

2009 CJSL THANKSGIVING
TOURNAMENT AND U-8/U-10 FESTIVAL RULES

1. Tournament Check-in is on Friday night from 7 to 9:00 Pm at the CJSL office located at 325 Clovis Av # 103. Teams unable to make check-in will be required to check-in at Tournament Headquarters (Clovis East High or Sierra Vista Elementary) at least one (1) hour prior to first posted game. Failure to do so will result in a forfeiture of the first game.
2. All teams are required to have GOLDENROD'S & PLAYER PASSES (as issued by the appropriate District Commissioner or Registrar), all ADD/DROP/TRANSFER and 'Guest players' forms and MEDICAL RELEASE FORMS (1601's). **Each team is allowed up to 4 'guest players' with appropriate guest player documentation signed and filled out completely..**
3. Each team is required to be at the field AT LEAST 15 MINUTES prior to the scheduled start of each game for pre-game check-in by the Referee/Field Monitor. Any player not providing the proper player pass will not be allowed to participate in the game. The Referee shall hold all player passes until the conclusion of the game.
4. The HOME TEAM is the team listed first on the schedule. HOME TEAM will provide the game card for the match and is required to change jerseys in case of a COLOR CONFLICT. HOME TEAM also gets choice of SIDELINES. Due to space limitations, both teams may be asked to keep their bench/coach and spectators on the same side of the field. For all Semi-final, Championship and Consolation games the team with the highest points going into the match will be HOME TEAM.
5. GAME CARDS: Will be included in the coach's packet for preliminary games.
6. GAME BALLS: Will be provided by the HOME Team.
7. Tournament rules take priority in all tournament affairs. Areas not covered by Tournament rules, are covered by CYSA rules, and FIFA rules as modified by CYSA-N.
8. ALL GAMES ARE FINAL as determined by the game Referee. NO PROTESTS ARE ALLOWED. Any complaints or questions that cannot be answered at the field site shall be directed to the Tournament Director and NOT to the game Referee.
9. LENGTH OF GAMES.
U-8 4-8 minute quarters, no overtime. NO SCORES OR STANDINGS ARE KEPT FOR U-8's.
U-10 2-20 minute halves, no overtime, NO SCORES OR STANDINGS ARE KEPT FOR U-10's.
U-12 2-25 minute halves. Overtime 2-5 minute halves followed by PK's in semifinals & finals only
U-14 to U-16 2-30 minute halves. Overtime 2-5 minute halves followed by PK's in semifinals & finals only.
10. POINTS FOR PRELIMINARY GAMES:

Win	6 points
Tie	3 points
Loss	0 points
Shutout	1 point in addition to the 'win'
Goals	1 point (maximum of 3 points per game)
Forfeit	8 points to opposite team (posted a 1-0 win)
Red Card	1 point deduction for each red card
- No points will be awarded if neither team shows for a game. The maximum number of points a team can earn in any one game is 10. Official standings shall be kept at Tournament Headquarters. Unofficial results will be posted at other fields.
11. TIE BREAKERS are as follows:
 - A. Winner of Head to Head play
 - B. Goal Differential (Maximum of 4)
 - C. Fewest goals allowed
 - D. Most Goals Scored (Maximum of 4)
 - E. Fewest number of Red Cards
 - F. 'Kicks from the Mark'
12. SUBSTITUTIONS are allowed as per the CJSL Coaches Kit.
13. FORFEITS occur when a team does not field the minimum number of players within 5 minutes of the scheduled game time.
14. NO ORTHOPEDIC DEVICES OF ANY KIND ARE ALLOWED
15. AWARDS:
 - A. Only U12-U16 players receive a Tournament Pin.
 - B. Individual awards for 1st and 2nd places in all brackets, U-12 and up.
 - C. A team Trophy will be awarded to the first place coaches, U-12 and up.
 - D. Trophies will be distributed on-site, immediately following the Championship game.
 - E. U8 & U10 players will receive participation awards.