

# Procedural Items for 2010 KIB

## Please note this may change prior to tournament

**Check In** When you get to the tournament for your **first game** of your day be sure and **check in at the ref headquarters** before you go to your first game. Please be at the ref hdqtrs to check in a **minimum of 20 minutes before game time**. **If for some reason you will be late to the fields (especially for the 8:00 AM games) call to let me know you will be late.**

Check in with me, Robert Argo (533-2551) at the 1st Pavilion upon entering the WYSA complex.

- If you are at a location other than the main complex there will not be a ref coordinator.

### **Phone**

The cell I will be using for the tournament is 859-533-2551. If something happens and you need to call me during tournament weekend use that #.

### **Game Ball**

Home team supplies game ball. If they don't have a good one ask the visiting team for a ball.

### **Team Check in**

The 4<sup>th</sup> official will handle team check in and keep the player passes. Games without 4<sup>th</sup> officials the referee crew must check in players prior to game.

**Ejections** If you issue a red card at the KIB here is the procedures I would like you to follow. **DO NOT Keep the player/ coach card of the person you ejected.** Write down the info you need from the card and return the card to the team. If you have time as soon as the game is completed go to tournament headquarters located at the concession stand at the main complex and fill out the report. If you do not have time to do that then as soon as the game is over call 227-0373 (Stan Sizemore) and report the red card. As soon as you have some time between games fill out a referee report. The referee reports and supplementals will be in the tournament headquarters. Locations without a ref hdqtrs should call me immediately after the game to give me details about the red card. Then the referee should email me a copy of the report after they fill one out at their home. I do not need a supplemental report unless you issue the red card for violent conduct or serious foul play. If you have a serious injury I will need a report and supplemental.

### **Other items**

Bring a chair to use between games, bring something to carry water in for water between games.

Between games when you are not officiating please do not wear your uniform (referee shirt). If you have a child playing do not wear your uniform (referee shirt) while you watch the game.

You can download rules, maps, procedural items and ref schedules when ready from the web at <http://www.cksoa.org/kib/>

Food will be provided to referees at concessions. Identify yourselves to the workers in the concession and they will mark your name from a list. In general, one meal for every 3 games worked. Meal consists of drink, chips, candy bar and sandwich. Lunch will be brought to fields with no concessions.

**Parking** There is no designated ref parking

**Ref Pay** Field marshals will come around before the games and give you a scorecard and the ref pay. Someone should come by after the game to pick up the scorecard. It is the referee's responsibility to make sure the scorecard gets back to tournament headquarters.

It is extremely important that you get to your fields for your game as soon as you can. If you wait till the last minute to show up to the fields it causes a lot of confusion for the ref coordinator. If you get to your field and someone is late go ahead and get the coin toss and other pre game items done so the game can start as soon as all refs are present.

**Locations** Tournament will be played at 5 different locations: Woodford Soccer Complex (WSC), Falling Springs (FSP1 & FSP2), Midway College Soccer Field (MDW), Quebecor World Fields (QBR), Woodford County Middle School (WMS) directions on web at <http://www.kickinbluegrass.com/travel.html>

**Use a World Cup entrance for all finals on Sunday.**

**Please**

**Keep the games on time!!!! Keep the games on time!!!! Keep the games on time!!!!**

**Rules for the 2010 Kick In The Bluegrass**  
**All games will be played in accordance with the laws set forth by the FIFA/USYSA.**

Duration of Matches, Ball Size and Number of Players (pool play)

| Age     | R    | AR   | AR   | 4th  | Time     | Ball | # Players |
|---------|------|------|------|------|----------|------|-----------|
| U-9-10  | \$20 | \$15 | \$15 | NA   | 2-25 min | 4    | 6v6       |
| U-11-12 | \$25 | \$15 | \$15 | NA   | 2-25 min | 4    | 8v8       |
| U-13-14 | \$30 | \$20 | \$20 | \$10 | 2-30 min | 5    | 11v11     |
| U-15-16 | \$35 | \$25 | \$25 | \$15 | 2-35 min | 5    | 11v11     |
| U-17-19 | \$40 | \$30 | \$30 | \$15 | 2-35 min | 5    | 11v11     |

All games will be played with a running clock. Half-time will last 5 minutes.

**Championship games will play with standard USYSA lengths**

|         |          |         |          |         |          |
|---------|----------|---------|----------|---------|----------|
| U-9-10  | 2-25min  | U-11-12 | 2-30 min | U-13-14 | 2-35 min |
| U-15-16 | 2-40 min | U-17-19 | 2-45 min |         |          |

Teams will not be afforded warm-up time on the field to keep the matches on schedule.

**Semi-Finals**

Semi-Finals must have winner. In the event that a semi-final match ends in a tie, FIFA Kicks from the mark will determine the winner.

**Finals**

Finals will be played according to USSF Guidelines. Two five minute overtime periods played in full (NOT GOLDEN GOAL). If the game is still tied after two Overtime Periods, FIFA Kicks from the mark will determine the winner.

**Substitutions**

There is no limit to the number of substitutions during the match. They may be made at the following times and upon proper notification of the referee.

After a goal by either team.

Upon a goal kick by either team.

Half time.

In the event of an injury, by either team.

Throw-ins, your possessions or other teams possession if they are substituting.

Cautioned player. Both teams may substitute, as long as the offending team is substituting.

**Uniforms and Equipment**

Shin guards are required and socks must be worn to completely cover shin guards. All players must wear the same team uniform, each with a DIFFERENT NUMBER. If a uniform color conflict occurs, the home team will be responsible for changing uniforms.

**Blood Rule**

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be cleaned before the player may re-enter the game. The player MUST check-in with an official before re-entering the field of play.

**Inclement Weather**

Teams should have on Tournament record at least two mobile-phone contact numbers for direct communication with Tournament officials. Please have the team manager provide these numbers at registration.

\*\*\* NO PETS ALLOWED \*\*\*