



WELCOME ...

On behalf of North Coast FC, we would like to welcome you to our second annual North Coast FC Nike Summer Classic tournament. We thank you for applying to our tournament and we hope that you and your teams have a fun, enjoyable and competitive experience.

Petaluma welcomes you and is proud of its three newly developed lighted, all-weather turf fields off E. Washington Street. A concession stand and bathrooms are still in the works and should be ready by next year. We hope you come back then. Thank you for joining us this year ... compete well and have fun.

Cheers,

Rad Babala - North Coast FC Co-Chair and PYSL Vice President

David Friedlander - North Coast FC Co-Chair

Billy Bertolucci – PYSL League President

Tournament Committee Members

Shawn Percell (Tournament Director)

Mark Barry (Fields/Scheduling)

Renee' Waters (Events Director)

Tim Maycock (South Boys D.O.C.)

Vinnie Cortezzo (South Girls D.O.C.)

Chris Daley (South Academy D.O.C.)

Alan Finnie (North Boys & Girls D.O.C.)

Rad Babala (North Coast FC Co-Chair)

David Friedlander (North Coast FC Co-Chair)

Bill Bertolucci (PYSL President)

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president@petalumasoccer.org





Questions during the tournament may be answered by any of the field marshals or by members of the tournament committee, who, if they are not at the fields, will be stationed at tournament headquarters at the Petaluma Sports Complex. The Tournament Committee has the authority to rule on any situation(s) not covered by these rules.

Tournament Headquarters

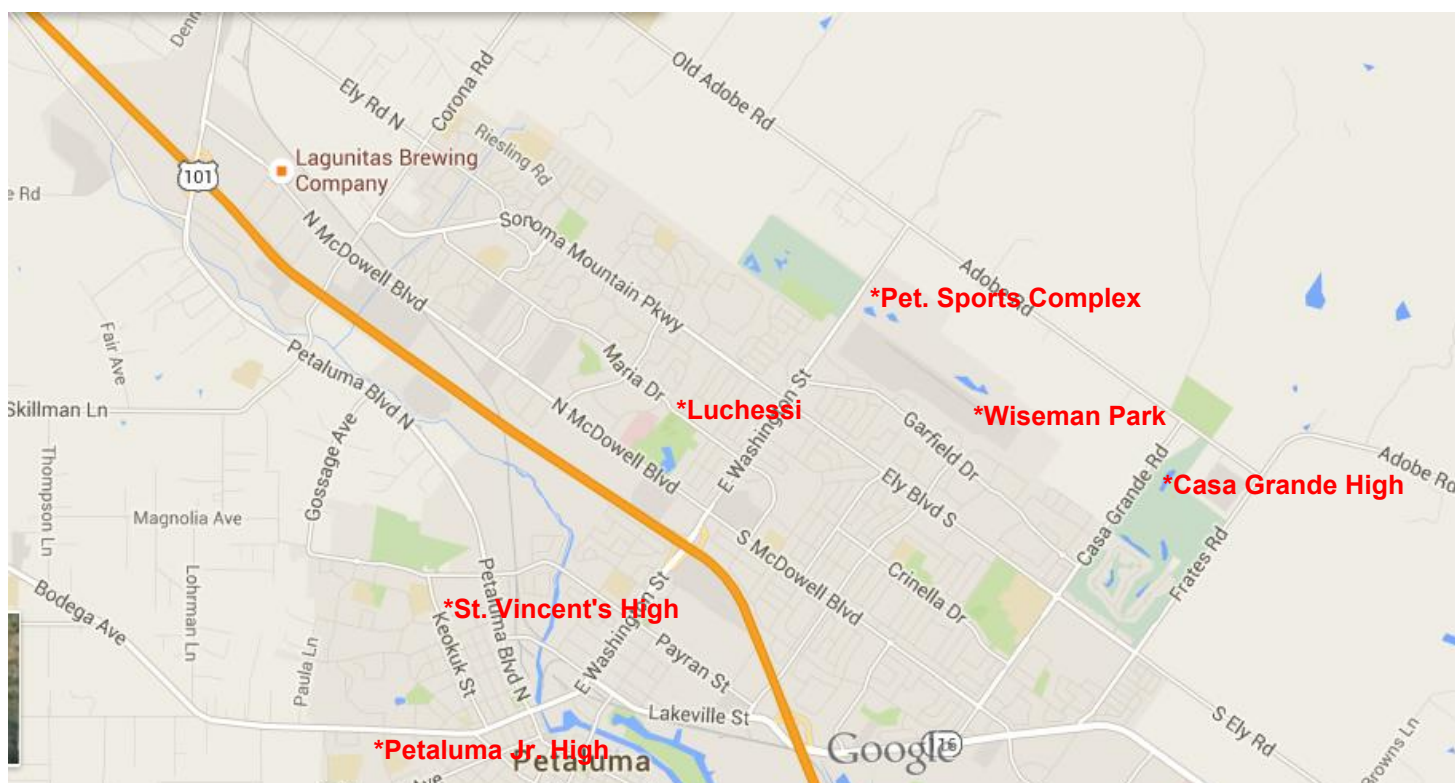
Petaluma Sports Complex 2430 East Washington Street, Petaluma near Adobe Road

