

# Acceptance Package



Official Sponsor





## Durango Youth Soccer Association

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Dear Players, Parents and Soccer Fans,

Welcome to the 17<sup>th</sup> Annual Durango Shootout Soccer Tournament. While partaking in the great game of soccer this weekend, we invite you to take a moment to enjoy a bit of what makes Durango a vacation destination. Durango is the best, little city in the southwest, and has plenty to offer in food, shopping, activities and entertainment.

Every year, the Shootout attracts teams from all of the Four Corners states, offering a great variety of competition. Many of you return year after year, and for that we thank you. The success of the Shootout is dependent on your positive experience, and with that we strive to offer the best in sportsmanship, settings, scheduling, refereeing and head-to-head competition. All of this is made possible through the dedicated volunteer work of the Durango United members and the greater Durango community.

As our annual fundraiser, The Durango Shootout is key to the success of the Durango United and one of the largest sporting events in Durango, it is equally important to the community. So, on behalf of all the members of our club and the citizens of Durango, I welcome you. Have a fun and safe weekend.

Sincerely,

Charlie Milliet  
President  
Durango Youth Soccer Association

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# Welcome to the Durango Shootout!



PLAYERS: Wear your team jersey or team shirt when you visit the Rocky Mountain Chocolate Factory store on Main Street in downtown Durango and receive 1 free one-topping caramel apple with the purchase of \$15 or more

Rocky Mountain Chocolate Factory  
561 Main Street  
Durango, CO 81301

970-259-1408 [www.rmcf.com/CO/Durango00001](http://www.rmcf.com/CO/Durango00001)  
visit us on facebook at [facebook.com/rmcfdurango](https://facebook.com/rmcfdurango)

# REFEREE?



## SIGN UP NOW!

<https://www.gotsport.com/asp/officials/register.asp?EventID=13056>

### Questions?

Contact Referee Assignor

Loren Wickstrom

970-749-9703

or

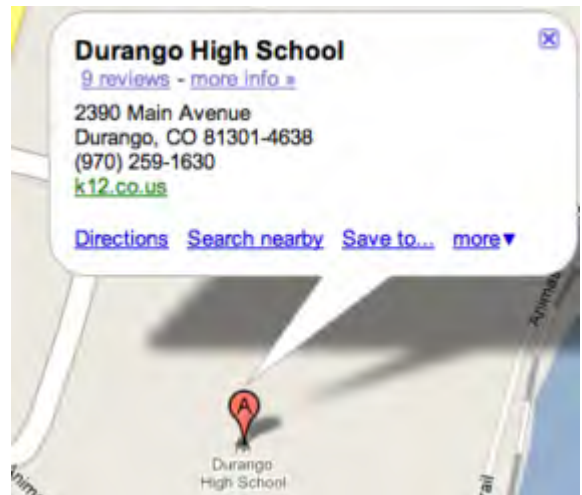
shootoutref@gmail.com

# PASTA DINNER

@ DURANGO HIGH SCHOOL  
SATURDAY, MAY 7TH  
5:30PM - 8:30PM



FUNDRAISER  
FOR THE DHS  
BOY'S SOCCER  
PROGRAM!



**\$8**

PP AT THE DOOR

BRING 10 PLAYERS OR MORE AND YOUR COACH EATS FOR FREE!

COME TALK SHOOTOUT TACTICS  
OVER TEAM DINNER!

CONTACT HEAD COACH KENNY WOOD  
[KEN@DEMONSSOCCER.COM](mailto:KEN@DEMONSSOCCER.COM)

# Check-in

**WHERE:** Double Tree Hotel  
501 Camino Del Rio  
Durango, CO 81301  
(970) 259-6580  
(Google Maps - <http://bit.ly/9Dajbq>)

**WHEN:** Friday, May 6th 2011 from 5:00pm - 9:00pm

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## What You Need To Bring

**ALL** teams must send a representative to attend **Check-in** on Friday night.

### **You MUST have the following:**

1. **Two (2) team-rosters** for (1) the Durango Shootout administrators to keep that includes a listing of all guest players and (2) one to submit to referees prior to each game. Team league rosters must contain the players' name, date of birth, US Youth player identification number, and the signature/stamp of the Club Registrar.

