2012 Bay Area Tune Up Tournament Rules

CLASSIFICATION AND AGE DIVISIONS:

The Bay Area Tune Up is sponsored by Bay Area Youth Soccer Association (BAYSA) and hosted by Quest Youth Soccer Club (QYSC). The tournament is for recreational and competitive teams registered with the United States Youth Soccer (USYSA), US Club Soccer, American Youth Soccer Organization (AYSO) and Soccer for Youth (SAY). The tournament is sanctioned by the South Texas Youth Soccer Association (STYSA) and is open to boys & girls teams from U--?07 through U--?18. There are three levels of competition for U11--?U19: Gold (Highest level – Div. 1, S2 and High Div. 2),
Silver
(All other Div. 2) and
Bronze
(Div. 3). There are two levels of competition for U7--?U10:
Gold
(Highest level – Academy or competitive) and
Silver
(Recreational teams). Single age brackets and levels will be formed if applications support the groupings. Unless otherwise amended below, the current Laws of the Game (as published by USYSA) will apply to this competition.

TEAM REGISTRATION AND CHECK--?IN:

Check In Location: Dow Park, 709 E P St. Deer Park, TX 77536

Check In Time: 6:30--?9:00pm

The Bay Area Tune Up registration must be completed through the online system at www.questysc.org/tournament.
All players (except guest players) must be registered to the team (application deadline of August 16th, 2012; Entries received after the registration deadline will be accepted on a space

available basis.).
All teams must provide an official roster (with player uniform numbers) signed by the coach of record and their local association or club registrar. Teams from outside

STYSA must submit an approved USYSA travel permit along with an official roster. All teams must have approved USYSA ID cards for each of the players including up to three (3) guest players. Teams or players will not be allowed to participate without approved paperwork. Coaches may bring the approved paperwork to the check--?in meeting for validation. Validated rosters will be required prior to participating in any match.

Team rosters are limited to:

Age Group	Play Format	Roster Size	Guest Players
U7--?U8	4V4	10	

3

U9--?U10

6V6

12

3

U11--?U12

8V8

14

3

U13--?U15

11V11

18

3

U16--?U18

11V11

22

3

Medical release forms & laminated player ID cards for each player will be required at check-in along with an official roster.

Team representatives are REQUIRED to check--?in their team Dow Park during the listed times --?--? there will be NO Saturday morning check--?in unless prior arrangements are made with the Tournament Director. Teams who do not show up for the Friday night check--?in will be removed from the schedule! We will distribute any schedule changes, validate rosters, and answer questions. You must have a representative present to provide a copy of your team's roster to the volunteers at check--? in.

TEAM AND PLAYER CREDENTIAL CHECK:

Each team must be able to present its validated roster and player cards to either a Tournament Official or the Referee team before the

start of each match, if requested. A player may play for only one team in the tournament, and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.

The wearing of hard casts, whether padded or not, will not be permitted at any time.

GAME INFORMATION:

All teams will be guaranteed to play at least three games. In round robin play, ties at the end of regulation time will stand.

. Once schedules are released there will be NO REFUNDS for teams dropping out!

GAME TIMES, BALL SIZE, AND # OF REFEREES:

For semi--?final

and championship games, ties at the end of regulation time will be

broken by the taking of FIFA penalty kicks

AGE GROUP

BALL SIZE

GROUP STAGE GAME LENGTH

FINALS GAME LENGTH

OF REFEREES

U7--?U8

3

36 mins

36 mins

1

U9--?U10

4

2 X 20 mins

2 X 25 mins

1

U11--?U12

4

2 X 25 mins

2 X 30 mins

1

U13--?U15

5

2 X 30 mins

2 X 35 mins

3

U16--?U18

5

2 X 35 mins

2 X 40 mins

3

Teams must be at the scheduled game field before the scheduled game time. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selection. All games will have a 5 minute half.

PLAYER SUBSTITUTIONS:

Players may be substituted with the consent of the match referee at the any stoppage of play.

No player shall enter or leave the field of play without the consent of the referee.

