



Middle School KAIAC Boys Soccer All-Star Jamboree October 27th, 2018

Yongsan International School of Seoul is proud to host this year's middle school boys soccer tournament. Below you will find important information for the tournament along with specific rules and guidelines.

Instructions

When you arrive at YISS, your bus will drop you off past the guard gate before you enter the parking garage. Please make your way up the large stairs to the soccer field. Each school will have a tent marked with their school name on it.

Coach's Meeting

We will have a brief Coaches Meeting **at 8:35 am** near the Coach's Table to cover tournament information, host and coach introductions, emergency protocol, and other important information. Each Team will receive their coach's packet at the meeting.

Tournament Set-Up

Each school will play two (2) games. The results from those games will be recorded and the top eight (8) teams will advance to the elimination bracket. This will allow for all teams to play a minimum of two (2) games, but no more than five (5).

Field Location & Set Up

Field 1 is on the West side closest to the Stairs and Water fountains. Field 2 is on the East side closest to the Tennis Courts. The goals will use Junior size goals (bigger than handball, smaller than regular size). The penalty box will measure 10 yards out and to the side of the goal. A line for goal kicks will be marked 5 yards from the goal.

Team Benches

The team listed first will be the home team and will sit on the side closest to the playground equipment. During elimination play, the team listed on top of the bracket will be designated the home team.

The team listed first will be the "Home Team" and will sit on the side closest to the playground equipment. The "Away Team" will be seated closest to the team tents. During elimination play, the team listed on top of the bracket will be designated the home team. The final will be rock, Scissor, Paper for the choice of a team bench.

Game Starts & Finishes

Each game is 25 minutes in length. Two 12-minute halves with a 1-minute halftime. All game start, end, and halftime will be with the **HOST WHISTLE/HORN**. Please have your

team ready next to the field on which you will play. Once your game is finished please exit the field immediately to make way for the next game. Teams can shake hands between the fields (sidelines). The area between the fields is to be used as the sidelines for teams that are playing only.

Game Scoring & Seeding

Each game will be scored in the following format: 3 points for a win, 1 point for a draw and 0 points for losses. Advancement will be determined by the number of points after open gameplay.

Tie Breaking Procedures

If there are two (2) or more teams that are tied they will follow the following tie-breaking procedure. This will be used to determine what teams will advance.

1. Total Points
2. Head-to-Head Results
3. Total Goals Surrendered (in all games)
4. Total Goal Differential (in all games)
5. Total Goals Scored (in all games)
6. Coach Rock, Scissor, Paper

Referees

YISS/MS KAIAC will attempt to cover the officiating load with paid referees, but it is also the responsibility of each participating team to provide at least one adult (coach or parent) that is able to officiate.

Soccer Balls & Pinnies

YISS will provide all soccer balls and pinnies needed for the day. Please do not bring warm-up soccer balls to the tournament.

YISS Campus

Parents, students, and fellow teammates are encouraged to cheer on their teammates but are also asked to stay on the soccer field for the duration of the tournament. All playground equipment should only be used under the supervision of an adult. Students going anywhere except the soccer field and restrooms in the athletic building must have a YISS representative with them

Food and Drink

Our MS PTO and Boosters club will be providing a concessions stand at the base of the stairs leading to the soccer field. All food must stay in the designated eating area. No food or drinks are to be on the soccer field. Water and water bottles are allowed. Please help us keep the campus clean by encouraging others to use the large trash cans located on the grounds.

Restrooms & Locker Rooms

The restrooms are located in the athletic building on the 1st and 2nd floors. Restrooms may also be used to change since the locker rooms will not be available that day for use by MS athletes. Please understand space is limited and athletes are encouraged to come dressed in their game uniform.

Nurse/Medical Emergency - (Nurse Han - 010-9489-3353)

- **Minor Injury** - A nurse will be available in the athletic building
- **Major Injury** - The First Responder should provide care until the nurse or trained medical personnel arrives. If deemed serious 119 should be called.

Inclimate Weather

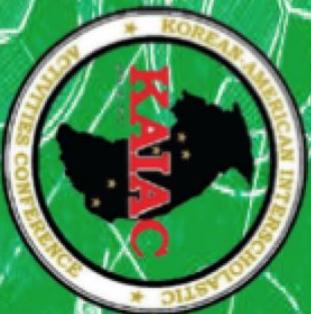
- **Light Rain** - The tournament will continue
- **Heavy Rain** - The tournament will continue, but must be played with caution
- **Lightning** - All athletes will proceed indoors to the athletic building and await instructions from the host and coaches. The tournament will be delayed 30 minutes from the last sight of lightning. During a game, if lightning is spotted, the game will be delayed. If resumed, the game will finish with however much time was remaining and the score as it was prior to the delay.

Emergency Procedures

- **Fire**
 - *On Field* - Students will proceed down the large stairs and proceed to the Upper Bus Parking Lot
 - *Main Building* -
 - If students on Field - Students will proceed to the Tennis court on the Far end of the soccer field and assemble there with their teams.
 - If students on the course - Students will proceed to the Upper Bus Parking lot on the far end of campus

I look forward to a great day. If you have any questions please feel free to contact me.

