

YAK ATTACK 5v5 SOCCER TOURNAMENT 2008

Tournament Headquarters:

313b N.11th Ave
Yakima, WA. 98902
509-452-1392

RED INDICATES "NEW TO 2008"

Tournament Director: Gregg Stovall

RULES:

1. The Yak Attack guarantees at least four (4) matches per team. Number of games can increase depending on bracket and advancement during Survivor Sunday. It is possible to play up to eight (8) games. We are not responsible if teams decide to be a no-show. If on tournament day, a team does not show, it will be considered a forfeit and forfeit points will be awarded. We will not rearrange the schedule to ensure that all teams "play" four games.

FORFEITS: A forfeit will be "played out". This means that the team that showed up will take the ball from the beginning and score the point. **Be sure not to miss!** The ball will stay in the opposing net until the end of the game or until the opposing team shows up and gets the ball out of their own net to begin play. This also means that teams can be late and still play. They will of course be behind by a goal. The forfeit will be official at the end of the game.

2. The duration of each match is 24 minutes - two halves of 12 minutes each. Halftime will consist of 2 minutes. Teams will normally play 3 games on Saturday. Points/seeding will be issued based on 3 games. If an odd number of teams are in a bracket, one team will have to play four games. The team that plays the fourth game will automatically drop the lowest point game and points will be based on the three highest games.

3. The referee will hand the game card to the winning coach. It is the responsibility of the winning coach to turn in the game sheet to the referee table for tabulation. If no sheet is turned in, we have no choice but to award a 0-0 tie to both teams.

4. **TEAM MAKEUP:** Teams will be composed of five players (which includes a goalie who can use their hands) and up to five substitutes. A match will not begin if either team has fewer than 4 players. See application for age bracket breakdown. All teams must have an alternate color of uniform, t-shirts or pennies as an alternate jersey. This tournament encourages the use of home made uniforms. However, a distinct number must be present on the back of the uniform which has to be at least 5 inches high. The team listed first on the schedule is the "home" team and must change if a color conflict arises.

All players will wear colored tear-proof bracelets on their right wrist. Each team will be issued different colors. The wrist band is worn to prevent teams from switching rosters in the middle of the tournament. If a player is found not wearing a wristband, the player cannot play. If a wristband is torn, the player is to report to the tournament headquarter tent and have it replaced. All wristbands will be placed on the wrist by Yak Attack personnel. In no circumstance will wristbands be issued to coaches. Teams can come to the soccer complex on Friday evening to pre- register between 5:30 – 7:30PM or on Saturday before your scheduled game. Recommendations are that you get there at least 1 hour before your first game. **~~NEW THIS YEAR: All WSYSA players must have a valid (current year) WSYSA player card. This applies to every age bracket even the U-9 age bracket. Every association has been given orders by WSYSA to issue player cards throughout the state. Players must present the cards at the time of registration to get a wrist band. Please understand the importance of this rule and please don't be the coach or parent who forgot them thinking that they will get to play anyway.~~**

Due to some associations not producing the player cards to the smaller players, this tournament does not want to create a panic that doesn't need to exist. So.....this means that a signed roster from your registrar or a player card will suffice. If you make changes, which you can do, a new signed roster from your registrar must be produced. As a FYI: next year all tournaments will require player cards but for this year we will keep it simple. Any questions can be directed through email to: www.yakattacktourney@yahoo.com

4B: It is required that teams must check in at the registration tent located in the middle of the soccer park. It is recommended that the Coach and all players must be present at the registration tent to get a wrist band. If some players are going to be late then register what you have and a player can register later on their own without the coach. A player can register on Sunday as long as that player was on the roster on Saturday. **Rosters are locked on Saturday morning. Replacements can not be found for later in the tournament.** The recommendation is for the team to check in at least 1 hour before game time to ensure that teams get where their supposed to be on time.

5. REFUNDS AND LATE FEES: It is the policy of this tournament that we will refund all entry fee if cancellations occurs before the entry deadline of April 19. Once the deadline occurs, no refunds will be given for cancellations. A twenty five dollar late fee will be added if an entry form is **postmarked** after the deadline.

