

ACCYSL November 21-22, 2009 End of the Year Recreational Jamboree

PLAYING RULES

Rules subject to modification. Field marshal will hold final version at the field on game day.

NOTE: There might not be enough available referees to cover all the games in this Jamboree. Some games may not have assigned referees. If no referee is present 10 minutes before game time, the field marshal and coaches should assume no referee is assigned and decide how the game will be officiated with whatever resources are available. Many flights are on an extremely tight schedule. Games must start at their assigned times and end before the assigned time for the next game. If there is no referee, the field marshals and coaches must adhere strictly to the schedule.

No Guest players will be allowed to play under any circumstance.

1. CYSA-N rules as modified: will be used for this Jamboree.
2. For Under 8, 9 & 10, there will be no direct free kicks and no penalty kicks. There is no goal box, and all goal kicks are taken from the top of the 15 yard box. If the field is incorrectly marked, goal kicks shall be taken from the top of the largest box. Two tries are allowed on a throw-in, but they must be taken by the same player.
3. Minimum number of players will be 7 to allow a game to start, except for U8, U9 & U10, which will be 6 players. All teams must have player passes (except for U8) for their players to compete.
4. Games will be played in two halves with a five minute halftime. Lengths of halves will be as follows unless modified for a particular flight because of field usage needs:

Under 8	20 minutes
Under 9 & 10	25 minutes
Under 12	30 minutes
Under 14	35 minutes for regular games - 35 minutes for the championship

Games may be shortened by the referee or the field marshal in order to stay in the allotted time slot. There will be no overtime periods except in a tie break (see 13) or the Championship games (see 14).

5. Teams should be at the field at least 30 minutes before game time for check-in with the field marshal. All players must have appropriate (as deemed so by the referee) player passes in order to play.
6. All players must play at least half of each game.
7. If a team delays the start of the game by 10 minutes, it will forfeit by a score of 3-0.
8. A player who is sent off will sit out the team's next game unless sent off for fighting, in which case, the player shall be suspended for the remainder of the Jamboree. The league will be notified if further action is necessary.

9. All games are considered final. No protests are allowed.
10. Unlimited substitutions is allowed:
- Prior to a throw-in for your team.
 - Prior to a kick-off or a goal kick. Either team may substitute.
 - After a goal by either team.
 - When the referee stops play for an injury. Either team may substitute.
 - At halftime.
 - When the referee has stopped play to caution a player, only the cautioned player may be substituted.
11. The winning coach shall deliver the game card to the field marshal. For a forfeit game, the indicated score is 3-0 and noted "forfeit." If both teams are no-show or cannot field the minimum number of players, the game is a double forfeit, the field marshal shall note such on the game card.
12. Scoring is as follows:
- 6 points for a win
 - 3 points for a tie
 - 0 points for a loss
 - 1 point per goal to a maximum of 3
 - 1 point for a shut-out
 - Deduct 3 points for a send off
 - 0 points awarded to either team for a double forfeit.
- Maximum game points achieved per game is 10. 6 for the win, 3 for goals and 1 for shutout. Forfeits are scored as 3-0 for the maximum of 10 game points
Losing team is awarded points for each goal scored to a maximum of 3.
A 0-0 tie earns each team 4 game points.
13. Tie breaking order is as follows: (this is to determine the teams that will participate in the Championship Game)
- 1) Best Head to Head record against other teams involved in the tie.
 - 2) If still tied, least average goals allowed per games played, except forfeits.
 - 3) If still tied, most average goals scored per games played, except forfeits. A maximum of 4 goals per game will be counted in this tie breaker.
 - 4) If still tied, deduct 1 point per caution issued in the Jamboree.
 - 5) If still tied, the two team's that are tied after regular play will be called back on to the pitch to play two (2) five (5) minute overtime periods. The first goal scored in overtime is a "golden goal," which ends the game. If tied after the overtime a coin toss.
 - 6) If 3 teams are tied, after 1-4 above are applied, the field marshal will determine a tie breaking method, which could include a coin toss.
14. If a championship games ends in a tie, two 10 minute overtime periods are to be played. The first goal scored in overtime is a "golden goal," which ends the game. If u8-u10 games still tied after overtime the teams share 1st place. If u12-u14 games still are tied

after overtime then kicks from the penalty mark (penalty shoot-out) will decide the winner.

Shoot-out rules are as follows:

- 1) NO penalty shoot-outs in u8-u10 games.
- 2) Shoot-out will be penalty kicks from the penalty spot as per FIFA guidelines.
- 3) Only players on the field at the end of the game and the overtime periods will be allowed to participate in the shootout.
- 4) Referee chooses the goal to be used.
- 5) A coin toss will determine the team to shoot first.
- 6) Coach decides on the order that his players will shoot.
- 7) Goalkeeper is eligible to shoot.
- 8) Goalkeeper changes\substitutions are allowed from the players on the field
- 9) All players and coaches shall remain in the center circle except the goalkeeper and the shooter. No goalkeeper substitution after shootout begins, except in the event of an injury.

