



SYSA BooFest Tournament and Jamboree Rules 2019

I. General (Jamboree and Tournament):

- a.) During the tournament the existing SYSA rules for the age group concerned will be used.
- b.) The referees will have sole authority for all matters related to the rules of the game.
- c.) The Recreational Coordinators will have sole authority for all matters related to the rules of the Jamboree / Tournament.
- d.) It is the responsibility of the coach to ensure that the team knows the correct playing times and places. Note that in most cases there are two games per team on Saturday and usually at least one game on Sunday. If your team is not playing the usual number of games, it is the coach's responsibility to confirm this with the Age Group Coordinator on-site.

II. Scoring During Tournament (Round Robin) Games- U10-U14:

- a) In the Round Robin / League rounds of the tournament, points will be allotted as follows: **5** for a win, **1** for a tie, and **0** for a loss. Shutout is awarded **1** point and **1** point is awarded for each goal max **4** goals.
- b) **Do not score more than eight goals above your opponents or you will be penalized one point for every goal above eight goals. (recreational soccer objective; player development for all).** In the event of multiple own goals, the age group coordinator can decide to waive the counting of own goals.
- c) A team shall be awarded a win (**7** points ie a score of 1-0) in the event of a forfeit. The forfeiting team can continue to play in the tournament but the forfeited game is not replayed.
- d) In the event of an abandoned game, the appropriate AGCs and the Coordinators will convene to decide, based upon the reasons for abandonment, how the points would then be allocated.

e) The two teams with the best records will play for the first and second place medals. The teams with the third and fourth best records will play for the third place medals. In the event of a tie within a flight, the tournament standings will be based on (in order): (1) results of head to head play among tied teams-winner advances, (2) team with the most wins advances, (3) the team with the greater goal differential advances, (4) the team that had the least goals scored against them advances, and (5) the team that scored the most goals (see note in bold above!). To assure games will be completed within the time frame provided, halves may be cut short (referees discretion).

f) Each red card issued to a player will result in one point being subtracted from the team's total. It is possible for a team to end up with a negative number of points earned in a game. This is in addition to the discipline handed by the PAD committee. A red carded player will miss a minimum of 2 games, the actual penalty to be determined by the PAD committee.

g) Each red card issued to a coach or assistant coach will result in two points being subtracted from the team's total. It is possible for a team to end up with a negative number of points earned in a game. This is in addition to the discipline handed by the PAD committee. A red carded coach will miss a minimum of 4 games, the actual penalty to be determined by the PAD committee.

III. Jamboree Rules (U8s)

a) Although each game is scored by the referee, there is no official record of the standings kept.

b) Each team gets to play two games on Saturday. If your team is not scheduled for two games, please contact the AGC immediately.

IV. Game Times:

The playing time for each half shall be shortened for each age group. This is required due to the number of games that are being played. Between each half there will be a 3 to 5 minute break.

AGE GROUP	TIME PER HALF (MINUTES)
U8/ U9/ U10	20
U12 / U14	25

For championship and consolation games, teams are not restricted by the goal differential. The winning team is the one with the greater score at the end of the game.

In the event of a tie at the end of the game, the teams will play two 5 minute overtimes. The winning team is the one with the greater score at the end of the second overtime period.

If the teams are tied at the end of the two overtimes, then the team shall resort to penalty kicks. The first round of penalty kicks shall consist of 5 players per team. The winning team is the one with the greatest score after the 5 penalty kicks have been taken.

If after the 5 penalty kicks the teams are tied, there shall follow a series of single penalty kicks. The single penalty kicks will continue until one team scores on a round and the other team does not. The winning team will be the team that scored.

- . a.) Only players on the field at the end of the second overtime may participate in the penalty kicks (yes, keepers take a shot too).
- . b.) No player may take another penalty kick until all team players have had a turn at taking a penalty kick.
- . c.) Substitutes can NOT occur after the time has expired following the second overtime and therefore they may not participate in the penalty kicks. Players not on the field at the end of overtime must stay on the touchline and watch the penalty kicks.

V. Odd Numbers of Teams

Age group having an uneven number of teams, each team will play a specific number of games and the championship positions will be decided by points. There will be no championship set of games.

VI. Championship and Consolation Game Times

Listed on the game schedule are the game times and location of all the championship / consolation games. Please make sure that you note the time and the location of these games.