



2018
Chequamegon Bay Soccer Jamboree
Sponsored by the Chequamegon Bay Soccer Club

Chequamegon Bay Soccer Jamboree Rules and Information

Field Location:

All games will be played at the Washburn Soccer Complex located at 29250 County Road C, 3.5 miles outside of Washburn, Wisconsin. As you enter Washburn, turn left onto County C and keep driving until you see the fields on the right hand side of the road (about 3.5 miles).

Based upon the number of teams entering the Jamboree these locations may change. A final game schedule and field location will be e-mailed to the club contact of all registered teams by September 18.

Jamboree Check In: All teams are required to have medical authorizations for each player for inspection at registration and games. Registering your team for the Jamboree is a fairly easy task. The whole procedure will take about 5 to 10 minutes if everything is in order. Check in will take place at each venue, depending on the location you are playing at. Look for the registration table.

Here are the easy to follow steps that should be taken to ensure a quick procedure.

1. Arrive about 50 minutes before your first game. The Jamboree headquarters will be open in Washburn fields at 8:00 am on Saturday.
2. Present 2 copies of your finalized team roster for the event, including all players that will take part during the event. Make sure to not exceed the limits set for the number of players per team. One copy of the roster will remain at registration and the other will be stamped as official and returned to you for use during games.
3. The staff may ask to see medical health forms to verify that all players have parental medical release for treatment.
4. Enjoy the games and the Jamboree.

Cancellations: Games will be canceled if severe weather is present or if there is a torrential down pour rain that results in excessive water on the fields. Games will be played in a periodic rain or a light rain condition. Please call Mark Hart (715)292-0852 for information about game cancellation. If the Jamboree is canceled it will not be made up and entry fees will be refunded if the Jamboree has not begun. If the Jamboree has begun, a partial refund will be returned.

Concession Stand: A food booth will be set up at Washburn. A lunch menu and beverages will be available at the booth. Referees will be provided a free lunch and beverage.

Referees and Assistant Referees:

In matters concerning the conduct of games, the referee's decision is final. Protests will not be allowed.

- Questions about player eligibility must be made prior to the beginning of a game.
- In all other matters concerning the Jamboree, the site Jamboree Director's decision is final.

The Jamboree will follow modified FIFA guidelines except as modified herein.

Number of Players: U10 teams will play 7 a side including the goalie (minimum of 5). U12 will play 9 a side including the goalie (minimum of 6). U15 will play 11 a side (minimum of 7).

Game Duration:

- U10 20 minute half, and a 5 minute half time break.
- U12 25 minute half, and a 5 minute half time break.
- U15 30 minute half, and a 5 minute half time break.



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Substitution: Open and free substitution is allowed on any stoppage of play. Substitutes shall report to the centerline for referee recognition, and for permission to enter the field of play.

Rosters/Borrowing Players: Borrowing players from other teams are not permitted without permission prior to the jamboree date. Players “playing up” a division must be within 2 years of the age of that division. Players may not “play down a division. Teams will be required to submit two finalized official rosters at the beginning of the Jamboree during check-in, and only those players listed on the roster may play on that team. Roster maximum numbers:

U10 14 players U12 16 players U15 18 players

(Note: the intent of this provision is to prevent teams from “padding” their team with the best players from eliminated teams as the Jamboree progresses. As long as a player is listed on the roster of a single team within a division, prior to the start of the Jamboree, they will be able to play, even if they are not able to play in every game. We shall provide medals based on the maximum roster, teams that show up with more players may not receive one for each player.)

Everyone Plays: Every player present at the Jamboree should play at least a half of a game.

Size of field: (Approximate) U10 (60 x 40), U12 (80 x 50), U15 (85x50) or full size depending on the location. There is no ‘build out line’ on the U10 fields, and the associated rule will not be implemented.

Slide Tackle: Slide tackle is allowed for all age-levels. If it is done in a dangerous manner, the referee will award a direct or indirect free kick depending on the circumstances of the play.

Heading: Intentional heading will not be allowed in games that have players aged 10 years or younger, including U12 brackets with U11 players. When a player in an underage game deliberately heads the ball, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play will continue.

Late teams: Games will start as scheduled. A 10-minute grace period will be allowed for late teams, and then the game will be forfeited. If a game starts late, it will be shortened by half of the late time. Forfeited games will be recorded as a 1-0 win for the team that is present.

Jamboree format: The first round will consist of pool play. A point system will be used to determine advancement to the finals: 6 points for a win. 1 point for a shutout, 3 points for a tie, up to 3 points each game for goals scored. A 0-0 game will be 4 pts for each team and a forfeit recorded as a 3-0 win. The top 2 teams will advance to final round play. This Jamboree format is subject to change based upon the number of teams that enter at each division.

Game Reports: At the conclusion of a game, referees will present the game report to the coach of each team for verification. Coaches are asked to review the game report and sign it. In the event of a disputed game report, that cannot be resolved in a civil manner at game end, the report will be presented to the site coordinator for resolution. Game reports signed by both coaches are the final and absolute record of the match.



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Tie breaker system:

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| 1st | Head to head competition. |
| 2nd | Goal differential (NOTE: no more than +3 goals per game will be awarded) |
| 3rd | Total number of goals scored. |
| 4th | Total number of goals allowed. |
| 5th | Shoot Out. |

Playoff and Championship Tie Breaker: During the quarter, semi or final matches, if the game ends in a tie, two 5 minute overtime periods will be played (both overtime periods must be played. There is no “golden goal” during overtime). If the game is still tied after two completed overtime periods, a “kick from the mark” procedure will be followed:

1. The referee chooses the goal at which the kicks will be taken.
2. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
3. The referee keeps a record of the kicks being taken.
4. Subject to the conditions explained below, both teams take five kicks
5. The kicks are taken alternately by the teams.
6. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
7. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
8. Only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
9. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

Forfeits will count as a 1-0 win for the team that was present and a 1-0 loss for the team that did not show.

Good Sportsmanship: This is a youth soccer Jamboree and we strongly require coaches, players, and spectators to adhere to a strict zero tolerance policy for disruptive behavior. Any person using any method, verbal, physical, or otherwise in manner not consistent with Fair Play and the Spirit of the Game will be asked to leave the complex. Any such ejection will cause the team from which said person is associated to lose one point in the standing and may subject said individual from being prohibited from attending future games. Simply put, lets encourage the players to put their best performance and the let the officials, volunteers, and others associated with the Jamboree strive to do their best as well. Verbal assaults and negative comments directed to others simply will not be tolerated.

Positive Coaching: Please keep the sidelines positive, encouraging, and instructional. This Jamboree is for the kids to have fun in a supportive family environment. Coaches, referees, and parents need to work together as a team to make sure our players go home with a smile on their face and joy in their heart.

Bench Personnel/Spectators: Only those persons named on the team roster may be in the bench area or on the side of the field where the teams sit. Each team is allowed one coach and two assistant coaches on the roster. Spectators and parents must sit on the opposite side of the field as the team benches.

Awards: U15, U12 and U10 teams will receive medals for first, second place. Teams should not leave until they pick up their medals/ribbons. Medals/ribbons will be awarded at the conclusion of the championship games.

Phone numbers: The number for the Washburn field is (715) 292-0025 or 715-292-0852.

