



2012 KALAHARI CUP SOCCER TOURNAMENT



Contact Information:

Bay Area Soccer League
Kalahari Cup
PO Box 1111
Sandusky, Ohio 44871-1111
Contact Person: Les Wilson or Steve Schuster (657)206-5287.

This tournament is open to all properly registered players of all State Associations, US Club Soccer, USSF Affiliates.

ALL GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS ESTABLISHED BY FIFA LAWS OF THE GAME IN EFFECT JANUARY 1, 2012, AS MODIFIED FOR YOUTH PLAY BY USSF AND US YOUTH SOCCER WITH CERTAIN AMENDMENTS AS FOLLOWS.

1. TEAM AND PLAYER ELIGIBILITY:

- A. Players must have been born on or after August 1st of the year of the division in which they are participating.
- B. The team must provide a roster (stamped by the League Registrar) from the league in which it regularly plays, and US Youth Soccer Association player passes at the tournament registration on Friday.
- C. No player shall be allowed to register with more than one team or switch to another team during the tournament.
- D. Each player must provide a medical releases signed by parent or guardian. The ones you use for your league are fine.

2. GUEST PLAYERS:

- A. A maximum of five (5) guest players may be added to the official roster for a maximum roster size of 12, 14, or 18 players.
- B. Guest players and the team they are playing for must be from the same USSF affiliate (i.e. US Youth Soccer Association teams cannot have guest players from US Club Soccer). This is for insurance liability issues.

3. PREMEIR AND SELECT TEAMS

- A. Premeir and Select teams will play up 1 age group unless otherwise approved by the Tournament Committee.
- B. If age group is already combined with an older group then they will not be required to play up.

4. TOURNAMENT GAME FORMAT AND MATCH SCHEDULES:

- A. All teams are guaranteed 3 games during the entire tournament.
- B. Game schedules will be provided following the registration deadline.
- C. Age brackets and team placement are done by the Tournament Committee based in the information provide upon registration to the tournament.
- D. In the event that an odd number of teams is in a bracket, the last team to register will be required to play a fourth game for zero points to balance the schedule.
- E. Playing format and roster sizes are as follows:

Age Group	Playing Format	Max. Roster Size
U-9, U-10	6 v 6	12
U-11, U-12	8 v 8	14
U-13, U-14	11 v 11	18

5. CHECK IN OF TOURNAMENT:

- A. Check in will be on Friday, October 26th from 4:30 pm to 8:30 pm at The Nia Center located at Kalahari Waterpark Resort, 7000 Kalahari Dr, Sandusky, Ohio 44870. Tournament phone 657-206-5287. Each team must provide:
 - a) Two (2) copies of the official Team Roster.
 - b) Official photo cards for all players and coaches.
 - c) A Medical release for each player.
 - d) Travel permit if from outside of Ohio North. (Insures insurance coverage for your team outside it's home territory.)
 - e) Weekend contact sheet. The team must furnish its roster (stamped by the League Registrar) from the league in which it regularly plays and US Youth Soccer Association player passes. The roster must be filled in with the player's name and jersey number. At check in you will receive an official tournament roster to be present at all games.

6. GAME CHECK IN:

- A. Thirty minutes prior to match time, the approved tournament roster and player passes must be submitted to the Field Marshal or the Referee who will check the roster and passes.

7. GAME RULES:

- A. FIFA Laws of the game apply.
- B. U9-U10 Off-sides inside the 18 only.

8. MATCH LENGTH AND BALL SIZES:

Age Group	Duration	Ball Size
U-9, U-10	20 minute halves	# 4
U-11, U-12	22 minute halves	# 4
U-13, U-14	25 minute halves	# 5

- A. Ties in preliminary matches will stand.
- B. Winners must be determined in all semi-final and final matches. If a tie exists in a semi-final or final match, the teams will play two (2) five minute overtime halves. If a tie exists after the overtime periods, the FIFA kicks from the penalty mark procedure will be used to determine a winner.

NOTE: The game clock will not be stopped because of injury to any player unless, at the discretion of the Referee, medical personnel must remove the injured player from the field. Due to the time allowed for the completion of all games, the clock must run continuously. Not more than ten minutes will be added to the clock.

9. MINIMUM NUMBER OF PLAYERS:

- A. To constitute a game, each team (U-13 through U-14 Youth) must have a minimum of seven (7) registered players on the field (one of whom is the goalie) at all times. Each team (U-9, U-10, U-11 and U-12) must have a minimum of five (5) players on the field (one of whom is the goalie) at all times.

10. GAME BALL:

- A. One official tournament game ball will be provided to each team at check-in.
- B. Each team will bring their game ball to every game and are responsible for keeping thru out the tournament. No other ball will be allowed.

- C. Teams may keep their game ball after the tournament.
- D. If lost, a new tournament ball may be purchased.

11. UNIFORMS:

- A. The first team listed on the schedule is designated the HOME TEAM.
- B. In the case of uniform conflict, the Home Team will be responsible for changing to a different color. Each team must bring two jerseys of contrasting colors.
- C. No two uniforms on the same team may have the same number.
- D. Uniform number must match numbers indicated on the tournament roster.
- E. Players are to wear shin guards with socks pulled up over them.
- F. Players' shirts are to be tucked into shorts.
- G. Sweat pants or warm ups may be worn under soccer shorts during game play.
- H. If a player has a cast, the cast must be covered in a protective wrap for play and approved by the Referee of that game.
- I. There will be no jersey sharing permitted.
- J. Water Park wrist bands will be allowed to be worn. All other bracelets and other kinds of jewelry or prohibited.

