

# Sacramento Valley Women's Soccer League





#### **Presents**

# 11th Annual Women's Post-Season Indoor Soccer Tournament

# Saturday, December 7, 2019

Indoor Soccer Arena (ISA) 2000 4670 Aldona Lane Sacramento, CA 95841 (916) 489-5000

isa2000@letsplaysoccer.com

Olympus Sports Coliseum 4350 Pell Drive, Suite 160/170 Sacramento, CA 95838 (916) 666-9471

olympussports.net

#### **TEAM FEE & APPLICATION DEADLINE:**

Early Registration – \$225 team fee (Over 60 \$200) & application due by 5PM on Saturday, October 19, 2019.

Regular Registration – \$275 team fee (Over 60 \$250) & application due by 5PM on Saturday, November 2, 2019.

Late Registration - <u>\$300 team fee (Over 60 \$275) & application received after 5PM on Saturday, November 2, 2019</u>, considered only if space is available.

Rosters – with birthdates – are due on Saturday, November 2, 2019.

Divisions will be determined based on demand for Recreational A, Recreational B, Recreational C, Over 30, Over 40, Over 50, and Over 60 (5 v 5). Must have four teams for a division.

Players may dual roster on two teams in two different divisions.

<u>No</u> schedule considerations will be given to dual-rostered players or teams.

NOTE: LIMITED SPACE AVAILABLE.
ONCE A TEAM HAS BEEN ACCEPTED, REFUNDS WILL NOT BE ISSUED.

Submit applications and rosters to Denise Osier.

Make checks payable to SVWSL (Sacramento Valley Women's Soccer League) and mail to:

Denise Osier, 1996 Maverick Drive, Plumas Lake, CA 95961

DeniseOsier@att.net

INFORMATION: www.SVWSL.com or check us out on Facebook! http://www.facebook.com/SVWSL



#### **Team Application Form**

#### Application must include:

- \$225 team fee (O60 \$200) and be postmarked Saturday, October 19, 2019.
- \$275 team fee (O60 \$250) and be postmarked Saturday, November 2, 2019.
- \$300 team fee (O60 \$275) for applications received after Saturday, November 2, 2019.
- Rosters due Saturday, November 2, 2019.

TEAM NAME:						
OTHER TEAM NAMES:						
LEAGUE:	DIVISION:					
TEAM MANAGER'S NAME:						
HOME PHONE:	CELL PHONE:					
E-MAIL ADDRESS:						
TOURNAMENTS COMPETED IN (IF ANY) AND POSITIONS FINISHED						
DID 4 OR MORE PLAYERS PLAY TOGETHER IN THIS TOURNAMENT LAST YEAR?						
STANDING IN LAST SEASON LEAGUE PLAY - (Please include copy of league standings if						
available to help us in placing divisions appropriately):						
UNIFORM JERSEY COLOR:	IFORM JERSEY COLOR: BACKUP JERSEY COLOR:					
ONI ONIVIDENCE I COLON.	Broker delicer delete.					
<b>DIVISION PREFERENCE:</b>	FIRST CHOICE	SECOND CHOICE				
REC A						
REC B						
REC C						
OVER 30						
OVER 40						
OVER 50 OVER 60						
UVER 60						

OVER 30 – All players must turn 30 by December 31, 2019 (born on or before 12/31/1989).

OVER 40 – All players must turn 40 by December 31, 2019 (born on or before 12/31/1979).

OVER 50 – All players must turn 50 by December 31, 2019 (born on or before 12/31/1969).

OVER 60 – All players must turn 60 by December 31, 2019 (born on or before 12/31/1959).

<sup>\*</sup>Rec A Only – must be 16 by December 7, 2019 (born on or before 12/07/2003)

<sup>\*</sup>ALL players on teams other than Rec A - must be at least 18 by December 7, 2019 (born on or before 12/07/2001).



