

Soccerfest

Team Sizes:

U19 11 v 11 maximum of 18 per team

U16 11 v 11 maximum of 18 per team

U14 11 v 11 maximum of 15 per team

U12 9 v 9 maximum of 12 per team

U10 7 v 7 maximum of 10 per team

Location:

U12 and U16 games and any VIP games will be played at Vernon Hills.

U14 and U19 games and any U10 games will be played at Libertyville.

Game Duration and Times:

Each game will be allotted a one (1) hour time slot. The actual playing time will be twenty (20) minutes per half with a five (5) minute halftime. Substitutions will be made at the half and at an appropriate time determined by the referee approximately one-half way through each period. The clock will run during substitutions. This allows fifteen (15) minutes between games on each field.

Games will be scheduled to start at 8:00 a.m. and will run on the hour with the last game starting at 3:00 p.m.

The schedule will permit a one (1) hour break between games for each participating Soccerfest team.

Arrival and Team Formation Times:

Using the Requisite Number of Players:

Note: Soccerfest is premised upon at least 10 players and 1 coach participate in both games of Soccerfest (8 players and 1 coach for U12 teams). The rules of the tournament do not require that the same players play both games, only that the requisite number of players participates in Soccerfest. In order to keep scoring as simple as possible we are requiring that all players who will play in the Soccerfest event register with their team at the required Soccerfest team formation time. Players who do not do so will be placed on a Soccerfest team if possible but will not be counted toward the teams player quota for calculating points.

It is important to note in reviewing the following information, that geographic distribution of teams has already been accomplished in the master schedule for the tournament. Therefore, Soccerfest planners intend to use the master schedule as the basis for deciding which times teams will be required to report for Soccerfest team formation. This process should insure that there is a wide variation in geographic location represented for each assignment pool at Soccerfest.

There are four times slots for team formation at each location, 7:15 a.m., 8:15 a.m., 11:15 a.m. and 12:15 p.m. **Teams are required to be present one-half hour prior to these times in order to insure that all teams are ready for actual team formation beginning at the posted times.** U10 Soccerfest team formation will only occur at 11:15 a.m.

A schedule showing the Soccerfest arrival time and venue will be posted at the venues and at the headquarters hotel by Tuesday, July 11, 2006. It may also be available at team registration.

Team Equipment Required

Each team participating in Soccerfest will need to bring at least one (1) game ball. This will ensure that there are enough good quality balls to use in the games. The team should also bring pinnies and Keeper jerseys. Players are required to bring standard equipment. They will however be given a Soccerfest jersey for the team to which they are assigned.

Team Formation Timing:

Team formation will begin at 7:15 a.m. with two groups of 12 teams. For example, 12 U12 teams and 12 U16 teams will report for team formation at 7:15 a.m. at Vernon Hills. This means that at Vernon Hills two 5 person volunteer teams will be needed at 7:15 a.m. (for U12, and U16 team formation) and at Libertyville two volunteer teams will be needed to handle the U14 and U19 team formation. Note that U10 Soccerfest team formation will only occur at 11:15 a.m. An additional 5 person volunteer team will be needed at Libertyville at 11:15 for this task.

The team formation volunteer groups will be needed from 6:45 a.m. until 9:00 a.m. and again from 10:45 a.m. until 1:00 p.m. For team formation, 25 volunteers will be needed and an additional 10 volunteers will be needed for issuing Soccerfest jerseys.

Based upon this schedule, the following is an example of the team formation schedule at Vernon Hills for U12 and U16 players:

7:15 a.m. 12 Under 12 girls teams and 12 Under 16 girls teams (teams A1 through A6 and B1 through B6 as identified on the National Games Divisional Schedule) will arrive for Soccerfest team formation. These teams will play games that start at 8:00 a.m. and 10:00 a.m.