2. Laminated coach/assistant coach & player cards with the individual's picture. All guest-players must have a player card too.

#### **Front:**

- State
- Member - This should state whether it is a "Player" or "Coach"
- Player's name
- Date of birth
- Team name
- Age group
- Seasonal year

#### **Back:**

- Current photo
- State/Club Registrar's signature or stamp

Each coach and assistant coach shall have his/her own member pass containing the same information as is required on a player pass (A coach-pass need not include date of birth). These passes are to comply with US Youth requirements.

3. Club registration form to accompany all rostered players and guest players.

4. A medical release for each player. This medical release form must include information about the player's medical conditions, allergies, insurance policy info, physician name and contact.

5. Teams from Region IV are **not** required to submit permission to travel forms.

Region IV states include: Alaska, Arizona, California North, California South, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, Wyoming.

Your state, however, may require that you notify them of your travel. For example, the NMYSA e-travel system:

<http://www.nmysa.net/LeftNav/tournaments/etravel.htm>

**6. To protect the identity of players, birth certificates are not required.**

Proof of birth date shall be a statement from the club registrar stating that the players' birth dates as listed on their player cards has been verified by the registrar.

7. Guest Players: Guest players will require the same credentials as rostered players. The Durango Shootout does not require guest players from Region IV to provide permission to travel documentation.

Your state, however, may require that you register guest players. For example, the NMYSA e-travel system:

<http://www.nmysa.net/LeftNav/tournaments/etravel.htm>

## Rules

### Mandatory Check In

Mandatory Check In takes place on Friday evening. Teams will be notified of the time and location of the Mandatory Check In. Failure to check-in results in automatic disqualification (without refund of fee) from the tournament. Games not played by a disqualified team will be classified as "Forfeits" or "Byes" as determined by the Tournament Director.

### Rosters

U10 Teams may register a maximum of twelve (12) players

U11 and U12 Teams may register a maximum of fourteen (14) players

U13 and older teams may register a maximum of eighteen (18) players.

A team may have up to four (4) guest players. Teams utilizing guest players are limited to the maximum roster sizes listed here.

## Rules of Play

### FIFA Laws

FIFA Laws of the Game apply as modified by USYSA as described herein.

U10 teams will **not** play offside and will only have one referee.

U11 and U12 teams **will** play offside, and will have three referees.

U13 teams and older **will** play offside, and will have three referees.

## **Duration**

Duration of games and overtimes (by halves) and ball size are as follows:

*Penalty Kicks immediately follow the game. Players taking the penalty kicks may be chosen from the whole team.*

### **U10, U11, U12**

Prelim (group stage)	25 minutes
Semi-finals	25 minutes
Finals	30 minutes
Overtime (per half)	5 minutes
Ball size	size 4

### **U13, U14**

Prelim (group stage)	30 minutes
Semi-finals	30 minutes
Finals	35 minutes
Overtime (per half)	7 minutes
Ball size	size 5

### **U15, U16, U17, U18, U19**

Prelim (group stage)	35 minutes
Semi-finals	35 minutes
Finals	40 minutes
Overtime (per half)	10 minutes
Ball size	size 5

**Please Note:** For the purpose of scheduling, the Tournament Director reserves the right to shorten the rest period between games when required.

*\* Preliminary Games may be terminated five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is complete upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination. A preliminary game can end in a tie.*

*\*\* Semi-final or Final games, if tied after regulation, continue with up to two overtime halves. A goal scored during overtime ends the game (Golden goal). If a tie still exists after overtime halves in a Semi-Final or Final game, Penalty Kicks determine the winner.*

## **Halftime**

Halftime is five (5) minutes.

## **Substitution**

Free substitution is allowed in all age groups; however, teams may substitute only with the referee's permission, only by entering at the half line, and only at the following times (including overtimes):

1. Prior to a throw-in, by the team in possession
2. Prior to a goal kick, by either team
3. After a goal, by either team
4. After an injury when the referee stops play, by either team
5. At halftime, by either team
6. On a caution, only the cautioned player may be substituted at that time.