## 2019 Team Roster - Submit no later than Saturday, November 2

Team Name:	 Division:	

#### Instructions

- 1. Teams must register and receive a confirmation of acceptance to be eligible for the tournament.
- 2. Once roster has been submitted, teams will be allowed a maximum of three player replacements (drop <u>and</u> add) or additions up until the start of the first game. For convenience, these changes may be made via e-mail prior to registration/check-in. Once a player has registered/checked-in/participated in a tournament match, that player may not be replaced on the roster. However, the Tournament Committee reserves the right to make exceptions in the case of injury.
- 3. To be eligible to play, each player must read and sign the Waiver, Release, and Indemnity Agreement at tournament registration (on site).
- 4. Players will need to register 20 minutes prior to game time. A California's driver's license or a recognized league player pass with photo and birthdate\* is acceptable (no exceptions).
- 5. Please keep a copy of the completed roster initially sent in by the deadline.

	Print Name	Birthdate	Signature	Email
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
CHG 1				
CHG 2				
CHG 3				

<sup>\*</sup>Rec A Only – must be 16 by December 7, 2019 (born on or before 12/07/2003)

OVER 30 - All players must turn 30 by December 31, 2019 (born on or before 12/31/1989).

OVER 40 - All players must turn 40 by December 31, 2019 (born on or before 12/31/1979).

OVER 50 - All players must turn 50 by December 31, 2019 (born on or before 12/31/1969).

OVER 60 – All players must turn 60 by December 31, 2019 (born on or before 12/31/1959).

<sup>\*</sup>ALL players on teams other than Rec A - must be at least 18 by December 7, 2019 (born on or before 12/07/2001).



#### Rules

- Playing rules of the individual arenas will apply.
- Outdoor cleats are NOT allowed.
- Games will start on time.
- Players will need to register 20 minutes prior to the game time.
- Rec A Only must be 16 by December 7, 2019 (born on or before 12/07/2003)
- ALL players on teams other than Rec A must be at least 18 by December 7, 2019 (born on or before 12/07/2001).
- Maximum of 13 players per team.
- Three (3) games will be scheduled.
- Games will consist of two 15-minute halves.
- Teams will receive a forfeit if they fail to take the field after five (5) minutes of scheduled start.
- Teams will consist of five (5) field players and one (1) goalie. Teams will receive two (2) minute penalty if there are more than six (6) players on the field, unless it's an extra player due to excess goal differential (described below).
- Teams that are up by four (4) goals will remove a player from the field (play short a player). The player may be returned to the field when the differential returns to two (2) goals.
- No slide tackling (any part of the body other than feet touching the carpet is considered a slide tackle, with the exception of the goalie.)
- Player may dual roster on two teams in two different divisions. NO consideration will be given to dual-rostered players or teams.

### **TOURNAMENT PROCEDURES:**

- TEAM CONFIRMATION: CONFIRMATION EMAILS WILL BE EMAILED BY SATURDAY, NOVEMBER 9, 2019. A follow-up email, including schedules noting location, maps and other pertinent tournament details, will be emailed by Monday, November 25, 2019.
- ROSTER DEADLINE: UPON CONFIRMATION OF ACCEPTANCE, A ROSTER WILL BE REQUIRED BY SATURDAY, NOVEMBER 2, 2019. If roster changes are required, up to three (3) additions to the roster will be allowed during tournament registration.
- NOT SELECTED: Teams that are not selected may elect to a) receive a refund in full or b) request placement on a waiting list in the event an opening occurs. If not placed, teams will be provided fee refunds at the completion of the tournament.

#### **OTHER NOTES:**

- If you plan to wear a knee brace, hard surfaces must be covered by 1/4-inch closed-cell slow recovery rubber or equivalent material (neoprene sleeve).
- Jerseys and alternate color jerseys are required, but do not need to be numbered.



## **Point System and Tie Breaking Rules**

#### STANDINGS:

- 0 point for a loss
- 1 point for a shutout
- 1 point per goal up to 5
- 3 points for a tie
- 6 points for a win
- 8 points maximum for a forfeit (score 1-0)
- 12 points maximum per game

#### **BREAKING TIES:**

- Head to head record
- Team with least goals scored against
- Team with most goals scored for up to five per game

#### **SPORTSMANSHIP PLAY**

- If a team gets up by four (4) goals over the opponent (example, 4-0), the team with the most points loses a player until the goal differential is two (2) goals (example, 4-2). This rule is intended to reduce teams running up the score.
- Remember only 5 goals scored in a game count for game points. Any more than that will have no bearing on the standings. Please DO NOT run up the score!