Posting of Results

Match scores and assigned points will be posted online through GotSoccer.com. Teams should verify their scores and postings. In case of score discrepancy, the official game card signed by the referees shall prevail.

Field Locations & Area Maps

- | | |
|--|---|
| ▪ Petaluma Sports Complex (3 Fields) | 2430 E. Washington Blvd Petaluma CA 94954 |
| ▪ Casa Grande High School (5-6 Fields) | 333 Casa Grande Road Petaluma CA 94954 |
| ▪ Lucchesi Field | 250 Maria Drive Petaluma CA 94954 700 |
| ▪ Petaluma Junior High School | Bantam Way Petaluma CA 94952 |
| ▪ St. Vincent's High School | 849 Keokuk Street Petaluma CA 94952 2175 |
| ▪ Wiseman Park (2-3 fields) | Saint Augustine Circle Petaluma CA 94954 |



RULES ON REGISTRATION, CREDENTIALS, CHECK-IN, ETC.

On-line Registration

Teams must register on-line and pay before the registration deadline in order to be considered for acceptance. Late registrations may be accepted at the discretion of the Tournament Director. A \$75 late registration fee could be applied.

Acceptance

Teams will be accepted based on their record. Placement in divisions and brackets will also be made based on the teams' records as well as geographical mix. Team placement in divisions is made by the Tournament Committee and is not open to appeal.

Withdrawal

Withdrawal must be done via mail to the Tournament director. There is no penalty for withdrawing before June 15, 2016. A \$100 administrative fee will be charged to any team withdrawing after June 15, 2016. Withdrawing after acceptance and after June 15, 2016, will result in loss of entire registration fee regardless of the possibility of a replacement team being found/accepted. Disagreement with the team placement and withdrawal for the reason will not entitle the team to a refund.

Team Check-in

Team representatives must follow the procedures for the **Check In ONLINE at Gotsoccer.com BY NOON ON WEDNESDAY 6/21/17**. Failure to check in will result in an automatic disqualification (without refund of fees) from the Tournament. Games not played will be classified as a "Forfeit" and "Bye".

In addition to the online check in, **ALL TEAMS MUST CHECK IN WITH THE FIELD MARSHALL 30 MINUTES PRIOR TO GAME TIME AT THE FIELD GAME IS TO BE PLAYED AT**. All player passes and players will be checked prior to the beginning of each match. **NO ADDITIONS OR CHANGES CAN BE MADE AFTER ONLINE CHECK-IN.**

Credentials - Players/Coaches Passes

Player and coach passes are required. Acceptable player and coach credentials are current, laminated US Soccer Club player/coach passes or laminated 2017 USYSA (CYSA) passes.