8:15 a.m. 12 Under 12 boys teams and 12 Under 16 boys teams (teams A1 through A6 and B1 through B6 as identified on the National Games Divisional Schedule) will arrive for Soccerfest team formation. These teams will play games that start at 9:00 a.m. and 11:00 a.m.

11:15 a.m. 12 Under 12 girls teams and 12 Under 16 girls teams (teams C1 through C6 and D1 through D6 as identified on the National Games Divisional Schedule) will arrive for Soccerfest team formation. These teams will play games that start at 12:00 p.m. and 2:00 p.m.

12:15 p.m. 12 Under 12 boys teams and 12 Under 16 boys teams (teams C1 through C6 and D1 through D6 as identified on the National Games Divisional Schedule) will arrive for Soccerfest team formation. These teams will play games that start at 1:00 p.m. and 3:00 p.m.

U10 Teams: It is assumed that four U-10 teams will be formed. U10 team formation for both girls and boys will occur at 11:15 a.m. with the first game starting at 12:00 p.m.

Soccerfest participants not competing in the Games (Walk-ons)

Soccerfest participants not competing in the Games (hereinafter referred to as walk-ons) must have a completed Soccerfest participation form and must have made payment in order to participate in the Soccerfest event.

Walk-ons (except at the U10 level) that have previously submitted the form and payment should report to the appropriate venue headquarters (based on age) at 6:30 a.m. to pick up a copy of their **approved** registration form, their national games pin and voucher for the youth event. They must report with their **approved** registration form to the 7:15 or 8:15 team formation based on gender. (Note 1 – the previously submitted forms must be provided to the volunteers located in the venue headquarters and the volunteers will need to have the pins and youth event voucher forms available to hand out) (Note 2: for previously signed up walk-ons, this could possibly be done by the jersey distribution volunteers?) (Note 3: the registration form must be stamped **approved**)

U10 walk-ons that have previously submitted the form and payment should report to the Libertyville headquarters at 9:30 to pick up a copy of their **approved** registration form, their national games pin and voucher for the youth event. U10 Soccerfest team formation will begin at 11:15 a.m. and the first U10 Soccerfest game will start at noon. Players must have their **approved** registration form in hand for the team formation.

Walk-ons that are submitting their Soccerfest participation form the day of the event (including U10 players) must report to the age appropriate venue site headquarters to submit the form and make payment between 9:00 a.m. and 10:00 a.m. Girls will be processed first to assure that they are available for the 11:15 a.m. team formation. After they are appropriately registered, they will be given a copy of their **approved** registration form, their national games pin and voucher for the youth event. The girl walk-ons must report to the team formation area by 11:15 a.m. and the boy walk-ons must report to the team formation area by 12:15 p.m. The walk-ons must present their **approved** registration form at team formation.

Mechanics of Team Formation:

Each group of age specific 12 teams will be controlled by a group of 5 volunteers; one of which should be an experienced AYSO member. At the assigned times listed above, the volunteer group will take 12 assigned teams and line them up with their respective coaches. The teams will line up behind their coaches so that each there are twelve lines of teams (an additional line of walk-on players may also be formed). The coaches will be given a white Team Formation card and two colored games cards. The coach will be instructed to place the names of all participating players from their regional team as well as their own names on the white Team Formation card (this participation card will be used to track Soccerfest participation to determine if the team is awarded the six points in pool play). When the white card is filled out for each team, a volunteer will collect it from the coach and give the coach a pasteboard sign with a Soccerfest team designation number on it (Soccerfest team G-1). The coach will take the pasteboard and stand away from the teams so that the formation of the new Soccerfest teams can begin.

A pair of volunteers will then assign players to a Soccerfest team. The volunteer with the white participation card will read off a player's name, that player will go to the second volunteer who will use an indelible marker to write on the player's wrist the player's region number and Soccerfest team number (i.e. 735 G1). The volunteer with the participation card will record what Soccerfest team number the player was assigned to.