J.J. Davis
MS Athletic Director
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2018 Middle School Kaiac Cup

Tournament Schedule

	FIELD 1		FIELD 2	
	9:00	APIS	SIS	CDS
9:30	DSS	YISS	DCSL	GSIS
10:00	CI	KIS	TCIS	CDS
10:30	DCSL	SFS	DSS	GSIS
11:00	APIS	YISS	SIS	KIS
11:30	TCIS	CI	OPEN	
12:10	#1 SEED	#8 SEED	#2 SEED	#7 SEED
12:40	#3 SEED	#6 SEED	#4 SEED	#5 SEED
1:15	#1/#8	#4/#5	#2/#7	#3/#6
1:50	FINALS			



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Elimination Bracket

#1							
FIELD 1@12:10							
#8							
Semi-finals FIELD 1@1:15							
#4							
FIELD 2@12:40							
#5							
#3							
FIELD 1@12:40							
#6							
Semi-finals FIELD 2@1:15							
#2							
FIELD 2@12:10							
#7							
							CHAMPIONS

Soccer All-Star Jamboree Guidelines

For developmental tournaments, officiating is expected to be at a higher level than jamborees due to having more advanced players. Schools are expected to provide adults knowledgeable in the sport to ensure the safety of the players is maintained. Furthermore, referees are expected to strictly enforce rules more so than at jamborees. No warnings will be issued on violations of play. Only issues dealing with sportsmanship may receive a warning. Below are the rules of emphasis:

1. Tournament Set-up

- 1.1. Each school will determine the eligibility for the members of its team. Teams may have a maximum of 14 players.
- 1.2. Games will be 25 minutes in length: two 12-minute halves and 1-minute halftime.
- 1.3. Opening possession will be determined by rock-paper-scissors. The other team will begin the second half with possession.
- 1.4. Wins count as 3 points, draws 1 point, and losses as 0 points. Goals differential will also be kept in case of a tie during pool play. Tournament play will be single-elimination. Results will be recorded on a whiteboard or other visible display throughout pool play.
- 1.5. If tournament games are tied after regulation, the game will immediately go to penalty kicks. (See Article 6 below)

2. Major fouls - all fouls will result in indirect kicks, with the exception of penalty kicks.

Examples of major fouls are:

- 2.1. Unnecessary physical contact
- 2.2. Deliberate handballs out of the goal box
- 2.3. Unintentional handballs that result in an advantage
- 2.4. Kicking or attempting to kick an opponent
- 2.5. Striking or attempting to strike an opponent
- 2.6. Pushing an opponent
- 2.7. Charging an opponent
- 2.8. Tripping or attempting to trip an opponent
- 2.9. Jumping at an opponent
- 2.10. Holding an opponent
- 2.11. Slide Tackling will NOT be permitted
- 2.12. Use of inappropriate language or other unsportsmanlike conduct

3. Other violations

- 3.1. Defense kicking ball to their own goal - an indirect kick awarded from 18 yards straight out
- 3.2. Offsides - will **not** be called. The defense is responsible for keeping track of offensive players.
- 3.3. Throw-ins - both hands behind head and both feet on the ground; violations will result in a change of possession

4. **Penalty Kicks** - placed 10 paces from the goal line
 - 4.1. Intentional handballs in the goal box - the team may be awarded a penalty kick if it was a clear attempt to stop a goal.
 - 4.2. The goalie must have heels on the goal line
 - 4.3. During the PK, the referee should stand on the goal line
 - 4.4. The player that committed the foul resulting in the penalty kick should be substituted out of the game. The player can be substituted back into the game upon the request of the coach at a legal substitution time.

5. **Scores from dead balls**
 - 5.1. All fouls are considered indirect kicks. Another player must touch the ball after an indirect kick in order for a goal to be scored
 - 5.2. A goal will be awarded if the play originates on a goal kick and no other player touches the ball
 - 5.3. A goalie punt is not a dead ball thus will count if no other player touches the ball
 - 5.4. No goal is awarded from a direct throw-in; the ball must touch another player in order for a goal to be scored

6. **Substitutions** -
 - 6.1. Teams are allowed unlimited substitutions during legal substitution times
 - 6.2. Players will report to a designated area between the two teams; teams must be on the same sideline of the field.
 - 6.3. Substitutions should occur only on dead balls.
 - 6.4. Only during dead ball - goalie possession does not constitute a dead ball
 - 6.5. Must be within 10 seconds or the referee may resume playing with the current players

7. **Penalty Kicks at the end of regulation**
 - 7.1. Pool play games will not use PKs under any circumstances
 - 7.2. Only elimination games will use PKs if games are tied at the end of regulation
 - 7.3. Only players on the field at the end of regulation may participate in PKs
 - 7.4. The distance will be 10 paces from the goal line
 - 7.5. The referee should mark the spot with an object to maintain consistency
 - 7.6. One referee should stand on the goal line
 - 7.7. The goalie must have heels on the line
 - 7.8. Each team will receive five kicks
 - 7.9. If there is no winner after five kicks, PKs will continue in sudden death

8. **Overtime** - Championship game only
 - 8.1. Teams should agree before the championship game if the game ends in a tie after two halves, a five-minute overtime will be played
 - 8.2. Overtime will not be Golden Goal
 - 8.3. If after five minutes of overtime no team wins, the match will proceed to penalty kicks