PLAYING RULES

Questions during the tournament may be answered by any field marshals or by members of the tournament committee, who, if not at the fields, will be stationed at tournament headquarters. The Tournament Committee has the authority to rule on any situation not covered by these rules.

Game Rules

The tournament shall be governed by FIFA Laws of the Game as modified by USSF and US Club and as described herein.

Game Balls

The home team will supply a size 4 game ball for U9-U11/size 5 for U12-U15, subject to Referee approval.

Determination of Winners/Points

Teams earn points based on results of the preliminary matches. Points will be awarded as follows:

- 6 points for win
- 3 point for tie
- 0 points for loss
- 1 point for each goal scored up to a maximum of 3 goals per game
- 1 point for teams that shutout their opponents (shutout points are awarded for a 0-0 tie)
- 9 points for the winning team in the event of a forfeit (2-0 win)
- 0 points for each team if both forfeit

Tie Breaking Procedures

If teams have the same number of points at the end of the preliminary rounds, ties will be resolved using the following criteria in this order:

1. Head-to-head competition results
2. Most total wins
3. Goal differential (goals scored less goals allowed; maximum 4 per game)
4. Most goals scored (maximum 5 per game)
5. Fewest goals allowed
6. Most Total Shutouts
7. Fewest Red card ejections (player and coach)
8. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters. Semi-final, Consolation, and Championship games that end in a tie in regulation will be extended, after a 5-minute rest period, by two full 5-minute overtime periods. If the game is tied at the end of the overtime periods, both teams will take penalty kicks as described by FIFA until a winner is determined. Only the players on the field at the end of the overtime period may participate in the penalty kick shootout. Except for the Final, any post-preliminary game, in which the preset format matches up teams that have already met in the preliminaries, will be altered to avoid playing each other again. A team that qualified for post-preliminary games will not lose its qualification status due to described alteration of team pairings. The match-ups alteration will be limited to swapping the lowest seeded teams (the top two seeds will not meet in Semifinal).

Length of Games

Field Marshals may alter length of any game at their discretion-this includes shortening the games in order to adhere to the field schedule and prevent running out of daylight. In preliminary rounds, games tied at the end of regulation time will be recorded as ties. The games shall have the following durations:

BRACKET	PRELIMINARY	SEMI-FINALS	FINAL & CONSOLATION
U9-U12	2 x 25 Min. Halves	2 x 25 Min. Halves	2 x 25 Min. Halves
U13-U15	2 x 30 Min Halves	2 x 30 Min Halves	2 x 30 Min Halves

Half Time

Half Time will be exactly 5 minutes. The Tournament Director reserves the right to extend the half time under special circumstances.

Game Start

All games will start at the scheduled time. Teams must report to the Field Marshal prior to the scheduled game's start time as described previously. If a team has not reported to the field, ready to play, with a minimum of 5 players for U9-U11 and 7 players for U12-U15 within 5 minutes of the scheduled game time, the game will be forfeited to the team with at least 5 or 7 (by age group) players in attendance.

All Preliminary Games will be called not less than 5 minutes prior to the scheduled start of the following game, regardless of the amount of time played up to that point. A game is "complete" upon completion of at least one half of play regardless of the circumstances of termination during the second half. Final results will be based on the score at the time the game is called. Preliminary games can end in a tie.

Suspended and Terminated Games

Tournament Officials may suspend and/or terminate games. If a game is terminated, the game may be resumed at the discretion of Tournament Officials, but is subject to ending 5 minutes prior to next scheduled game start. If a game is terminated due to field issues, or due to the serious injury of a player, game play may be resumed at the discretion of the Tournament officials. Tournament officials may also conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance. If, in the opinion of Tournament officials, a game must be terminated due to the serious or violent misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and potentially all remaining games. All previous points earned remaining as played. Additionally, the home league, State Association, and/or Us Club will be contacted as appropriate.