12. SUBSTITUTIONS:

- A. Substitutions may be made as follows:
- B. A team may substitute on their own team's throw-ins.
- C. Either team may substitute after a goal, period end, or half-time.
- D. Either team may substitute on a goal kick.
- E. Either team may substitute when the game is stopped for injury. Substitution will be one player for one player.
- F. Substituted players may return to the game.
- G. Players issued a yellow card must be substituted by another player.

13. SPECTATORS & COACHES / MANAGERS:

Spectators are allowed ONLY on one side of the field. During play, both teams will be benched on the same side of the field, split at the halfway line, opposite the spectators. Only three coaches, on the team's roster, are allowed with the team. Coaches must stay in the marked areas. Spectators are not allowed behind the goals.

14. CONDUCT:

- A. Players, coaches, and spectators are expected to conduct themselves in the spirit of the law as well as the letter of the law.
- B. Any player ejected from a game will be ineligible to participate in, at least, the next scheduled game. The Tournament Committee reserves the right to take additional disciplinary actions if necessary.
- D. A Referee or a Field Marshal can remove any coach or fan that is disturbing a match being played. If Coaches or fans refuse to leave, the game will be forfeited.
- E. If a player receives a red card during the tournament, that person must sit out for their next scheduled game. A player may agree to appear before the Tournament Committee to be reinstated. Receipt of a second offense may result in ineligibility to finish the tournament.
- F. The Tournament Committee reserves the right to contact the player's own state association if the disciplinary action requires it. If this is a foreign team's player, the tournament committee will notify the US Soccer Federation and the Federation will transmit the disciplinary action to his or her provincial or national association.
- G. Follow all park rules while at the park.

15. FORFEITS:

- A. Failure to complete a match, or a team leaving the field during play, will result in forfeiture.
- B. Teams not having the minimum required players (see Rule #8) will result in a team forfeit.
- C. Failure of a team to show up by game time will result in a forfeit.
- D. No team that has forfeited a game will be declared a group winner.
- E. The team winning by forfeit will be awarded 4 goals. The forfeiting team's score will be zero. This score will be the official score in case goal differential is necessary.
- F. Tournament officials reserve the right to decide all matters concerning a forfeit.

16. BLOOD RULE:

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before player re-enters the game.

17. TOURNAMENT STANDINGS:

- A. Division standings or play-off positions will be determined as follows for U-10 through U-14 Youth ages (U-9 teams receive only participation awards and scores are not recorded):
 - a. Most points: Three (3) for a win, one (1) for a tie, zero (0) for a loss.
 - b. Winner of the match between the tied teams (not applicable if the tie involves more than two teams).
 - c. Greater goal differential (four goals maximum per game, negative 4 minimum).
 - d. Fewest goals against.
 - e. Most goals scored (maximum of four per game).
 - f. Coin toss or penalty kick elimination (as determined by the Tournament Committee).

18. REFEREES:

- A. All Referees must have current certification through the Federation and be able to produce a registration card, if asked.
- B. Referees will wear the standard uniform and all three-man referee teams must match. Primary shirt color is yellow for all Referees.
- C. Game cards must be marked with any disciplinary actions that took place during the game or any cancellation of play.

19. FIELD MARSHAL:

- A. A Field Marshal will be used to help facilitate a timely schedule of games.
- B. The Field Marshal will have a radio communication base to the tent in the case of an injury or if medical attention is needed.
- C. The Field Marshal will assist the referees with pre-game team check-ins and with reporting scores.

20. MATCH AND SCORE REPORTING:

- A. All Referees will be handed an official game card before their scheduled match by the Referee Assignor or Field Marshal.
- B. All Referees will be responsible for final scores and ensuring that game situations are clearly marked on the cards.
- C. Referee will give card to the Field Marshal to be recorded by the tournament director.
- D. First Round Tie Breakers
 - a. Head to Head Score
 - b. Goal Differential (Max of 4 per game)
 - c. Penalty Kicks (Each team picks 5 shooters best of 5 wins. If still tied 5 more shooters and then continue until one team misses and one team does not.)
- E. 4 Goal Mercy Rule
In order to prevent teams from getting blown out and to keep the field as even as possible we are using this rule to help keep things competitive. If a team is down by 4 goals the leading must remove a player from the field and play short until the goal differential is less than 4.

21. INCLEMENT WEATHER:

- A. In the event that play cannot be started or is stopped for some reason, such as severe weather, teams will take cover, but will remain at the game site and proceed as follows:
 - a. If time allows, resume play and play to completion.
 - b. If the first half was completed, the match will be called complete and the score at the end of play will be final.
 - c. If the first half cannot be completed, the match will be a "4-4" tie and each team will be awarded one (1) point.
- B. The Tournament Committee will coordinate stoppage of play. The Tournament Committee reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delay(s) due to inclement weather, including cancellation of games if necessary.

22. PROTEST AND APPEALS:

- A. ALL Protest and Appeals will only be made by Coaches or Team Managers. Protests and other complaints concerning the outcome of a game made directly to tournament staff by parents could result into a forfeit of that game.
- B. All decisions from the referees are final. There will be no protest referring to a referee judgment call.
- C. Only challenges as to the legality or eligibility of players/teams and or coaches are permitted as outlined in above sections. No other appeals will be accepted or heard.
- D. The decision of the Tournament Committee is final.

23. TOURNAMENT/DIVISION CANCELLATION-REFUND POLICY:

- A. If the tournament or a division is cancelled, each team affected may receive a refund of the registration fee.
- B. There will be no refunds for teams that drop out of the tournament after the tournament registration deadline of October 1, 2012.
- C. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather or other conditions beyond the control of the Tournament Committee.
- D. We reserve the right to combine age groups if necessary.

24. OTHER: No swearing or alcohol is permitted at any park location. Please follow posted rules at the park sites.