

2010 RC Rage

Indoor Soccer Tournament

Tournament Rules and Expectations

Location – Red Creek Central Jr. Sr. High School
Date – Girls - Saturday, March 20th, 2010
 Boys - Sunday March 21st, 2010
Facilities – 3 Full Gymnasiums
Contact # - (315) 754-6334 (Rob Reese)

Team Registration Time: 8:00 AM – 8:30 AM High School Cafeteria

Coaches are responsible for presenting proof of insurance through NYSWYSA (a Roster Pro Roster is preferred) along with medical release forms for all participating players.

Food and Beverages will be served All Day Long! Breakfast & Lunch Items!

Entry Fees and Tournament Brackets:

- \$15.00 Discount for each additional team entered. (\$135 per team)

Team Divisions	Genders – Boys and Girls	Price per team	Max Players on a team	Field Format with Keeper
U9	Boys	\$150.00	14	5 vs. 5
U9	Girls	\$150.00	14	5 vs. 5
U11	Boys	\$150.00	14	5 vs. 5
U11	Girls	\$150.00	14	5 vs. 5
U13	Boys	\$150.00	14	5 vs. 5
U13	Girls	\$150.00	14	5 vs. 5
U15	Boys	\$150.00	14	5 vs. 5
U15	Girls	\$150.00	14	5 vs. 5
U17	Boys	\$150.00	14	5 vs. 5
U17	Girls	\$150.00	14	5 vs. 5
U19	Boys	\$150.00	14	5 vs. 5
U19	Girls	\$150.00	14	5 vs. 5

Note: The Community Center Gym may be played in a 6 V 6 Formation. Check with the Referees prior to your match.

Players on Multiple Teams: As long as the player is listed on a certified tournament roster per team and falls under the specified tournament division age bracket, the player will be allowed to participate on multiple teams from the “*Same Club*”. Example: – a 15-year-old player could participate on both a U15 team and a U19 team if the player is listed on both the official U15 Team Roster and the Official U19 Team Roster.

Proof of Insurance: All players must be insured by their Soccer Clubs and be able to show proof of insurance at time of registration. Their name must appear on a 2010 Certified League Roster or a valid player’s pass must be presented at the time of team registration.

Coed Dispensation: Special Dispensation for girls to play on the boys teams at all levels is granted in all brackets.

Team Rosters and Registration Deadline: must be received no later than March 5th, 2010. Team Registration is first come first serve.

Make Checks payable to: RC Rage, c/o P. Knox

Mail all team registrations (with payments) to:

Rob Reese
6587 Aspen Circle
Red Creek, NY 13143
(315) –754-6334

General:

- The Game Duration is 20 Minutes.
- All Teams will be guaranteed a minimum of 3 games.

PLEASE NOTE ADDITION OF ZERO TOLERANCE RULING BELOW

ZERO TOLERANCE

- The RC Rage Soccer Association and as such the 2010 RC Rage Indoor Tournament supports and imposes the ZERO TOLERANCE POLICY as defined by NYSWYSA and outlined below.

NYS WEST Youth Soccer Association

Zero Tolerance Policy

- To help prevent physical assault and verbal abuse in the leagues and clubs within the New York State West Youth Soccer Association (NYSWYSA, or Association); the Association has adopted a ZERO TOLERANCE POLICY. This policy applies to all coaches, players, parents, spectators and other supporters and referees effective immediately. Abusive and obscene language, violent play/conduct, fighting and other

behavior (including, but not limited to sarcasm, taunting, etc.) deemed detrimental to the game between the above mentioned groups will not be tolerated. The ultimate responsibility for the actions of coaches, players and spectators resides with the member clubs.

- It is the responsibility of the coaches to provide referee support and spectator control, and it is the responsibility of the member clubs to provide instructions to their coaches on how they are expected to carry this out. This policy applies before, during and after the game at the soccer field and its immediate surrounding areas.
- If for any reason you or your team is uncomfortable with the policy above, please notify the tournament director and your team registration will be withdrawn from the tournament. Any paid registrations fees for teams withdrawn after the registration deadline will not be returned.