AUTHORITY

- a. ACCYSL Rules for Sideline Behavior apply to this Jamboree (see pages 4-5).
- b. The field marshal is in charge of the Jamboree at his/her field and has the final authority to rule on all matters.
- c. Coaches are responsible for the conduct of their players, parents and spectators, if a parent has to be sent off it will be considered a team send off and 3 points will be deducted from that team. This Jamboree is for the children of ACCYSL. Do everything you can to ensure that all games are played and good sportsmanship prevails.
- d. The use\consumption of alcoholic beverages immediately before, during or after the playing of any youth game is prohibited under CYSA-N rule 3.13.02. Any player, team official, or any other member of the league who violates this prohibition shall be subject to disciplinary action and/or suspension. Spectators shall not possess or consume alcoholic beverages at any game. If a spectator fails to respond to a request to cease the above, the referee must not proceed with the match.
- e. Please follow all game site regulations regarding parking, pets and smoking.
- f. If games are cancelled by rain, so be it. There are no provisions for making up the Jamboree on any other date. Normal ACCYSL rain out procedures apply. Each club is to make the determination whether to play or cancel for the fields for which it is responsible. Team representatives should check the league web site at www.accysl.org, or call the

ACCYSL RAINOUT 510-433-9995.

Rainout information will be available after 7:30am on the day matches are scheduled. If Saturday's games are rained out the Jamboree will **not proceed**.

Sideline behavior: THE RULES: [English/Spanish](#)

ACCYSL Rules for Sideline Behavior
(As amended and adopted at the league board meeting
7/19/07)

By participating in the Alameda Contra Costa Soccer League as a coach, team administrator, player, parent or other team supporter/spectator, certain expectations are to be met regarding conduct at games and team events.

1 - Coaches and all team officials are responsible for controlling their own behavior, the behavior of their players, and the conduct of spectators on their sidelines. A coach may be required to immediately leave the vicinity of the field based on the conduct of the sidelines regardless of whether the coach or other team official participated in or encouraged the conduct.

2 - Coaching from the touchline, i.e., giving directions to one's own team on points of strategy and position, is permitted provided:
a Person is a registered team official;
b No physical or mechanical devices are used;
c The tone of voice is informative and not abusive.

No coaching by anyone may take place anywhere but at his/her own bench area during the match, (exception u8 play, one registered team official is allowed behind the goal to help coach the goalie). A team's bench area shall be that area 1 yard away from the touchline and extending 10 yards in each direction from the halfway line. If both teams locate their bench area on the same side of the field due to existing adverse conditions, then each bench area shall be limited to that area 1 yard from the touchline and extending 20 yards in one direction from the halfway line, in different directions for each team.

Coaches should take appropriate steps to minimize scoring in runaway games. Recreational teams must adhere to ACCYSL 4 Goal Rule.

Coaches and other team officials are expected to be an example of good behavior, in actions and words, to game officials, to all players, parents of players and the team's other supporters.

3 - Respect the game officials at all times, including referees, field hosts/marshals and league officers. Only registered team officials may talk to referees. Refrain from questioning their decisions or challenging their authority. Never address referees in a loud, disrespectful, or abusive manner.

REMEMBER - referees are under NO obligation to discuss calls. NEVER approach a youth referee who is not accompanied by an adult referee. NEVER try to continue discussions with a referee who does not wish to talk to you.

ACCYSL has adopted a ZERO tolerance response toward any coach, player, parent or spectator abusing or assaulting a referee before, during or after a game.

The proper way to protest a referee's actions on the field is for a team official to contact the ACCYSL Referee Coordinator (Jack Wagoner, 510-527-6956, jbwsoccer@gmail.com) and register your comments regarding an individual Official.

4 – All cheering must be in a positive manner, refraining at all times from making negative or abusive remarks about the opposing team. Maintain control of your emotions and avoid actions, language, and/or gestures that may be interpreted as hostile or humiliating.

5 - Respect the coaches and players of the opposing team and display positive sporting behavior at the conclusion of a game, and be humble and generous in victory and proud and courteous in defeat. Promote the concept to all players that soccer is a game and that players and coaches associated with other teams are also part of the game.

6 - The use or consumption of any alcoholic beverages, or illegal drugs before, during or after the playing of a match by any player, coach, other team official or spectator is expressly prohibited. The use of tobacco will not be allowed on any soccer field or within 25 yards of any ACCYSL affiliated activity

involving youth players. Teams will be responsible for picking up all trash on their sidelines following the game.

Consequences for violating the Behavior Policy, depending on the severity can range from giving the league assurance that there will be no repeat of any given offense, to the team, coach, player or parent being banned from participation in the league.

