

# *La Jolla Youth Soccer*

*Home of La Jolla IMPACT  
Presents*



## *La Jolla Labor Day Classic*

*September 3-5, 2011  
Competitive Tournament*

### *Contact Information*

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#### **TOURNAMENT RULES OF PLAY:**

FIFA Laws of the Game will apply as modified by USYSA and CYSA-South as described herein. It is the understanding of this tournament committee that all teams, including all players, coaches, spectators, and officials, will participate in the spirit of FAIR PLAY and will conduct themselves in accordance with the Tournament Rules.

#### **REGISTRATION NIGHT:**

All Teams shall check-in at the MANDATORY REGISTRATION pursuant to application and acceptance notifications. Mandatory check-in will take place the Thursday and Friday prior to the first day of tournament play. Failure to check-in may result in disqualification from the tournament. Team credentials and player medical releases will be verified during the time for all players, coaches and administrators.

#### **CREDENTIALS:**

Current Club Registrar signed laminated USYSA player ID cards will be required for all players, coaches and administrators. All teams must provide a team tournament roster (available on site) Player Birth certificates should be available upon request of Tournament Staff and/or Director.

#### **MEDICAL RELEASE:**

All players must have original signed medical release forms. (Player Registration Form, original)

#### **GAME DAY CHECK IN:**

Thirty minutes (30) prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and pick up the game card. Thereafter each team must present to the Referee the team player cards so that the team may be checked into play and the game started at its scheduled time. Failure of a team to report within ten (10) minutes of a scheduled kick off will be considered a forfeited game. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

Quarter-Final games ending in a tie after regulation will proceed immediately to FIFA Penalty Kicks to determine who advances to Semi-Finals.

Semi-Final and Final games tied after regulation will play 2/5 minutes overtime, "golden goal". Referee to determine sides with a coin toss before the 1st 10 minute play begins. If a tie still exists after the 2/5 minutes of play in Semi-Final and Final games, FIFA Penalty Kicks will determine who advances or is awarded the win. Penalty Kicks will immediately follow the game.

#### **HALF TIME:**

Half Time will be five minutes.

#### **PLAYERS' EQUIPMENT:**

It will be at the Referee's discretion to determine the safety and suitability of player equipment. Hard casts are not allowed per CYSA-South rule. Shin guards are mandatory for all players.

#### **SUBSTITUTIONS:**

Free substitution will be allowed in all age groups at a dead ball per FIFA at the referee's discretion.

#### **COACHING:**

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: No mechanical devices are used; The tone of the voice is instructive and not derogatory; Each coach or substitute remains within 10 yards on either side of the halfway line; No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators; No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

#### **CAUTIONS AND EJECTIONS:**

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two (2) or more scheduled games, depending on the foul. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament a coach can be carded and removed from the remainder of the tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

**SUSPENDED AND TERMINATED GAMES:**

If in the opinion of tournament officials a game must be suspended (for reason); the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled “INJURY”) the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

**INJURY:**

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, “SUSPENDED AND TERMINATED GAMES.”

**Duration of Games & Overtimes, By Halves, and Ball Size are as follows:**

Division	Preliminary & Quarter Finals	Semi-Finals & Finals	2/5 Overtime	Ball Size
U19	30 Minutes	35 Minutes	5/5 Minutes	5
U18	30 Minutes	35 Minutes	5/5 Minutes	5
U17	30 Minutes	35 Minutes	5/5 Minutes	5
U16	30 Minutes	35 Minutes	5/5 Minutes	5
U15	30 Minutes	35 Minutes	5/5 Minutes	5
U14	25 Minutes	30 Minutes	5/5 Minutes	5
U13	25 Minutes	30 Minutes	5/5 Minutes	5
U12	25 Minutes	30 Minutes	5/5 Minutes	4
U11	25 Minutes	30 Minutes	5/5 Minutes	4
U10	25 Minutes	25 Minutes	5/5 Minutes	4
U9	25 Minutes	25 Minutes	5/5 Minutes	4
U9B	25 Minutes	25 Minutes	5/5 Minutes	4

## Tournament Competition

### DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- 6 – Six points for each Win
- 3 – Three points for each Tie
- 0 – Zero points for each Loss
- 1 – One point for each goal scored up to a maximum of three (3) per game
- 1 – One point for each shutout
- 1 – Minus one point for each player/coach ejected

A 0-0 tie will be scored by 4 points for each team (3 for the tie, 1 for the shutout)

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

The winner of head-to-head competition

Goals against

Goals scored

FIFA penalty kicks

### HOME TEAM:

The Home Team will be the team which appears first on the game schedule. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. No two teams will play from the same side of the field, with the Home Team selecting the side from which they will play prior to game.

