

# U10 Boys and Girls

Team name	
SISC	U9 Coed
SDA East	U10 Girls
Ultra Sonics	U10 Girls
2009 Mini Northstars	U9 Boys
LYSL	U10 Girls
Copper City Smash	U10 Boys
2008 Mini Northstars	U10 Boys
FC Red and Blacks	U10 Boys



Clay Park				Time	Field	Date
SISC	2008 Mini Northstars		:	9:00am	19	14-Jul
Ultra Sonics	SDA East		:	9:00am	20	14-Jul
Copper City Smash	FC Red and Blacks		:	10:15am	19	14-Jul
2009 Mini Northstars	LYSL		:	10:15am	20	14-Jul
SISC	Ultra Sonics		:	11:45am	19	14-Jul
SDA East	2008 Mini Northstars		:	11:45am	20	14-Jul
Copper City Smash	2009 Mini Northstars		:	1:00pm	19	14-Jul
FC Red and Blacks	LYSL		:	1:00pm	20	14-Jul
SISC	Copper City Smash		:	8:00am	19	15-Jul
SDA East	LYSL		:	8:00am	20	15-Jul
Ultra Sonics	2009 Mini Northstars		:	9:15am	19	15-Jul
2008 Mini Northstars	FC Red and Blacks		:	9:15am	20	15-Jul
SISC	SDA East		:	10:30am	19	15-Jul
2008 Mini Northstars	Copper City Smash		:	12:00pm	19	15-Jul
Ultra Sonics	LYSL		:	12:00pm	20	15-Jul
2009 Mini Northstars	FC Red and Blacks		:	1:00pm	19	15-Jul
			:			



All Games will be played at:

Clay Central Park  
4821 Wetzel Road  
Clay, NY 13090



**Rules of Competition: FIFA rules are in effect with the following exceptions:**

1. **Game length/Overtime/Start time:** U10 will play two 25-minute halves; all other age divisions will play two 30-minute halves.
2. **Reporting to Field of Play:** All teams should report to assigned field locations 20 minutes prior to scheduled start. Any team that fails to arrive 10 minutes after scheduled start time is subject to forfeiture. These times also apply to the finals.
3. **Half Time:** Each team is entitled to a five-minute rest period at half time.
4. In the event of a tie at the end of regulation time in a semi-final or championship game, there will be two full five minute overtime periods followed by FIFA penalty kicks to determine a winner.
5. **Substitutions:** Substitutions shall be allowed on any stoppage of play with the referee's consent. Player(s) must be at the half-mark ready for play.
6. **Conduct and fouls:** Player passes must be available at each game. In the event of a player receiving a red card or two yellow cards in the same game, the player will be ejected from the game and must serve a one game suspension for the following game. Failure of a coach to uphold this rule will jeopardize the team's standing. If a player is issued a straight red card, it will be determined by the tournament if the player is eliminated from the tournament. A red card for fighting will lead to elimination of the tournament.
7. **Forfeits:** If a team is unable to field 7 players 10 minutes after the scheduled start time, the game will be forfeited; a 5-0 win and three points will be awarded to its opponent unless the offending team provides a reason accepted by the tournament committee. If a team forfeits the last game of a round robin or preliminary series, all games prior will be forfeited and the opposing teams will receive 5-0 wins and three points.
8. **Home team:** The home team is listed first on the game schedule. Game balls will be provided by the home team: #4 for U10 through U12 games; #5 for all older age groups.
9. **Visiting Team:** The visiting team is listed second on the schedule and will change uniforms if both teams are wearing similar colors.
10. **Uniforms:** ALL teams must come with 2 sets of identical uniform tops and ALL uniforms must be numbered and players must have different numbers.

11. **Standings:** All game results will be collected by the Field Marshall then submitted to the tournament committee after the game's referee and both coaches have verified the results from each game.

3 points for a win

1 point for a tie

0 points for a loss.

12. **Standings Tie Breaker:**

1. Head To Head

2. Goal Differential with 5 being the maximum goal differential per game.

-If a team win/loses 5-0, the winning team will 5 goals in the "Goals For" column and a 0 in the "Goals Against" column and in reverse for the losing team. If a game ends 8-1, the winning team will get 6 goals in the "Goals For" column and 1 goal in the "Goals Against" column and reverse for the losing team. The same process takes place with any games that has a goal differential greater than 5 goals.

3. Fewest goals against the process explained in "Goal Differential" section.

4. Goals scored using the process explained in "Goal Differential" section.

5. FIFA penalty kicks.

**13. Inclement weather:** Coaches and players must report to the field ready to play regardless of weather conditions unless otherwise advised by the tournament committee. Only the referee or committee may cancel, postpone or reduce the length a game. The committee reserves the right to delay or reduce the game time due to weather conditions. If a game is delayed due to lightning &/or thunder, please leave the field and seek shelter in a vehicle or a nearby building. If a game is terminated due to weather after one half of play, the game will be considered official and score final. If a preliminary round game is cancelled due to weather, the committee will award a 0-0 tie. If a championship round game is cancelled due to weather, a shoot-out will take place to determine a winner. If a shoot-out cannot take place, the game will be decided by a coin toss.

**14. Team Sides of Field:** The teams will be located on the opposite side of the field from the spectators. Each club is responsible for the conduct of its players, coaches and fans.

**15. Code of Conduct and Banned Items:** All teams are responsible to abide by the Salt City Code of Conduct Policy. At registration, all coaches and managers are required to sign an acknowledgement that they will take full responsibility for their team, coaching staff, parents and fans. Any and ALL alcohol & tobacco products are BANNED from ALL areas of the tournament.

**16. Player equipment:** Players are required to wear shin guards and proper uniforms and footwear. In the event of uniform color clash, the away team will change. Casts are permitted only with referee's approval. The referee's ruling is final. No jewelry may be worn during games.

**17. Linesmen:** For games with one referee, each team will supply a suitable linesman.

**18. Rosters and Awards:** PLAYERS ARE NOT ALLOWED TO BE ROSTERED ON TWO TEAMS IN THE SAME AGE BRACKET. Should a player, play on two teams in the same age bracket, BOTH teams will be disqualified and forfeit all previous games. Previous games will be recalculated and the opposing teams will receive 5-0 wins and three points, no matter what the previous results. U10 has a maximum allowed of 14 players and awards will be based on 14 players. U11-U19 has a maximum allowed of 18

players and awards will be based on 18 players. ALL U10 (14max.) & U11 (18max.) teams will receive awards. U12 (18max.) and up will compete for their awards.

**19. Division Formats:**

4 Team Bracket – round robin, top 2 teams play in a final (prize to both finalist)

5 Team Bracket – round robin with no final, winner take all (prize to winner only)

6 Team Bracket – round robin within bracket, cross over game, winner in each bracket play in a final (prize to both finalist)

7 Team Bracket – This will be avoided if possible. A format will be presented if there is a 7 team division

8 Team Bracket – round robin within bracket, cross over game, winner in each bracket play in a final (prize to both finalist)

If there is a 9 team bracket or greater, there is a possibility of 2 different tournaments that will take place and we will place teams in the correct divisions.

The Salt City tournament reserves the right to change any of these formats that we see fit to provide the best possible atmosphere for the tournament.