Delays of a game will only be allowed for an injury to a player that is unable to be moved from the field and/or requiring professional medical attention. Primary reward will be to the safety of the injured player. The delay may result in appropriate time being added to the full game time, depending on the judgment of the referee. Preliminary games might not be extended if they affect start time of the next game as described herein. The result of a preliminary game, which is suspended due to serious injury in the first half, shall be determined by penalty kicks as described by FIFA.

Medical Assistance

All injuries shall be reported to the Tournament Director or Field Marshall so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the player's parent, coach, tournament official, or referee. Tournament Headquarters will be notified of the medical emergency.

Substitutions

Unlimited substitutions during a game are allowed at the direction of the referee:

- Prior to throw-in by your team is allowed at the discretion of the referee.
- Prior to a goal kick by either team.
- Prior to a kick-off by either team.
- During an injury stoppage of play, only the injured player may be substitutes.
- After a yellow card caution is issued, (cautioned player only). Substitution for the cautioned player is permissible but not required.

Logistics & Sportsmanship

Teams will play from the same side of the field, with the spectators on the opposite side of the field. Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents, and spectators. A coach may not enter the field of play except on a referee's signal. Coaches, players, parents, and spectators shall not harangue, harass, or attempt to distract players, referees, or assistant referees. Infraction of these rules will result in a warning followed by an ejection. Appropriate disciplinary action will be determined by the Tournament Director for infringements of this tournament rule.

Ejections and Cautions

A player, parent, or coach who has been ejected in a game, will not return for that game and will not be allowed to participate in the next scheduled game. Ejections will be reviewed by the Tournament Director and may result in a more severe penalty, including game suspensions in the tournament and potentially contacting of club, league, and playing association for additional penalties. Fighting by players, violent conduct or harassment of referees by coaches, parents, or spectators will be considered serious misconduct. Each ejection will result in cumulative deduction from the team's tournament points. Any ejection of a coach or team spectator will result in a two-point deduction from the team's tournament points.

Disputes and Protests

Game conduct is under the jurisdiction of the referee. The tournament officials will not overrule a decision.

All game results will be considered final. No protests will be allowed.

Forfeit and Byes

All teams that forfeit will have the game(s) scored a 0-2 loss. The winner will be awarded the nine (9) tournament points (six for the win, two for 2 goals, and one for a shutout). Teams failing to report ready to play within fifteen minutes of the scheduled kick off time will forfeit. The tournament has no financial or other obligation to compensate teams that may end up playing fewer games than the number of guaranteed due to an opponent's forfeit.

Home Team

The team listed first on the schedule for the preliminary round of games will be the home team. For Championship and Consolation games, the team with the highest total points of the paired teams will be the home team. If both teams have the same number of points, a coin toss by the Field Marshal/Referee will determine the home team. In the event that both teams have the same colored uniforms, the home team will be asked to change.

Uniform Guideline

To simplify matters, we strongly suggest that the home team wears their dark colored uniform and the visiting team wears their white or light colored uniform.

Weather

In the event of inclement weather, winners will be decided based on the points earned up to that point for those games that have begun, with any tiebreakers being as determined in the rules herein. In the event of game cancellations, the teams will be reimbursed on a prorated basis minus the expenses for the games not played if the number of games is less than the minimum guaranteed.

Tournament Cancellation

Should the tournament be canceled due to inclement weather, acts of civil disobedience, war, destruction of facilities, or other circumstances deemed to be beyond the control of the hosting club, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by US Club Tournament Committee. Any refunds will be postmarked and mailed to the teams within 45 days after the tournament date.

Rule Change

The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be announced at the team check-in. All situations covered by these rules will be resolved by the Tournament Committee. The tournament Committee may alter these rules as necessary, such changes will be final, and no appeal will be accepted.