The player assigned to Soccerfest team 1 will go stand behind the coach with the sign that corresponds to team 1. The coach will use one of the two game cards to write down the player's name and region number for all of the players assigned to their Soccerfest team. It is at this point that walk-on players will be distributed to the Soccerfest teams to even out the number of participants on each Soccerfest team. Coaches should include these players on the Soccerfest game cards and note them as a walk-on rather than including their region number.

The coaches will then fill in the player's name and region numbers on the second game card. Once this is done the coach will take one of the game cards to the Soccerfest tables where his or her Soccerfest team jerseys will be issued. The coach will also look at the Soccerfest schedule posted at this location and find the game times and field designation for the games his/her Soccerfest team will play.

Now that the Soccerfest teams are formed, the coaches will take the players to the appropriate field for the first game. At each field and for each game the field monitors will again check the player's names against the game cards. It is important that the coach clearly indicate which players participated in the Soccerfest games. At the end of each game the coach must turn over the game card to the field monitor who will return the card to the Soccerfest tables for data entry

Game Schedule:

Once the Soccerfest teams are formed games will be scheduled on the available fields. For example, at Vernon Hills there will be six fields each for U12 and U16 players. This means that the 12 Soccerfest teams for each age group formed at 7:15 a.m. will play games that start at 8:00 a.m. and 10:00 a.m. Soccerfest teams formed at 8:15 a.m. will play games that start at 9:00 a.m. and 11:00 a.m. Soccerfest teams formed at 11:15 a.m. will play games that start at 12:00 p.m. and 2:00 p.m. and Soccerfest teams formed at 12:15 p.m. will play games that start 1:00 p.m. and 3:00 p.m.

Each Soccerfest team will play two games. For each age group, the 8:00, 10:00, noon, and 2:00 games will be played by girls and the 9:00, 11:00, 1:00 and 3:00 games will be played by boys. In this fashion the fields will be fully used and each team will have a one hour break between games.

For each age group and gender of the formed Soccerfest teams the schedule will be as follows: team 1 v 2, 3 v 4, 5 v 6, 7 v 8, 9 v 10, and 11 v 12. The second game for each age group and gender of the formed Soccerfest team the schedule will be as follows: team 1 v 3, 2 v 4, 5 v 7, 6 v 8, 9 v 11, and 10 v 12.

Field Monitor Responsibilities:

Field monitors will be responsible for directing teams to fields and checking the team games cards against the actual players present both before and after each game. Soccerfest volunteers

can be made available to pick up game cards and return them to the headquarters area for collation and checking to determine points awarded based upon participation. Once this task is done the results of the games and the award of points for participation will be forwarded to the scoring group for posting.

It is anticipated that all results will be posted by 4:30 p.m. at the two venues. They should be then posted shortly thereafter at the headquarters hotel.

Calculation of Participation Points:

Assuming that the field monitors properly check the wrist markings of each player against the game cards, it should be relatively easy to determine which teams have qualified for participation points. The game cards will be brought back to the Soccerfest tables and sorted by age group and team. They will then be checked against the original white participation cards filled out by each coach for his region's team. The participation cards will have a space for each player to be checked off for each Soccerfest game played. If the minimum number of players participated in two Soccerfest games and the coach is checked off as having coached two Soccerfest games the team will be awarded the requisite participation points. The white participation cards will be forwarded to scoring once this check has been done.

Challenges and Disputes:

As provided in the tournament rules all challenges to Soccerfest points awards must be made "prior to the end of the last game on the first day of pool play competition, or no later than twenty-four (24) hours after the conclusion of Soccerfest games whichever is later. Any challenge received after the deadline, no matter the validity of the claim, will not be considered."

This means, assuming that points awards are posted by 4:30 p.m. on Wednesday, that all challenges must be made before the end of pool play on Thursday.

Disciplinary Actions:

The disciplinary actions for Soccerfest will be the same as those for the National Games. All send offs and cautions will be reviewed by the Games Executive Committee. Any player or coach asked to leave the field will not be given credit for participating in the Soccerfest event.