PLAYING CONDITIONS:

The Home Team is listed first or on top in the schedule. Both teams shall occupy the same side of the field, as identified by the Tournament Director at each complex. All game spectators, including parents and unrostered visitors for both teams will occupy the opposite side of the field. The Home Team chooses the goal to attack and Visitors Team kicks off. In case of inclement weather, the Tournament Director and/or Site Coordinator will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are canceled, it is up to the coaches of the teams to check with the Site Coordinator, Communications Director or Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game will be rescheduled if it could affect the outcome of the tournament and if conditions permit as determined by the Tournament Director.

UNIFORMS:

As a convenience to both teams, it is recommended that the home team wears their "colored" uniform and the visitors wear white. Should there be a conflict in uniform colors; the home team will be required to change uniforms. Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use “pennies” to provide a unique identification.

TEAM STANDINGS AND TIE BREAKERS:

Team standings will be based on the following 10 point scoring

system:

WIN

6 points, plus 1 for each goal scored (max 3 goals)

TIE

3 points, plus 1 for each goal scored (max 3 goals)

LOSS

0 points, plus 1 for each goal scored (max 3 goals)

BONUS

1 point is awarded for shutout

0--?0 TIE

NO Shutout Bonus point for games ending in 0--?0 tie

RED CARD

Minus 1 point for each red card received during tournament

Each team's total points from all first--?round games will determine the placement of teams in each bracket, with the team earning the highest total points being the bracket winner. In the event, a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings.

Ties in the standings will be resolved in the following order:

Round Robin Games

In the event that two or more teams are tied in points at the end of these games, the following tiebreaker

1. Winner of head to head competition.
2. Net goals (goal difference, limit of +/--? 3 per game) 3. Goals against
4. Most goals scored (maximum of 3 goals per game) 5. Most total wins 6. FIFA penalty kicks

Semi--?Final & Championship Games

All semi--?final and championship games ending in a tie will go to FIFA kicks from the mark to determine

Tournament officials will be responsible for collecting the match results, but each coach is responsible for verifying the posted scores prior to the team's next game.

WILD CARD SELECTION & ADVANCEMENT PAIRINGS

For brackets with wild cards, wild cards will be selected from the pool of remaining teams after the others from the listed grid have been identified. Ties on points will be broken in accordance with the rules listed above. Once the wild card team has been determined then the group of advancing teams will be paired as follows:

Teams

Format

Round 1

Semi

Finals

4

1 group of 4 Bracket G

Bkt G Round Robin

None

1G v. 2G

5

1 group of 5 Bracket D

Bkt D Round Robin

None

Points

6

2 groups of 3 Bracket A & B

Bkt A & B Round Robin and Cross Group

None

Top 2 Points Teams play in Finals

8

2 groups of 4 Bracket A & B

Bkt A Round Robin

Bkt B Round Robin

None

WA v. WB

AWARDS:

First and second place teams in each age group and competition level will receive individual medals. First place teams will receive team trophy. Awards will be presented immediately after the final game in the group.

TEAM AND SPECTATOR DISCIPLINE:

An ejected player is ineligible for their next scheduled game. An ejected coach or trainer is ineligible for the next scheduled game, regardless of team. A second red card to the same individual results in that person being expelled from the tournament. Any ejected player, coach or trainer must report to the complex tent or leave the complex. Violation could result in further game suspensions.

In addition, any player or coach receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. All red cards will be reported to your State Association. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the ejection or the game could be terminated by the referee with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and further sanctions may be added by the Tournament Director. If a player refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and additional penalties could be imposed by the Tournament Director. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent BAYSA and QYSC sponsored tournaments. Consumption of alcoholic beverages on tournament grounds is prohibited.

TEAM PROTESTS AND APPEALS:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with $200 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to BAYSA.

RAINOUT POLICY:

In the event of a total rainout prior to the first game of the tournament, partial refund equal to the team’s entry fee less an allowance for administrative cost.

In case of partial rainout, the game will be rescheduled if possible. First and second place teams will be based games completed.

Refunds will not be given once tournament begins.

MATTERS NOT PROVIDED FOR:

Any situation or questions on rules of competition not covered herein will be governed by USYSA and STYSA Administrative Rules books. Any matter not provided for in the Tournament rules or STYSA or USYSA rules shall be determined by the Tournament Director, whose decisions shall be final.

Tournament Director reserves the authority to revise these rules prior to team check--?in on August 24th, 2012.