### FORFEITS AND BYES:

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six (6) for the win, one (1) for a goal and one (1) for a shutout). Teams failing to report ready to play within five minutes (5) of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

### PROTESTS:

NO PROTESTS WILL BE ALLOWED. The decision of the Referee, Field Marshal and the Tournament Director shall be final. All games will be considered final.

Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). Communication between Field Marshals and tournament staff will be with properly registered Team Administrators and Coaches only.

### DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

### INCLEMENT WEATHER, ACT OF NATURE or other circumstances:

In the event of inclement weather, or act of nature or other circumstances once the games have begun, winners will be decided based on points earned up to that point.

In case of cancellation due to inclement weather, the "Tournament Committee" retains the right to keep up to one-half ½ of the team fee to cover expenses. There will be no make-up games due to inclement weather or other causes to delay or postpone a tournament.

Tournament Directors maintain the rules that are subject to change without notice.

It is the responsibility of the team administrator/coach to sign up for the correct age group. Failure to do so the team will not be guaranteed a spot in the tournament unless there is a team spot available in the appropriate age group. The team will not be refunded unless the tournament finds a replacement team.

### Refund Policy:

1. Cancellation of all matches = 100% refund less \$175.00 administrative fee,
2. One match played = 60% refund after \$175.00 administrative fee,
3. Two matches played = 40% refund after \$175.00 administrative fee,
4. Three matches played = 0% refund. A match is defined as 50% (half time) completed

**CARPOOLING IS HIGHLY SUGGESTED FOR ALL FIELDS**

**NO CAMPERS IN PARKING LOTS      NO DOGS ALLOWED ON ALL FIELDS**

**Turf Field: Soccer Cleats or Flats are allowed**  
**Turf Sidelines: ONLY WATER** no flavored waters,  
Gatorade or PowerAde drinks are allowed on the sidelines at any time.  
Coaches/Team Managers and Parents, If your team is playing on a turf field please be respectful of the turf and  
**keep ALL FOOD and BEVERAGES** in the designated areas.....Thanks!!

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**ALLEN FILED** 3908 Torrey Pines Road, La Jolla, CA 92037

From I-5 South or North to La Jolla Village Drive West. Travel west on La Jolla Village Drive to Torrey Pines Road (4th light on La Jolla Village Drive). Turn left at stoplight. Allen Fields will be on the immediate right.

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**ALCOTT ELEMENTARY SCHOOL:** 4680 Hilgado Ave, San Diego, CA 92117

Interstate 52 East/West, exit Regents/Clairemont, travel north to the top of the hill and turn right on Luna. Travel 2 blocks, turn left on Hilgado Ave, field will be located on your right behind the school.

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**BAYVIEW TERRACE ELEMENTARY:** 2445 Fogg Street, San Diego, CA 92109

**DO NOT PARK ON FOGG COURT - you will get a ticket and/or be towed**

North on Interstate 5, exit Grand Avenue west and turn left on Grand Ave and right on Culver.

South on Interstate 5, exit Balboa/Garnet Avenue, turn right on Garnet and continue west for 3 blocks and turn left on Fogg Street.

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**CLIFFFRIDGE Upper Field and Lower Field:** 8311 Cliffridge Ave., La Jolla, CA 92037

I-5 North to La Jolla Parkway. Keep in the right lane to turn onto La Jolla Scenic Drive North. After coming to the tree divided section, turn left at the stop sign onto Scenic Place Drive (YMCA sign). Drive straight to the intersection then bear left. YMCA parking lot and playing fields are on the left.

I-5 South exit La Jolla Village Drive West. Travel west on La Jolla Village Drive to La Jolla Scenic Drive to Scenic Drive North (3rd light including exit light). Turn right at stop sign on Scenic Place and then left at the "T" Cliffridge Avenue. La Jolla YMCA will be on your left and an elementary school on your right. Park in the YMCA parking lot.