Reglas de la ACCYSL sobre el comportamiento en la periferia de la cancha
(Modificado y adoptado por la junta directiva de la liga, 19/07/07)

Al participar en la Liga de Fútbol de Alameda-Contra Costa (ACCYSL) en calidad de entrenador, administrador de equipo, jugador, padre, u otro espectador o aficionado, se espera que respete ciertas reglas de conducta durante los partidos y eventos del equipo.

1 – Los entrenadores y los oficiales de equipo serán responsables de controlar su propio comportamiento y el de sus jugadores, como también la conducta de los espectadores del partido ubicados junto a las líneas de banda de la cancha. Se podría exigir que un entrenador u otro oficial del equipo abandonara inmediatamente los alrededores de la cancha debido a un problema de conducta en la periferia del campo de juego aunque esa persona no haya fomentado la conducta en cuestión ni participado en ella.

2 – Entrenamiento desde la periferia de la cancha. Se permite dar direcciones a su propio equipo en lo que se refiere a estrategia de juego y posición siempre y cuando:

- a. La persona que dé las instrucciones sea un oficial del equipo y esté registrada en la liga;
- b. No se utilice ningún objeto ni aparato mecánico;
- c. El tono de voz sea informativo y no abusivo.

Durante el partido, no se permitirá entrenamiento alguno desde otro lugar que no sea el área de la banca del equipo (a excepción del grupo U8, para niños de menos de 8 años, en el que se permite que un entrenador se ubique detrás del arco para ayudar a dirigir al arquero). La zona de banca de cada equipo se define como el área de 1 yarda fuera de la línea de la cancha y se extiende 10 yardas en cada dirección desde el medio campo. En caso de que ambos equipos

ubiquen su banca en el mismo lado de la cancha, la zona de banca se limitará a 1 yarda de la línea de cancha y se extenderá 20 yardas en una sola dirección desde el medio campo, un equipo en dirección opuesta al otro.

Los entrenadores deben tomar las medidas apropiadas para minimizar la diferencia de goles cuando un equipo demuestra excesiva superioridad con respecto al adversario. Los equipos recreativos deben adherirse a la Regla de 4 Goles de la ACCYSL.

Se espera que los entrenadores y los oficiales de equipo sean ejemplo de buen comportamiento, tanto en sus acciones como en su lenguaje hacia los oficiales del partido, los jugadores, los padres y otros espectadores.

3 – Respete en todo momento a los oficiales de juego, como los árbitros, los anfitriones y los oficiales de la liga. Solamente los oficiales de equipo registrados en la liga podrán dirigirse a los árbitros. Evite cuestionar sus decisiones o enfrentar su autoridad. Nunca se dirija a los árbitros de manera abusiva, con un tono de voz irrespetuoso ni alto.

RECUERDE – Los árbitros NO tienen ninguna obligación de explicar sus decisiones. NUNCA se acerque a un árbitro juvenil que no esté acompañado de un adulto. NUNCA trate de sostener discusiones con un árbitro que no quiera hablar con usted.

La ACCYSL ha adoptado la respuesta de CERO tolerancia hacia cualquier entrenador, jugador, padre o espectador que abuse o ataque a un árbitro antes, después o durante el partido.

La forma correcta de protestar las acciones de un árbitro en la cancha es a través de un oficial del equipo, que deberá comunicarse con el coordinador de árbitros de la ACCYSL (Jack Wagoner, 510-527-6956, jbwsoccer@gmail.com) y registrar sus comentarios acerca del árbitro en cuestión.

4 – Toda barra deberá ser positiva, evitando en todo momento cualquier comentario negativo o abusivo sobre el equipo contrario. Controle sus emociones y evite acciones, lenguaje o gestos que puedan interpretarse como hostiles o irrespetuosos.

5 – Respete a los entrenadores y jugadores del equipo contrario y demuestre su mejor espíritu deportivo al fin de cada partido. Sea humilde y generoso en la victoria, y orgulloso y cortés en la derrota. Promueva el concepto de que el fútbol es un juego del que tanto los entrenadores como los jugadores de los dos equipos forman parte.

6 – Está expresamente prohibido el consumo de cualquier bebida alcohólica o droga ilegal antes, durante o después de los partidos por parte de cualquier jugador, entrenador, oficial de equipo o espectador. No se permitirá fumar en ninguna cancha ni a 25 yardas alrededor de ninguna actividad afiliada con ACCYSL en la que participen jugadores juveniles. Los equipos serán responsables de recoger toda la basura generada en la periferia de la cancha.

Las consecuencias de contravenir las reglas de comportamiento, dependiendo de la severidad de la falta, pueden variar desde la exigencia de que el entrenador, jugador, oficial de equipo, padre o espectador prometa no repetir la conducta, hasta la prohibición de que la persona vuelva a participar en la liga.