Scoring:

3 Points for a WIN

1 Point for a Tie

½ Point for a Shutout

0 Points for a Loss

1 point for each goal with a 3-goal maximum

Length of Time on Match:

- All Matches are 20 Minutes long.
- The Clock will be reset to 22 minutes immediately after the match ends. When the clock hits 20 minutes the next match will start immediately. If you are not ready to play at that time you will not be allowed to reset the clock and the clock will continue to run. It is your responsibility to get to your field on time and be ready to play immediately.
- When you are done playing – clear the benches immediately so the next match can begin!
- If you have a back-to-back match and you are in the same gym again – you will have a 5-minute rest period.
- If you have back-to-back and you have to switch gyms – you have a 10-minute rest period.

Substitutions:

- May be made on the fly.
- May be made on dead-ball restarts.
- The player coming out must be within a 3-yard reach of the bench before the player coming on can enter the match.

OUT-of-Bounds:

- Any ball that hits the ceiling.

- Designated Lines in the Gymnasium.
- Any ball hitting the end Gym walls above the height of the goal will be considered out of bounds.
- There are no throw-ins, all restarts are kick-ins.
- **NOTE: U19 Boys and Girls games played in the HS Gym will use the basketball sidelines as the out of bounds. Play against spectator seating and the far gym wall will be considered out of bounds**

Penalties:

- **Free Kicks** – All restarts are from the point of the infraction and are *INDIRECT* unless: a flagrant foul is committed inside the designated goal area, a penalty kick will be awarded.
- **Boarding a Player into the Wall** – free kick
- **Sliding Tackles** – Free Kick (May be carded if flagrant)
- **Ejections** – Players or Coaches ejected will be banned from the remainder of the tournament.
- **Yellow Card – 2 Minute Penalties** – Team plays short. (2 yellows = red)
- **Red Card** – The player must leave the gym and the team plays short the rest of the match. The player can play in the following match.

Goalkeepers:

- Goal Area is marked
- The Goalkeeper has 6 seconds to release the ball
- The Goalkeeper may not place the ball on the ground and pick it up again until an opposing player has touched the ball.
- The Goalkeeper may not punt or throw the ball across the half-line of the field.

Game or Official Ruling Disputes

- Any decision made by a game official during the play of games is final.
- There is no appeal process for decisions made by the officials. Decisions made by officials are final and will stand.

Tie in Seeding Points:

- **(Goal Differential)**
- If the Teams are tied by points at the end of their third game in Normal Play and the preceding tiebreaker still renders a tie, the most Goals Scored (**Goals For**) will be the tie breaking determining factor.

- If the Goal Differential still renders a tie – (**Goals Against**) (the fewest Goals Against) will render the tiebreaker.
- If both teams are still tied, they will play a five-minute sudden death tiebreaker game to determine the winner.
- If at the end of the sudden death overtime they still remain tied, the championship tiebreaker rules will be in effect.

Championship Game Tiebreaker.

- If at the end of 20 minutes the two teams are tied, the following sudden death tiebreaker will be in effect.
- Each team will start the Sudden Death Period with a full team of 5/6 Players.
- Play will resume from a drop ball restart.
If still tied, at the end of 1 minute play will be stopped and 1 player from each team will be removed from the field immediately.
- Play will resume from a drop ball restart.
If still tied, at the end of the 2nd minute play will be stopped and a 2nd player will be removed from each team immediately.
- Play will resume from a drop ball restart.
If still tied, at the end of the 3rd minute play will be stopped and a 3rd player will be removed from each team immediately.
- Play will resume from a drop ball restart.
If still tied, at the end of the 4th minute play will be stopped and a 4th player will be removed from each team immediately.
- Play will resume from a drop ball restart.
And so forth until we have a One Vs. One situation and the game is decided.
Once One vs. One occurs, the clock will be shut off and the first team to score wins.

Thank You, and please enjoy the tournament.