

I88 Challenge

Tournament Policies

The I88 Challenge youth soccer tournament is hosted and sponsored by the Oneonta Soccer Club (OSC). The OSC is affiliated with FIFA, USYSA and ENYSYSA. Only teams affiliated with the United States Soccer Federation (USSF) and those Foreign teams who are specifically invited may participate in the I88 Challenge.

The I88 Challenge is based on the objective of providing the youth the opportunity to acquire and develop skills through a higher level of competition. These skills, as well as the individual growth of players, must be nurtured in an environment which is free of confrontation, poor sportsmanship, and verbal and physical abuse among spectators, game participants and game officials. Not only is this type of behavior contrary to the spirit of the game and examples we are trying to set for the participating youth, it also creates situations which could place the Oneonta Soccer Club (host of the I88 Challenge) in bad standing with ENYSA thereby threatening the continuation of the event.

All matches shall be officiated by referees who are registered with USSF.

TEAM REGISTRATION

The entry of teams into the I88 Challenge must be accepted by the Tournament Committee whose decision is final. Acceptance and placement of entry may be based upon findings of competitive skills, the risk of injury to the player's, previous team history and the best interests of youth soccer.

AGE GROUPINGS

The I88 Challenge is comprised of age groupings. Each age group shall be separated into a girls and boys conferences. Divisions within an age group shall be determined by the Tournament Committee in conjunction with participating team coaches. Age groupings are determined by the player's age as of the beginning of each soccer year. The date that is used is August 1st which immediately precedes the beginning of each season.

Age groupings for the 2017 Tournament

- U10 - Born in 2007 or after
- U12 - Born in 2005 or after
- U14 - Born in 2003 or after
- U16 - Born in 2001 or after
- U19 -Born in 1998 or after

TEAM ROSTERS

Team rosters must:

- Be submitted for day of tournament check in with player/coaching passes
- Be correctly filled out
- Have the official state association approved (i.e. NYWYSA, ENYSA, etc.) paragraph or an Official NSA State stamp, seal or approval.

EXCEPTIONS: U10 Rosters may either have the Official NSA State stamp or seal OR may be signed by the Club Registrar. The roster limit for U14-U19 shall be 22 players, for U12 is 16 players and U10 is limited to 12 players.

A player may play for more than one team provided the requirements of USSF and the National State Association the player is registered with, for multiple registrations are met. A player cannot play for multiple teams in the same division.

A maximum of three non-players or non-substitutes will be allowed on the team side of the field. Anyone who is not a player on the team MUST have a valid Risk Management pass. Furthermore, there must be one adult (age of 21 years or greater) on the team side of the field the entire time the team that they are with are on the field, including the warm-up time before the match until all of the

players leave the field. Any youth coaches on the team side MUST carry a valid Risk Management pass which identifies them as an Under 21 coach.

PLAYER/COACH'S PASSES

All players (on teams U14 and above) and ALL coaches MUST have a player's or coach's pass, signed and sealed by the league/district registrar or State Risk Management officer, with a photo that is no more than 2 years old, in order to participate in any I88 Challenge game and/or be on the team sideline. U10 and U12 players, AYSO/SAY players and AYSO/SAY coaches are exempt from this rule. There are no other exceptions to this rule.

NOTE: Adults who are properly on the sideline with the team will be responsible for the actions of all members of the team; including youth coaches. Should an adult coach refuse or be unable to control the actions of his or her team, the game shall be terminated and the adult coach will automatically be penalized for failure to control the bench area. This penalty shall be the same as if the coach had been sent-off (or dismissed) from the match.

TEAM PERFORMANCE

Teams will NOT be required to provide performance bonds.

PLAYER ELIGIBILITY

All players must have a valid player pass (U10 and U12 team players and AYSO/SAY players are exempt from this requirement) and must appear on the team's approved roster. If it is discovered that an ineligible player was used, all games the player may have participated in will be deemed as forfeits. Player passes must be with the team's Coach and or Manager at all games.

Per ENYSA directive :

If the referee of a game rules that a player has suffered a head injury and the player is not cleared by an appropriate medical professional* (in writing) that the player may not re-enter the game. Following game the coach must give the player pass to the referee or Tournament Director. Upon completion of the tournament, if the player has not been cleared to play, the pass will be given to the Mid-State Soccer League registrar, who will send that pass along with the referee report of the game, in which the injury occurred, to the state association which the player is registered.