Other

The Tournament Committee will make all other determinations.

FIELD RULES

Rules Regarding Turf Fields

There are specific rules to safeguard the life of the fields. The rules are typically posted at the entrance to the fields. No food will be allowed on the fields particularly seeds or any kind of gum, as they are especially harmful to the fields. Please make sure your team and their parents are aware of these restrictions and guidelines. There will be staff that will be observing that the rules are being obeyed. Anyone caught disobeying the rules can be ejected from the facility by the staff and/or the field marshals.

Alcoholic Beverages

Alcoholic Beverages at all tournament venues are prohibited, without exception.

No Littering

Please respect the fields made available to the Tournament. At the conclusion of your games, please collect and dispose of all garbage generated by your team in trash receptacle or in the garbage bag provided by the Tournament. Your cooperation is greatly appreciated.

Animals

Dogs/animals are not permitted on the field or surrounding areas unless they are marked service animals.

Outside Vendors

No selling of any food, beverages or other goods is permitted unless prior authorization has been given.

PLAYER EQUIPMENT

Cleats: Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.

Shin Guards: Shin guards are required for all tournament play. They must be worn properly and shall be professionally manufactured and unaltered. Shin guards must cover a minimum of 3/4 of the shin. Players wearing shin guards that are too short will not be allowed to play.

Casts and Splints: Dangerous equipment and devices include, but are not limited to orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, shall not be eligible to participate in any tournament game.

Braces: It is strongly recommended for the safety of the player, that a player not wear a brace during tournament play. Braces may be allowed at discretion of the referee if in his opinion does not pose danger to players. The brace must be properly covered for the duration or like devices are permitted provided, the Referee does not deem the support potentially harmful to the other players.

Eyeglasses: Players who must wear eyeglasses are encouraged to wear sports goggles. Players must wear glasses that are safe. Lenses must be unbreakable and frames must be unbreakable plastic/sturdy material.

Jewelry: Absolutely no jewelry may be worn while participating in any tournament play. Only Medical Alert Warning Bracelets may be worn; which are taped as necessary.

TOURNAMENT FORMAT

Tournament Format - ages U9 through U15

- **Four Team Flights:** All teams play each other, with the two teams with the most points playing a championship game for first and second place. A team trophy will be given to the champion and both finalist teams get medals.
- **Five Team Flights:** All teams play each other, with top two receiving awards. A team trophy will be given to the champion and both finalist teams get medals.
- **Six Team Flights * :** Two brackets of three (A/B). Play all teams in opposite bracket. 3rd highest points plays 4th highest points in consolation game. 1st highest points plays 2nd highest points in championship game. A team trophy will be given to the champion, and 1st/2nd place teams get medals.
***U13-15 (11v11) Six team flights** will not have a consolation game due to turf field/time constraints.
- **Eight Team Flights:** Two brackets of four (A/B). Play all teams in your bracket. First place teams from each bracket play for championship. Second place teams from each bracket play third place match. A team trophy will be given to the champion, and 1st/2nd place teams get medals.
- **Ten Team Flights:** One bracket of four (Black), with each team playing each other, and one bracket of six (Red) consisting of two groups of three (A/B) playing cross over games. Top points in bracket of six plays top points in bracket of four for championship match. Second highest points in bracket of four plays second highest points of bracket of six in third place match. A team trophy will be given to the champion, and 1st/2nd place teams get medals.
- **Twelve Team Flights:** Three brackets of four (Red/Black/White). Play all teams in your bracket. The two First place teams with highest and second highest points play for championship. The First Place team with the least amount of points will play the Second place team with the highest amount of points in the third place match. A team trophy will be given to the champion, and 1st/2nd place teams get medals.

Rosters

Teams may register a maximum of twenty-six (26) players. A team may use up to the approved number of guest players but it is limited to the twenty-six (26) players total. A maximum of eighteen (18) players from the registered total may be used for any one game.

