

## Tournament Information:

The Pulaski Youth Soccer Club (PYSC) cordially invites you to our Annual U10/U12 Soccer Tournament sponsored by **CRT Solutions**. PYSC strives to provide a positive environment in which the children we serve can participate in the fun physically active game of soccer in a recreational format.

Each team will be guaranteed a minimum of two games, all to be played on Saturday. The top four teams in each division will play an additional single game on Saturday to slot the top three teams in each division. Each player from the top three teams will be awarded a trophy based on their team's final standings, and the other teams' players will receive a participation medal. The awards presentation will take place at the registration tent immediately following the championship game. **Teams that do not advance should meet at the registration tent after their last game to receive their medals.**

The base rules for the tournament will adhere to the same league rules we operate under during our summer program. Additional specific tournament rules and play adjustments are outlined on the rules pages of this program.

Questions during the tournament can be directed to the check-in tent or to a Field Marshal.

Thank you for being part of Pulaski Youth Soccer and enjoy your day!!

## Tournament Rules:

**General** - Warming up on the game fields will not be allowed. Spectators must be on the opposite side of the field as the players. Please allow room near corner kick areas and adhere to parent and player/coach painted lines and boxes.

**NO PETS OF ANY KIND ARE ALLOWED ON GROUNDS**

**Equipment** - All PYSC Tournament games will be played with a size 4 ball. Players must wear their season jersey the same color as their teammates. Jerseys are to be unaltered. Sleeves may be tied up or bottoms tied back. Any player with an altered shirt will not be allowed to participate. The goalie will wear their jersey with a pinnie over that will be colored differently than the opposing team and stand out. Shin guards are mandatory and must be covered fully. No cleats with toe nubs. No jewelry will be allowed, even if covered with tape. Coaches must wear their coach's shirt to be on the coach's side of the field.

**Roster** - Your in-season official roster will be used to identify eligible players for your tournament team. Each team will need to check in at the tournament tent 30 minutes prior to

your first game. Any players showing up late will need to be checked in separately with a coach prior to them being allowed to participate in any game.

**Suspension of Play** - The referee or field marshal has authority to suspend games at any time. In addition, tournament play may be suspended in the event of weather conditions. The decision to suspend play for the reason of weather will be made by the Tournament Director. Game duration times may be adjusted at the decision of the Tournament Director. In the event of inclement weather which forces play to be halted and prevents the game from being completed during the scheduled time, the score shall stand if at least one-half of the game has been completed.

**Score Cards** - Both head coaches are responsible for verifying the score of the match by signing the referee score card at the conclusion of the match. Failure to do so will negate any grounds for protest for incorrectly recorded scores.

**Point Scoring System** - Teams will be ranked by the total number of points accumulated through individual games in each round of play. A win is awarded 6 points, a tie is awarded 3 points, and a loss is awarded 0 points. A forfeit is awarded 11 points. 1 point will also be earned for each goal scored up to a maximum of 5, and 1 point will be earned for a shutout. Teams may have a point deducted if the team exhibits poor sportsmanship. Please see Misconduct. A maximum of 12 points may be earned in a single game.

**Tiebreakers** - In the event that two or more teams' average points total tie them for placement into either the championship or consolation round, the tie breaker will be used. Each tie breaker scenario will be applied, in order, until the tie is broken. Once a tie is broken any remaining scenarios will not be used. The following tie breakers will be used (in order of precedence):

- 1) Head-to-Head
- 2) Overall record in tournament
- 3) Fewest Goals Allowed
- 4) Most Goals Scored-max of 5 per game
- 5) Coin toss for U10 OR Shootout for U12

Shootout starts with any 5 players from each team going head to head against the other team's goalie, and the team with the most goals made would be declared winner. If after 5 players each, it is still tied; kicks go to Sudden Death, the first team to have an advantage after both teams have taken a round of kicks wins. (No player may kick twice until every other player, including the goalie, has taken a kick.)

**Tents** - Team tents will be allowed to be set up on Sat. morning after 6:30am, in the locations indicated on the Event Map of this program. Each tent leg must be weighted down with a 5lb weight. No tents are allowed in any other area of the fields. Nothing bigger than a golf umbrella is allowed on the sidelines during game times.

