



ISC Gunners FC

2016 Junior Jamboree Rules

GENERAL

- Games will be scheduled from 8:00 AM to 5:00 PM
- The first game of the Junior Jamboree will count as the first league game for all U7 – U11 teams
- Referees shall be provided by ISC
- The games will consist of two 20-minute halves with a 5-minute half time.
- All games will start at the top of the hour
- Pool-play games can end in a tie
- Finals games in a tie at the end of regulation time will go straight to penalty kicks
 - 5 kicks per team
 - If still in a tie, 1 sudden death penalty kick per team
- Each team will play minimum 3 pool-play games with the top two teams from each age/gender group advancing to a final.
 - Due to an odd number of teams in brackets, some teams will play 4 group games. For those teams, their score will be the average points earned over those 4 games to determine if they make the finals.
- Team coach/manager to check in 30 minutes prior to first game at Lake Sammamish Fields registration tent
- Parking will be tight at the LSSP fields parking lot

- Teams can park at the main Lake Sammamish Park parking lot with a Discover Pass
- Home team to wear practice vests in case of color conflict
- **ABSOLUTELY NO SELECT OR PREMIER TEAMS OR PLAYERS**
 - Teams violating this rule will forfeit games played with such players
- Teams must be ready to play no later than 5 minutes after the start of their game
- Late teams (after 5 minutes) will forfeit their game

ROSTERS

- U7/U8 shall have a maximum roster size of 8 players.
- U9/U10 shall have a maximum roster size of 12 players.
- U11 shall have a maximum roster size of 14 players.
- Except as noted all other regular season rules shall apply.

SCORING RULES FOR POOL PLAY

- 10 points max per game
- 6 points for a win
- 3 points for a tie
- 1 point for a shutout (a 0-0 tie will be 4 points per team)
- 1 point for each goal with a maximum of 3 points per game.
- 8 points will be awarded in the event of a forfeit.
- 1 point will be subtracted for each red card

TIEBREAKERS

- Head to Head
- Goal differential (max of 3 per game)

- Fewest goals allowed
- Coin Flip - The referees shall have total control of their fields during their assigned matches. Each coach will be personally responsible for the proper conduct of their team, including players, parents, guests and staff, as well as him or herself. Abusive behavior toward referees, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament facilities.

Team concerns about any aspect of the tournament shall solely be brought to the attention of the Tournament Director (at Registration Tent)

The Tournament Director shall adjudicate all protests, disputes or abandoned games. The Tournament Director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, including the disqualification of any offending player, coach, or team from further participation. (The Tournament Director may designate a Disciplinary Committee for this purpose, as needed).