Players may be added to the official roster up until the official check-in. Once a team has been checked in, its Team Roster is frozen and no player may be added.

Guest Players

Teams may have a maximum of 3 guest players. A guest player is a player not on the team's US Club Roster or golden rod, or equivalent league roster. All guest players must have the Appropriate Guest Player or Player Loan Forms.

Guest Teams

The Tournament may accept a team as a Guest Team in order to fill a late vacancy in a flight. Guest Teams cannot advance out of their Bracket. Guest Team game results are predetermined to be a 2-0 against the Guest Team.

Game Check-In

After initial check-in, teams must check-in with the field marshals at the game sites at least thirty (30) minutes prior to each team's scheduled games. A team representative must be present the team's Player Passes to the Field Marshal so that the team may be checked in to play. The Field Marshal will verify player and equipment. Any player not in approved equipment will not be allowed to play until corrected. The Field Marshal will retain the team's Player Passes until completion of the game. A team who fails to properly check-in with the Field Marshal will forfeit that game.

Game Cards

Field Marshals will issue a game form for each game and deliver to referee. The referee will complete the card and return it to the Field Marshal after the game. Both coaches shall sign the game form prior to receiving their player passes back from the Field Marshal.



PETALUMA EMERGENCY CONTACTS:

EMERGENCY: 911

EMERGENCY cell phone calls: (707)762-2727

Petaluma Police Department

969 Petaluma Blvd. North

Petaluma, CA 94952

Non-Emergency Police (707)778-4372

Petaluma Valley Hospital

400 North McDowell Blvd.

Petaluma, CA 94954

(707) 778-1111

Petaluma Fire Department

198 D Street

Petaluma, CA 94952

(707) 778-4390

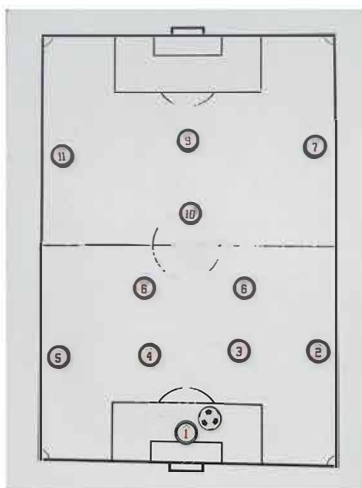
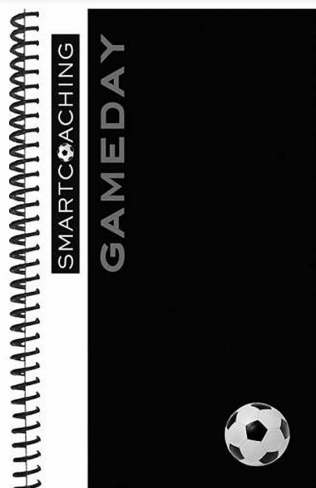
alternative emergency phone

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Team Tournament Photos provided by:

Tournament Logo Sales provided by:



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Saturday 8:00AM-4:00PM

Sunday 9:00AM-2:00PM



Mangia!