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**DOYLE RECREATIONAL CENTER and PARK:** 8175 Regents Road, San Diego, CA 92122

From I-5 North exit Nobel. Go east to Regents Road and turn right, South. Doyle Park will be on your left. Park in parking lot. Fields are to the east of the Rec. Center.

From I-805 to Nobel Dr. exit, North, turn left onto Nobel Drive, travel west. Turn left on Regents Rd, turn left at the next light, Berino St.

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**JEWISH COMMUNITY CENTER:** 4126 Executive Drive, La Jolla, CA 92037

From 805 Exit West La Jolla Village Drive. West to Genesee Ave. Right on Genesee Ave. Left on Executive Drive. or Eastgate Mall Road.

From 5 Exit East La Jolla Village Drive. East to Regents Road. Left on Regents Road. Right on Executive Drive. or Eastgate Mall Road

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**LA JOLLA ELEMENTARY:** 1111 Marine Street, La Jolla, CA 92037

Traveling from Torrey Pines Road Turn left at Girard Ave, Turn left at Pearl Street, Turn right at Herschel Ave, Herschel Ave turns left and becomes Marine Street

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**LA JOLLA HIGH SCHOOL: (TURF FIELD)** 750 Nautilus St., La Jolla, CA 92037

Interstate 5 north to La Jolla Parkway, which becomes Torrey Pines Road. At the dead end turn left onto Girard Ave., go for half a block, then turn right on Pearl Street. Turn left on Fay Ave. Turn right on Nautilus Street

Interstate 5 south to right (west) on La Jolla Village Drive. Turn left on Torrey Pines Road. At the dead end turn left onto Girard Ave., go for half a block, then turn right on Pearl Street. Turn left on Fay Ave. Turn right on Nautilus Street  
Highway 52 west to La Jolla Parkway, which becomes Torrey Pines Road. At the dead end turn left onto Girard Ave., go for half a block, then turn right on Pearl Street. Turn left on Fay Ave. Turn right on Nautilus Street.

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**MISSION BAY HIGH SCHOOL:** 2475 Grand Ave, San Diego, CA 92109

Interstate 5, South/North, exit Balboa Ave/ Garnet/Grand Ave, Merge onto Mission Bay Drive, Turn west toward Grand Ave, turn right at Grand Ave, turn left at Lee St, on the corner of Lee St and Grand Ave.

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**MUIRLANDS MIDDLE SCHOOL: (TURF FIELD)** 1056 Nautilus Street, La Jolla, CA 92037

Interstate 805 North/South to Highway 52 West to La Jolla Parkway, Continue onto Torrey Pines Road, Turn left at Girard Ave, Take the 3rd left onto Fay Ave, Turn left at Nautilus Street.

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**PREUSS SCHOOL @ UCSD - Manchester Field:** 9500 Gilman Drive, La Jolla CA 92093

North or South on Interstate 5: Take 5 to the Genesee Avenue Exit. Drive east on Genesee past Scripps Memorial Hospital. Turn right on Campus Point Drive. Turn right on Voigt Drive. The Preuss School is immediately on the right.

North or South on Interstate 805: Take the La Jolla Village Drive exit, head west on La Jolla Village Drive. Take a right onto Genesee Avenue and proceed past several lights. Turn left on Campus Point Drive. Turn right on Voigt Drive. The Preuss School is immediately on the right.

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**TORREY PINES ELEMENTARY:** 8350 Cliffridge Ave. La Jolla, CA 92037

I-5 North or South to La Jolla Village Dr. West. Travel West on La Jolla Village Drive. to La Jolla Scenic Drive., and turn left at the light. Travel South on La Jolla Scenic Drive. and turn right on Scenic Place. Continue until it ends at a "T" and turn left on Cliffridge Ave. The school will be on your right and the field is behind the school. Park in the YMCA parking lot to your left.

*La Jolla Youth Soccer  
along with the  
Board of Director's  
Coaching Director's  
Impact Coaches, Players,  
Parents and Volunteers  
We thank you  
for participating in the  
La Jolla Labor Day Classic 2011*