## **Game rules:**

**Playing Time** - All players must be allowed to play a total of minutes equal to one half of the game. Teams not adhering to 50% of playing time to the best of their ability will forfeit said game. Their opponent will be awarded 11 points, and the offending team will have a point deducted for poor sportsmanship. (Field Marshals will be watching player time. Take their warning seriously if they give you one.)

**U10** - Games will be played 7 vs 7 (including the goalkeeper). Duration will be two 20-minute halves with a 5-minute halftime.

**U12** - Games will be played 9 vs 9 (including the goalkeeper). Duration will be two 25-minute halves with a 5-minute halftime.

**Player Count and Misconduct** - A red or yellow card will be issued by the referee for misconduct at their discretion. Any player being issued a yellow card must immediately leave the field and is not allowed to return until their team's next substitution opportunity. A red card or the accumulation of two yellow cards by a player/coach in a single game will result in removal of that individual for the remainder of that game and will carry a one game suspension. The offender's team will receive a deduction of one point for poor sportsmanship for that game. An accumulation of two red cards by an individual during the course of the tournament will result in suspension of that individual for the remainder of the tournament. When a player is removed, the team will play short. A U10 then must field 6 players, and U12 would field 8. When a team is playing down one of those players must be designated as goalie with appropriate identification.

**Substitutions** - Substitutions are unlimited with referee's consent prior to a goal kick, after a goal, and at half time. As for throw-ins and corner kicks, only the team in possession has the initial option of substituting, but if it does, the other team may also substitute. If the game is stopped to allow a substitute for an injured player, the other team may also substitute on a one-for-one basis.

**Championship Game Ties** - If a championship game ends in a tie, teams will get a 5-minute break and play two 5-minute overtime periods. If the score is still tied at the end of these two periods, a shoot-out determines the winner. (See Tiebreakers #5 for description.)

# EVENT MAP



	<b>U12 Girls</b>	<b>U12 Boys</b>	
<b>Field</b>	<b>NEW Oral &amp; Facial</b>	<b>Village Companies</b>	<b>Trout Creek Vet</b>
<b>7:30am</b>	<b>Pulaski Blue vs. Howard Gold</b>	<b>Pulaski Orange vs. Howard Pink</b>	<b>Clintonville Orange vs. Pulaski Red</b>
<b>8:40am</b>	<b>Howard Gold vs. Ashwaubenon Green</b>	<b>Ashwaubenon Yellow vs. Pulaski Red</b>	<b>Pulaski Orange vs. Pulaski Blue</b>
<b>9:50am</b>	<b>Ashwaubenon Green vs. Howard Silver</b>	<b>Pulaski Green vs. Pulaski Purple</b>	<b>Howard Blue vs. Clintonville Orange</b>
<b>11:00am</b>	<b>Howard Green vs. Clintonville Orange</b>	<b>Pulaski Green vs. Ashwaubenon Yellow</b>	<b>Howard Gold vs. Pulaski Red</b>
<b>12:10pm</b>	<b>Pulaski Red vs. Ashwaubenon Green</b>	<b>Pulaski Blue vs. Howard Pink</b>	<b>Howard Gold vs. Pulaski Orange</b>
<b>1:20pm</b>	<b>Pulaski Blue vs. Howard Green</b>	<b>Ashwaubenon Green vs. Pulaski Orange</b>	<b>Clintonville Orange vs. Pulaski Green</b>
<b>2:30pm</b>	<b>Pulaski Green vs. Howard Blue</b>	<b>Howard Silver vs. Pulaski Purple</b>	
<b>3:30pm</b>	<b>Boys Tiebreaker Shootouts if Necessary</b>	<b>Boys Tiebreaker Shootouts if Necessary</b>	
<b>3:40pm</b>	<b>Boys 1st vs. 2nd Playoff</b>	<b>Boys 3rd vs. 4th Playoff</b>	<b>Girls Tiebreaker Shootouts if Necessary</b>
<b>4:50pm</b>	<b>Girls 1st vs. 2nd Playoff</b>	<b>Girls 3rd vs. 4th Playoff</b>	