## **Player's Equipment**

Shin guards are mandatory for all players. It is at the Referee's discretion to allow a player to play wearing an orthopedic cast or hard brace.

## **Coaching**

All coaches have total responsibility for the conduct of their players, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- All coaches and substitute players remain outside of the area within ten (10) yards of the half line, except for players entering and exiting the field
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators
- No coach, substitute, or spectator uses profanity or incites in any manner, disruptive behavior.

## **Cautions and Ejections**

A player receiving two cautions (Yellow Cards) in a single game is considered to have received an ejection (Red Card) for the purpose of awarding points for the tournament competition. A player who has been ejected (sent off) cannot be replaced. A player or coach who has been ejected cannot return for the game and is not allowed to participate in the next scheduled game. A player who is ejected for violent conduct or serious foul play is not allowed to participate in the next two (2) scheduled games. Any player or coach who assaults a referee is expelled from the tournament. For the purpose of this tournament, a coach can be carded.

## **Suspended Games**

If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team forfeits that game and

may be suspended by the Tournament Director from all remaining games. All previous points earned remain as played. Additionally, the home league and state association are contacted as appropriate.

### **Injury**

A delay of the game due to injury results in appropriate time being added to the full game time, based on the judgment of the referee; however, all preliminary games are terminated not less than five (5) minutes prior to the scheduled start of the next game.

### **First Aid**

First Aid services are available at all fields during the tournament. A Field Marshall is on site to direct participants to first aid services as well as to other medical and ambulance services. Ice is available for player injury use.

### **Tournament Competition Determining Winners**

Teams are awarded points on the following basis:

Six (6) points for each win

Three (3) points for each tie

Zero (0) points for each loss

One (1) point for each goal scored up to a maximum of three (3) per game

One (1) point for each shutout

Minus one (1) point for each player or coach ejected

A 0-0 tie is scored as four (4) points for each team (3 for the tie, 1 for the shutout)

In the event of a tie in points at the end of bracket play, the winner for advancement or placement play is determined as follows:

1. The winner in head-to-head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most shutouts
6. Goal differential
7. A drawing by lots (As recommended by the Colorado Youth Soccer tournament manual)

In the event of a three-way tie at the end of bracket play, the winner for advancement or placement is determined as above, without consideration for comparison of head-to-head competition to eliminate one team. Advancement for the remaining two teams is determined as above with consideration for head to head competition.

# Pre-Game Check-in

## Player Cards & Roster

Player cards and copy of tournament roster **must** be provided to referee at on-field pre-game check in. Teams failing to provide the following will forfeit game(s) 1-0.

The referee will return player cards and tournament roster to their respective coaches at the completion of the game.

## Home Team

The home team is the team that appears first on the game schedule. The home team supplies the game ball, which is subject to referee approval. The home team is required to switch to alternate jerseys if a color conflict as declared by the referee. If the home team cannot supply alternate jerseys, the home team forfeits the game. Both teams must be located on the same side of the field and spectators on the other side of the field. The home team chooses the team side of the field and the half of the field where the home team will be situated.

## Forfeits and Byes

Teams failing to report ready to play within five (5) minutes of the scheduled kick-off time, home teams unable to supply alternate jerseys, or teams failing to register at Mandatory Check In forfeit the game(s) with a score of 1-0. The winner is awarded eight (8) points (6 for the win, 1 for the goal, and 1 for the shutout). The same points are awarded for a bye.

## Protests

No protests are allowed.

## Disputes

The Tournament Director or his designee settles all disputes and the decision is final.

## Inclement Weather Contingency Plan

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the first priority. The second priority is to protect Durango's limited fields and facilities. All decisions are guided by these principles. Coaches are asked to remain flexible because there may be opportunities to switch game locations to facilitate successful completion.

Modified game schedules do not affect tournament scoring.

