

# **\*\*\*The Annual RON WILLMS Frosh/Soph Classic\*\*\***

Saturday December 18th and Monday, December 20th, 2010

A CIF SANCTIONED EVENT

## **NUMBER OF GAMES**

- Every team is **guaranteed four games Rain or Shine!**
- No team will play more than two games in any one day
- **ALL teams must play ALL four games.** Even if you are not in a championship game be respectful of an opposing team's right to get the full complement of four games played. *Teams leaving without playing all four games will not be invited back to the tournament—teams failing to return to play in a consolation bracket/game will not be invited to participate in future tournaments*

## **AWARDS**

- Team Trophies/plaques will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and Consolation Champions. Individual team medals will be awarded to the first place team.

## **BRACKETS**

- Championship bracket: Every team begins in the Championship Bracket and remains there as long as it wins.
- Consolation bracket: For teams losing their first game.

## **LENGTH OF GAMES**

- 30-minute halves (Running time) and 5 -minute half-time for all games on all days.
- A five-minute grace period will be allowed for kick-off times: if seven players cannot be fielded, a forfeit will be declared.

## **WEATHER**

- All games will be played as scheduled ---rain, fog, or shine.
- Extreme circumstances may warrant postponement of games. With this in mind, all coaches are requested to call Tournament Director (Mary Beth Anderson) on his cell phone at 949-525-3452 the morning of the game if there are weather related questions.

## **DETERMINING GAME WINNERS FROM BRACKETS**

- If any game ends in a tie, two sudden-death 5-minute overtimes will be played. If still tied at the conclusion of the sudden death overtimes, a penalty kick contest will take place.
- If the Championship game ends in a tie, two 10-minute overtime periods will be played (NOT sudden-death victory). If a tie still exists a penalty kick contest will take place.

## **PENALTY KICK CONTESTS**

- A goal on the field will be selected by the referees for use in the penalty kick contest.
- Any players on the roster (except those ejected from the game) may kick.

- A coin toss will determine which team kicks first. The winner of the coin toss has the choice of kicking first or second.
- Each team takes five kicks alternately ---- each by a different player.
- If both teams have made an equal number after their first five kicks, “sudden victory” penalty kicks will be taken to determine the winner.

### **SUDDEN VICTORY PENALTY KICKS**

- A different five (not the original five) players from each team will kick alternately.
- When one scores and his counterpart misses, the game is over.
- If still tied after the second set of kicks, the “sudden victory” process will be repeated as many times as necessary. **THE ORIGINAL TEN PLAYERS WHO HAVE KICKED MAY NOT KICK AGAIN UNTIL ALL TEN IDENTIFIED SUDDEN VICTORY PLAYERS HAVE KICKED. IT IS ONLY THEN THAT THEY MAY HAVE A SECOND CHANCE AT KICKING.**

### **PLAYER ELIGIBILITY**

- **No player in the tournament shall have played in a Varsity or JV game prior to tournament date (Dec. 18th).**
- **Juniors and Seniors are restricted from participating in the tournament.**
- **Teams found in violation of the above rules shall be EJECTED from the tournament.**
- **NO special circumstance or “agreements” will be made or accepted.**

### **FACILITIES**

- A snack bar will be open.
- A trainer will be available in the event of injuries.
- A trainer will be on hand for taping --- you must provide your own tape/pre-wrap.
- Bathroom facilities are available.

### **RED AND YELLOW CARDS**

- An ejected player cannot play in the next scheduled game (CIF RULE)
- A player who is Yellow carded must be substituted for immediately. That player may reenter the game the next time that a substitution may be made for his team (CIF RULE)

**GAME TIME (KEPT BY THE REFEREE) IS RUNNING TIME**

**JUDGEMENT CALLS BY REFEREES MAY NOT BE PROTESTED.**