SURVIVOR SUNDAY AND BRACKET PLAY

1. Teams shall be awarded points for Saturday's matches results as follows:

WIN= 6 points

TIE= 3 points

LOSS= 0 points

RED CARD- 2 points

2 YELLOW CARDS -1 points

In addition, bonus points will be awarded for goals scored in a match, not to exceed a maximum of three goals per match. An additional bonus point shall be awarded to the winning team for achieving a shut-out. In the event of forfeit, the score will be 1-0 and 8 points will be scored for the winning team. Teams shall be awarded points for goals scored without regard to the outcome of the match. That is, the losing team will receive points (up to three) for goals scored. If a tie score of 0-0 happens, then both teams will be awarded 4 points.

2. Points will be tallied throughout the day on Saturday. At the end of the day on Saturday, points will be totaled and then get assigned a seed number for play on Sunday. All teams regardless of play on Saturday will be seeded which means that EVERY team will be playing on Sunday for a chance at the Championship. Bracket selection will be similar to the NCAA basketball selection where the number 1 seed will play the last seed and so on. Bracket play selection will be based on Saturday's points.

3. In the event that two or more teams are tied in points at the end of Saturday, the following tie breakers shall be used in order to determine seed number.

A: Results of a head to head competition.

B: Coin Toss - done by Yak Attack personnel

4. In the event that two teams from the same parent team are aligned to play each other in the first round on Sunday, the lowest seeded team of the two will drop another notch to prevent the

teams from knocking each other out on the first round. Rounds two or more are fair game therefore no concessions will be made.

5. If a tie occurs during **Survivor Sunday** after regulation, both teams will be report to the shootout area near the registration booth. Both teams will designate 5 players to shoot from the mark. The Yak Attack shootout will consist of 5 attempts per team at a goal with bales of hay in front of the goal acting as the goalie. The ball must leave the ground somewhere between the mark and the goal for the goal to count. The referee will determine a good goal. It is very important for the teams involved to report to the shootout area very quickly as chances are the winner will proceed to the next round which could start after the shootout.

6. Once the Sunday bracket is made, game on! It is too late to readjust brackets because you noticed something at 7:50 in the morning. Sunday bracket schedule will be made near the end of Saturdays play. All interested coaches should stick around and verify on Saturday. Don't wait for Sunday morning. **Seeding announcements will be posted to the web site by 8:00PM**

7. Bracket play is a single elimination. On brackets of 8 or more, we try to have a consolation game for 3rd and 4th place depending on space availability.

8. **START OF THE GAME:** At the **start** of each game, the theme song from CBS's SURVIVOR will play. The song is exactly 1 minute long and will give you a heads up that the game will start. The referee will drop the ball once the horn sounds.

9. Survivor Sunday can be very brutal physically. We try to schedule games for your bracket every other half hour. This means you will play a game, have a half hour break, and play again till Championship time. Keep in mind that during the half hour break, you might be involved in a tie breaker. Point is, keep the kids and parents hydrated.

11. **MATCH TIMES:** Match times and fields are listed in the tournament program and are posted on the tournament flow charts placed in an area that is easily accessible. **The official guide that the tournament uses is the one published in the program. If changes occur during the tournament, we will make every effort to notify you.** We also publish on the Web site, a schedule. **PLEASE CHECK FREQUENTLY AS CHANGES ALWAYS OCCUR!** We try not to make changes but because of the tight scheduling requirements, mistakes do occur and we try to catch as many as possible before tourney time. Please bear with us. We really try. It is the responsibility of the coach to look and see if points are correct. Mistakes do occur, the sooner you help us catch them, the less likelihood there will be for delays and confusion.

14. **AGE BRACKETS:** We will try to have as many distinct age brackets as possible. If however, we fall short in a certain age bracket, the tournament will combine age groups to offer enough competition. Coaches will be contacted prior to the start of the tournament if this action has been taken. Coaches can elect to opt out of the tournament at the time of notification and receive a full refund.

15. Field dynamics will consist of both teams (players and coaches) on one side of the field and the spectators on the other side.

