

2009 District II Cup/Jamboree Rules ***(Updated and Revised October 30th, 2009)***

REGISTRATION/ACCEPTANCE

On-line registration before the registration deadline guarantees acceptance. Teams may register on-line after deadline but they will be waitlisted and in case of acceptance they must pay an additional \$50 late registration fee.

Payment must be made by Credit Card. If absolutely impossible to pay by Credit Card, checks are due no later than 3 days after the registration deadline.

No pre tournament check-in required. Check-in – 45 minutes before the game.

Hosting Leagues will be responsible for checking in teams.

Each team must have the following credentials and must produce them if requested by the Hosting League or District II Cup Officials:

1. Laminated USYSA player passes for the players and coaches
2. Team Goldenrod with League and District Registrars signatures
3. Medical release forms with all the required signatures (parent and player)

Note: Tournament is open to CYSA affiliated teams only.

GUEST PLAYERS

- Players from within the same Club are allowed to play on any team from the same Club.
- In case a registration League does not have Clubs, the above rule applies to players from the same registration League.

The above two guesting rules can be summarized as follows:

Players whose CYSA passes have identical first 6 digits (DD-LL-CC) and identical Division may play on the same team.

- Maximum three guest players allowed.
- Maximum 13 players may dress up for any game.

WITHDRAWAL, FINES, FORFEITS, PENALTIES, AND REFUNDS

A. Withdrawal:

On-line registration represents a clear commitment to participate. Withdrawal requests must be sent via email to the District II Cup Chairman. Withdrawal after on-line registration, *regardless of payment being sent*, will be penalized as follows:

- Any team that withdraws *1 month prior to the first game* shall receive a refund of their entry fee less an administrative charge of \$50.00. Even if the registration fee was not sent, the team is responsible for the \$50.00.
- Any team that withdraws *less than a month before the first game* forfeits the entire \$250.00 fee – even if a suitable replacement team is found. Even if the registration fee was not sent, the team is responsible for the entire \$250.00.

B. Forfeits:

- The tournament is not financially responsible for games not played due to a forfeit. If a team forfeits one or more games it will not be accepted in future District Cups.
- Any team which fails to have (5) eligible players with player passes on the field within (5) minutes of the scheduled start will forfeit the game.

GAME RULES

Laws of the game will apply - including offside - with these modifications:

- Distance from the ball on free kicks – 8 yards.
- There will be no Penalty Kicks. Any infraction in the Penalty Area will be moved to the 18-yard line at the imaginary intersection between the 18-yard line and a line perpendicular to the goal line and going through the point of infraction.

Guaranteed number of games

Three games are guaranteed. Efforts will be made to offer 4 games. Availability of field space will be the determining factor and the 4 games may not be consistently offered across locations.

Duration of games - 2x25 minutes halves.

STANDINGS, SCORES, TROPHIES

No Standings and no trophies. All participants will receive participation pins and a souvenir.

SCHEDULING

- All the games shall be clearly scheduled with no game set up as 'Winner Group A vs. Winner Group B'
- All efforts will be made to group teams based on their level and to set up games that promote inter-league play(i.e. RWL league teams should play Delgado teams).
- The distance the teams are traveling from will be taken into account when scheduling early games or 2 games/day(all attempts will be made to have the games scheduled fairly close to each other vs. 8:00AM and 5:00PM)
- 2 hours mandatory break between games