**301 S McDowell Blvd
Petaluma, CA
Phone: (707) 778-0116
Welcome!**

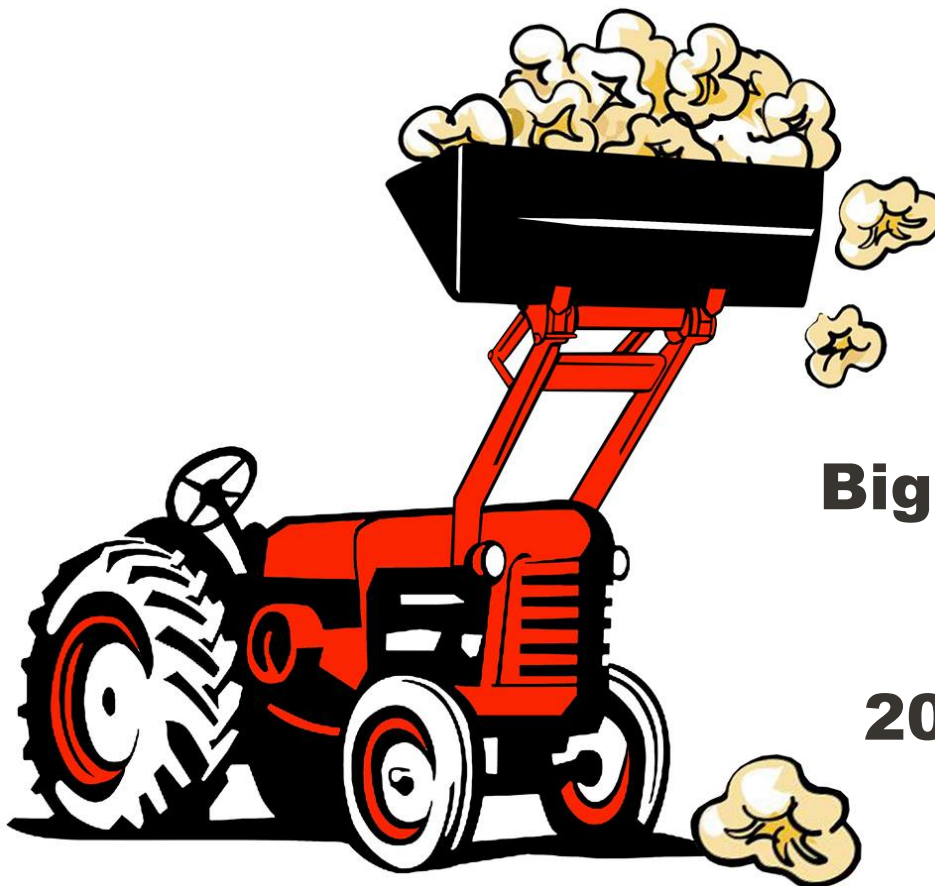


A business card for Timo Rivetti. The left side features a wooden background with a smaller version of the "Rivetti Team Real Estate Real Results" logo and the website www.TimoRivetti.com. The right side shows a smiling man in a dark shirt against a background of a vineyard at sunset. Contact information is printed in the top right: "call or text: 707-477-8396" and "email: TIMO@TIMORIVETTI.COM". At the bottom right, it says "Broker/Associate - CA BRE# 01240796" and the "kw" logo.

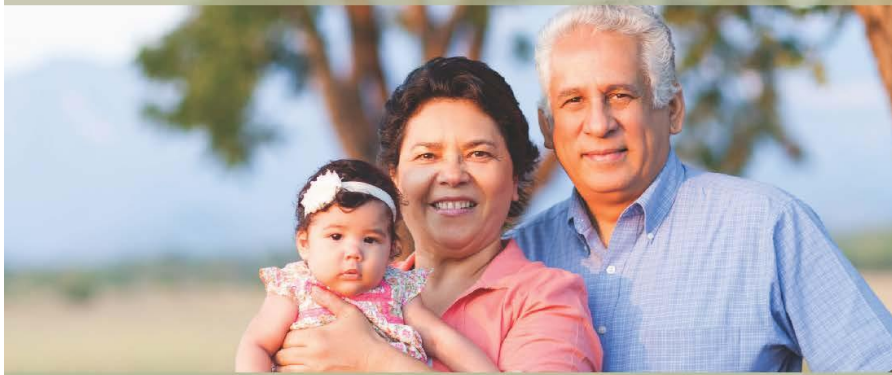
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Bridget Mackay

Call Bridget today 707.769.9975



Jamha Juice.



**Thank you for supporting
North Coast FC and
Petaluma Youth Soccer
League in Petaluma!**