* please refer to ENYSA website (http://www.ensoccer.com/about/recognize_to_recover/) for following clarification on "appropriate medical professional"

GUEST PLAYERS

Guest players are NOT encouraged. However, three (3) guest players are allowed per team. A guest player is one who is not on the state association approved roster and also any players who appear on a roster for that age group but on another team.

EXAMPLE : The Large Town Strikers have enough players on their single state association approved roster to field two teams. They decide to divide the team into a stronger and weaker team. They also decide, since the teams will be playing two separate divisions that they would like to have some of the players play on both teams. This is allowed. However, they would be able to share a maximum of 3 players between the two teams, with no other guest players allowed for each team.

SCORE REPORTING

The winning coach and match referee are responsible for signing the report for each match played (in the event of a tie either coach may sign). The match report will consist of the game score, indication of any yellow or red cards and additional comments as deemed appropriate by the Field Marshal or Referee.

PROTESTS

Protests must be presented in writing to the Tournament Headquarters within 30 minutes of completion of the game and must be accompanied by a fee of \$100 in cash. Referee judgment will NOT be a basis for protest. Coaches wishing to file a protest shall notify the referee of this intention as soon as possible, but not later than 10 minutes after the conclusion of the game in question. The Protest Committee's decision is final.

LAWS OF THE GAME

All games will be played under the FIFA Laws of the Game, except as noted in the I88 Challenge - Laws of the Game.

START OF THE GAME

The visiting team starts the game with the ball (kick off). The teams will start in the half in front of the bench they are seated on. Home team is under the blue tent. Visiting team under the yellow. Home team is listed first on the schedule.

FAILURE TO SHOW

A minimum of minus 2 players constitutes a team. A five (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Director will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team shall be awarded a score of 3-0, and will receive the points for that score.

SCORING FORMAT

(6) points will be awarded for a win, (3) points for a tie and (1) point will be awarded for each goal scored up to a maximum of (3) in any one game. Example : Team A (3) v Team B (2) - Team A is awarded 9 points for that game, while team B receives 2 for that game.

In the event of a tie in total point standings, the following sequences will be used:

- Head to head competition between the teams that are tied.
- Best goal difference for all games.
- Fewest goals allowed.
- Most shutouts recorded.
- Penalty kick shootout; five (5) players per team; if still tied, sudden victory penalty kick shootout.

MATCH TIE BREAK – For those which require winner (NO tie break for round robin play)

In the event of a tie in a game which must have a winner; the game will go directly into a penalty kick shootout to determine a winner. Five players per team; if still tied, sudden victory penalty kick shootout. This shoot out may be moved to a location other than where the game was played, at the discretion of the Tournament Director.

MEDICAL RELEASE FORMS

Coaches or managers MUST have in their possession at all games a medical release form for each player.

FIELDS

Each field will have an I88 Challenge representative (Field Marshall), whom will act as a match facilitator. The Field Marshall will provide the ball used for the match, ensure correct teams are participating, obtain verification of the match score, coordinate emergency response for incidents on that field as well as be able to communicate quickly with the Tournament Director.

CAUTIONS AND SEND OFFS

If a player during the game is sent off, they must sit out the remainder of the game (while their team plays short) plus their next game at that level of competition.

Strong or vulgar language is punishable for players and coaches with a send off or dismissal. Any person who is sent-off or dismissed can not communicate with anyone at any match from which they are banned using any means, electronic or otherwise.

All cautions and send-offs shall be reported to the team's home State Association.

CANCELLATIONS

If the I88 Challenge or matches within it are cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.

GENERAL

If a game is temporarily suspended due to weather problems, field conditions or other situations beyond the tournament's control, each team involved must check with the Tournament Director for further instructions. In the event of bad weather, it may be necessary for the Tournament Committee to change the length of games or cancel them.

- The Tournament Director's interpretation of the foregoing rules/regulations shall be final.
- The Tournament Director reserve the right to decide on all matters pertaining to the I88 Challenge
- All matches will be played with Tournament supplied soccer balls.
- Rosters are frozen at TEAM CHECK-IN on the day of Tournament.