As a result of inclement weather, the Tournament Director may implement one of the following:

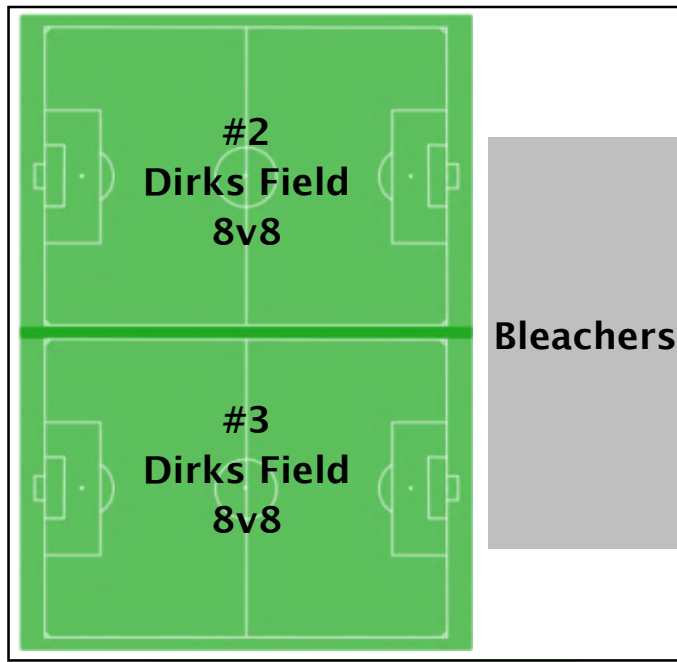
1. Eliminate pre-game warm-ups on the field (to protect the field), game times

to continue as scheduled.

2. Eliminate pre-game warm-up on the field (to protect the field) and shorten all first-round games to no less than 15-minute halves . If the interruptions alter the schedule so that 15-minute halves are not possible, the games are decided by Penalty Kicks in accordance to FIFA law.

The Tournament Director, Field Marshals and/or Tournament Officials make all inclement weather decisions. Coaches will be informed of any anticipated changes in the schedule during player check-in or as soon as possible prior to scheduled games.

# MAP OF FORT LEWIS COLLEGE



Scorekeeper & Referee Tent



Vendor Village



FLC FOOTBALL PARKING



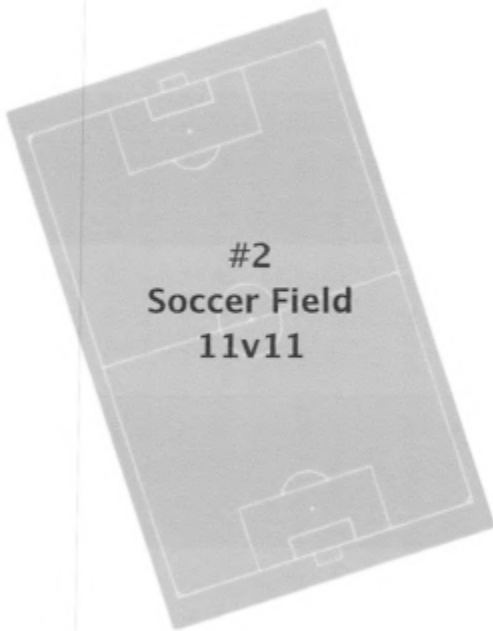
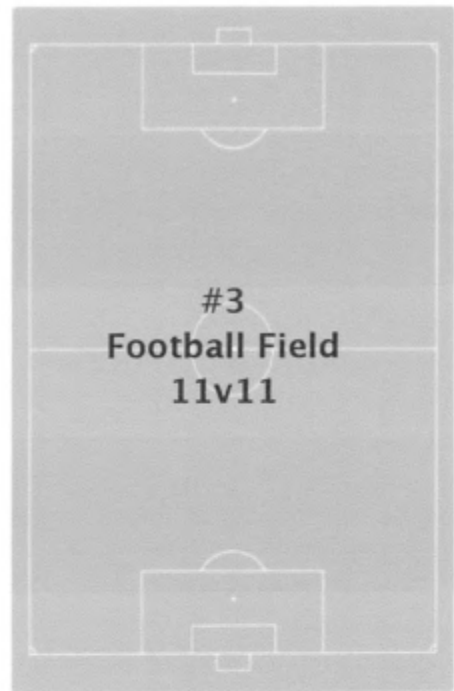
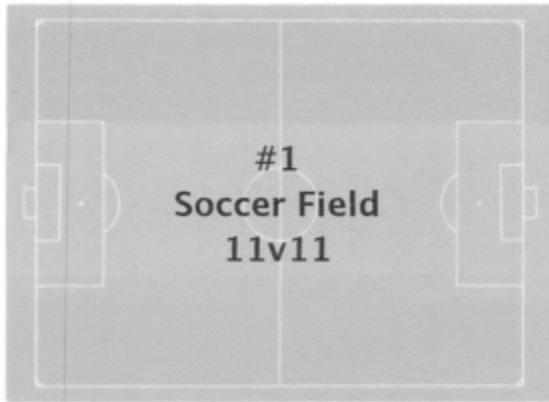
Kid's Corner

