with the winners playing in the championship match. Third place from both pools will play in a consolation match.

Divisions with 8 teams – Each team will be guaranteed 3 matches. The teams will be divided into 2 groups, "A" and "B", playing round robin within their group. Based on points the first place team in each group will play for the championship.

Tournament Rules:

The tournament will accept teams in the following age groups only
U8, U10, U12, U14.

All players participating **MUST** be recreation players currently registered with NCYSA, or approved affiliate.

Teams may be made up of existing recreational teams, or an intra-club tournament team which is a team put together for the sole purpose of playing in a tournament or other sanctioned non-league competition whose roster includes players who are members of ONE club.

All games shall be played in accordance with FIFA Laws, except where modified by these rules.

If a game is tied at the end of regulation time the match will immediately go to an MLS style shoot-out.

Point System:

Win = 3 points Tie = 1 point (Including 0-0) Loss = 0 points
Shutout = 1 bonus point for winning team (goal differential not a factor in shoot out)

Winner of MLS shoot out will receive 2 bonus points for a total of 3 points for the match.(If shoot winner is from a 0-0 tie game only 1 bonus point will be given for a total of 3 bonus points.)

Up to 3 bonus points will be awarded for goal differential.

A maximum of 3 bonus points may be earned for a single match.

Game Balls:

U8-U12	Size 4
U14	Size 5

Length of matches:

U8	Two 20 min. halves
U10	Two 25 min. halves
U12	Two 30 min. halves
U14	Two 35 min. halves

All recreational players must receive at least 50% playing time.

In the event of inclement weather; the tournament director may modify game time, including but not limited to going directly to shoot-outs and in extreme cases a coin toss to determine a winner. All decisions made by the tournament director or his/her designee are final.

Tie Breakers:

If two teams are tied at the end of round robin play, the tie breaker will proceed as follows: 1) Head to head competition. 2) Goal Differential (found by subtracting total number of goals allowed from number of goals scored). 3) Most shutouts (0-0 ties included) Forfeit will count as a 3-0 shutout. 4) Least goals allowed.

In the event of a tie in semifinal or championship play, there will be a 5 minute golden goal overtime period. If the match is still tied after golden goal play the game will proceed immediately to an *MLS Style Shoot-out.

**** Each team will select 5 players from those on the field at the end of overtime period. If there are less than 5 players are on the field, teams may select from their bench the remaining players. A coin toss will decide which team shoots first. Teams will then alternate shots. Each participating player will have 5 seconds to score a breakaway on a goalie. Goalies may use hands anywhere on the field. If the ball is not past the goal line within the allowed 5 seconds then no points are awarded. The referee will not face the play, first whistle starts time, and second whistle ends time. There will be a second official on hand to determine points. Field officials have final say, no protests will be allowed.***

Forfeits:

There will be a maximum grace period of 10 minutes allowed after the scheduled start of the match. If a team is not present after the 10 minute mark that team will forfeit unless otherwise specified by a tournament official. Forfeits will be recorded as a 1-0 shutout.

No team will be allowed to begin a match without the minimum number of players present at game time.

U8	4 players
U9-U10	5 players
U11-U12	7 players

Game sizes:

U8 (1 official)	5v5 with goalie, no off side
U10 (1 official)	6v6 with goalie, no off-side
U12 (3 officials)	8v8 with goalie, with off-side
U14 (3 officials)	11v11 with goalie, with offside

There is a maximum of 4 coaches per team in the technical area.

Conduct:

All coaches and players will read and sign the SASL code of conduct sheet and bring this form to all matches. Any violation of this code by a player, coach or any representative of a team can and will result in ejection from the game, the grounds and/or the tournament. All referees decisions are final unless in violation of tournament rules. Any tournament official reserves the right to ask any person(s) to leave the complex for unsportsmanlike behavior.

Substitutions: Substitutions without limit may be made at the following times with acknowledgement of the referee:

- either teams goal kicks
- your possession throw-in
- after a goal is scored
- half-time, start of overtime, half-time of overtime

Limited substitution (one for one) may take place for an injured player or a cautioned (yellow card) player. An ejected player (red card) cannot be replaced.

General rules and information:

Coaches and players will be seated on the same side of the field and must remain in their technical area between penalty area and center lines.

Spectators will sit on opposite side of the field only.

No Spectators are permitted in the technical area or behind goal areas.

Tournament officials and any sponsors will not be responsible for any expenses incurred by a club or team if the tournament is cancelled for any reason. Refunds will only be given in the event of the cancellation of the tournament prior to the start of the tournament.

Player Equipment:

Law IV of FIFA applies.

If referee deems Jersey colors are too similar, one team will change color, or wear scrimmage jerseys. All players are required to wear shin guards. All players must wear matching jerseys with no duplicate numbers (except goalies). Changing equipment after referee check in is a yellow card offense, unless given permission by the referee. Casts may be worn under the following conditions:

- If wrapped in foam or other protective material that will protect other players.
- The player with the cast does not use it to gain advantage over opposing players.
- The referee must approve cast protection prior to the match.