SOCCER RULES AT THE YAK ATTACK

1. Regular soccer rules will prevail with the following **EXCEPTIONS:**

A. There is NO off-side law.

B. Each half of the match will be started with a drop ball at the center of the field. The referee will not wait for the teams to get ready. **Once the horn blows the referee will drop the ball no matter who is on the field. Be ready!**

C. After a goal has been scored **or a restart on a goal kick**, the scored upon team will restart the match with a goal kick from anywhere within their goal area or released by the goalie. **No opposing players are allowed within the goal box on a restart.** Once the ball leaves the goal area: Game On! Violation of this rule will be considered a yellow card offense

D. **No slide tackling. No slide tackling!** We all want to go home in one piece. This will be cited as a yellow card unless flagrant, in which case it will be cited as a red card. A slide tackle, according to this tournament, is where a player slides one or two feet on the ground in an attempt to get ball **AND** alters the steps on the opposing player. A player who slides to save a ball from going out of bounds with no opponent is not considered a slide tackle.

E. No Goalie drop kicks or punts. Goalie must distribute the ball by throwing or rolling the ball. If a violation is called by the referee, an indirect kick outside the goal area will be awarded to the other team. Goalies cannot bounce the ball on the ground and then punt the ball

F. **SUBSTITUTIONS:** Substitutions are done on the fly. However, the player leaving the match must do so at the half way area and be off the field of play before the new player enters. Players entering the match must also enter at the halfway area as well. Violation of this rule shall result in a verbal warning to the team and an indirect free kick from where the ball was when the referee stopped the match to issue the warning. The second warning will be a straight yellow card to the player coming onto the field. Substitutions must occur between the two red flags.

9. **PROTEST & DISPUTES:** All decisions by referees may not be appealed. Clerical errors can occur and may be brought up to the referee table located in the tournament square. Disputed scores will be verified by the official game sheet. The Yak Attack committee will determine and correct any errors that might occur.

10. **CONDUCT AND DISCIPLINE:** Please keep in mind that the purpose of this tourney is to have fun for all parties. We expect that the behavior of all players and spectators be respectful to each other and to the referees. If we find that a behavior line has been crossed, we will ask you to leave.

Any player ejected from a match for red card offenses, will not be allowed to play the next game. A **two** point deduction **in the final Saturday standings** will occur if a red card is issued or 2 yellow cards produced in a game will be subtracted 1 point. **The goal here is keep players safe. We do not appreciate over aggressive behavior. [PLEASE NOTE: Over aggressive behavior is a subjective matter. Over aggressive behavior is controlled and disciplined by the acting referee. The tournament cannot watch every game and notice every foul or investigate every act of aggressive behavior. We notify the referee association of our desires before the tournament starts and they act accordingly. We will not get into the business of second guessing referees]** The team will play short for the remainder of the match. If the red card offense occurs on Sunday, the player will be removed for the rest of the tournament. Teams will play short for the remainder of the game. Teams will go back to regular strength in the following game but will be without the services of the carded player. **Removed players must report to the tournament headquarters. Failure to report to the tournament headquarters would put the team at risk of forfeiting their next match. This is a coaching responsibility, please take it seriously. The tournament staff will investigate all red cards and if we see a player playing or a coach coaching that shouldn't be, we will forfeit the game.**

12. **INJURIES:** If a delay of a match in excess of 10 (or so) minutes happens due to injury, AND if it prevents the completion of the match in regulation time, the match will be continued on another field designated by the tournament director at the earliest possible time. Not the most convenient

time but the earliest possible time. If the injury occurred on Sunday, no additional time is awarded.

13. GOAL AND FIELD SIZES:

- A. U9-10 Field: 30 x 40 yards Goal: 5 x 10 feet
- B. U11-19 Field: 40 x 60 yards Goal: 6 x 12 feet
- C. Adults: 40 x 60 yards. Goal: 6 x 12 feet

5. GAME BALLS: Home teams will be responsible for regulation game balls. **Goalie can keep an extra ball by net for quick play**

6. PLAYER EQUIPMENT: All players must wear shinguards. No hard casts are permitted. Softcasts are permitted with the permission of the referee. Please check with the referee assignor at the referee table to clarify any confusion.

7. SUBSTITUTIONS: Substitutions are done on the fly. However, the player leaving the match must do so at the half way area and be off the field of play before the new player enters. Players entering the match must also enter at the halfway area as well. Violation of this rule shall result in a caution to the incoming player and an indirect free kick against the offending from where the ball was when the referee stopped the match to issue the caution.