RIM DRIVE

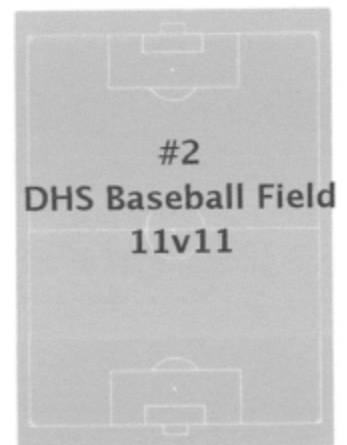
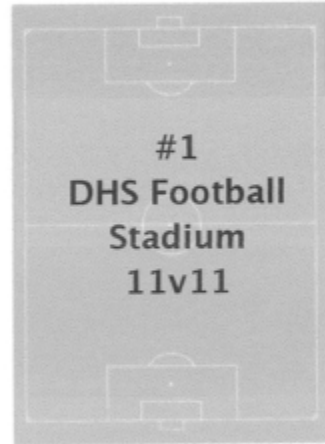
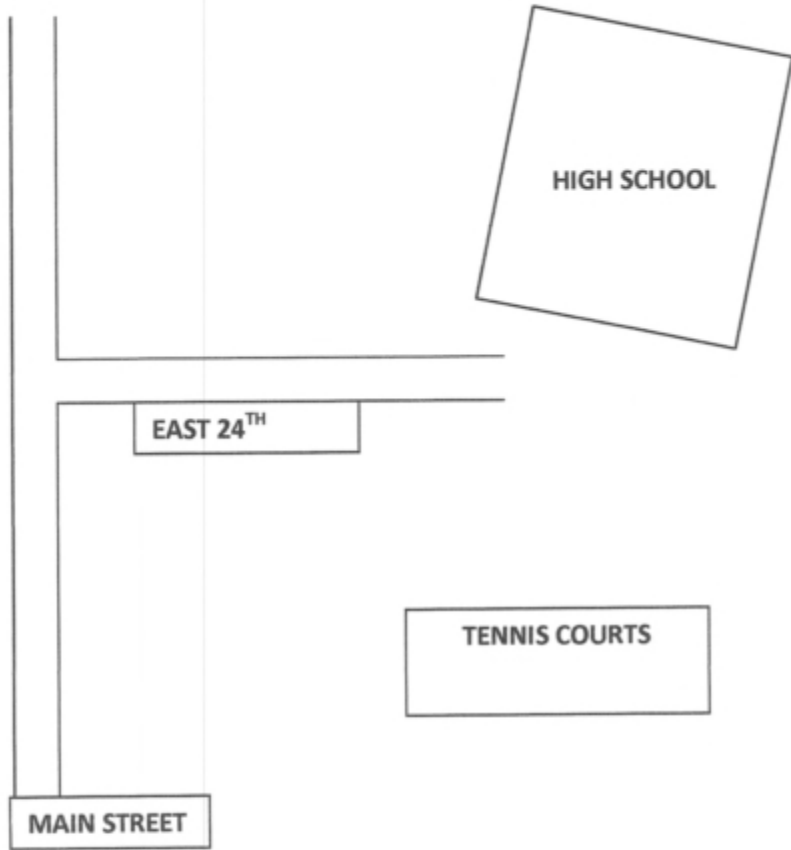
■ = PARKING

# MAP OF ESCALANTE SCHOOL

BAKER LANE



# MAP OF DURANGO HIGH SCHOOL



# MAP OF RIVERVIEW SCHOOL

