





Thank you for choosing the **BOO FEST** for your Halloween tournament. We know that there are a lot of tournaments this time of year and we are grateful you chose to spend this time at our Club. This downloadable PDF file is our way of making sure that all the information you need for the tournament is in one location.

This year's **BOO FEST** has many other **GHOULISH** events going on besides soccer. Make sure you check out **HALLOW ALLEY**. This is located on the sidewalk inside the park near the walkway. Saturday evening, at approximately 5:45 pm, the team parade will travel down **HALLOW ALLEY** and end on the turf field. The teams will parade in front of the crowd and awards will be handed out and we end the evening with **CANDY!!!**

Our goal is to provide some great and exciting soccer. We hope that from the time you registered for **BOO FEST** until the final whistle blows for your last game you will have had a positive experience.

Thank you,

Sacramento United Tournaments

TOURNAMENT RULES AND REGULATIONS

APPLICATION:

All applications will be received through www.Sacunited.com website for this tournament. Any team that drops out after the application deadline will forfeit their entire application fee.

CHECK-IN:

Document check-in will take place online. For pre-event check-in, teams will need to update their BooFest GotSport roster.

For game day check-in, a team coach or manager will need bring their laminated or virtual player/coach passes (US Club, CYSA-N, etc) to the closest tournament tent. Check-in will take place 30-minutes to 60-minutes before a team's first game of the event at one of the **BOO FEST** tournament check-in tents. Each verified player will receive a wristband that will confirm the player is checked-in for the weekend. Referees will still briefly do a safety check prior to each match. If a player loses their wristband they can get a replacement when presenting their pass at the BooFest tournament check-in tent.

ROSTER:

14 Players U8-U10, 16 players U11 allowed on team roster. With proper documentation, one (1) guest player is allowed for 7v7 and two (2) guest players are allowed for 9v9. Players may play for only **one** team during the entire tournament, however, the Tournament Director may allow a player to be added to an additional roster in an emergency situation so a team may have enough players to play.

ONLINE CHECK-IN:

The tournament team check-in will be done online and will simply consist of submitting your roster in GotSport and sending in any guest player loan forms to tournaments@sacunited.com. To add players to your roster for the event use the following instructions.

- 1) Log into your team
- 2) Click on "Team Management" and this should show you a list of your teams or your team. Click on your team.
- 3) Click on Team Registrations
- 4) Click on the button "Rosters" next to the event name "2025 Boo Fest"
- 5) Use the "Add Player," "Add Club Pass Player," or "Add Guest Player" button to add players to your event roster. You can also use the Clone Roster From drop down to clone a roster from the roster you have used in another event.

Once rosters are uploaded the tournament committee will need to approve submitted rosters in order for

players to show up on game cards. Additionally, any Guest Player Loan forms must be submitted by the dates and times above.

HOME TEAM:

The home team is listed first and will kick off. The home team is responsible for changing jersey colors in case of a conflict. Home team must also provide the game ball. If the ball is not acceptable to the referee, the referee may request another ball from either team. The away team will select the direction they wish to attack.

BENCH AREA:

Bench areas for the teams will be established on the same side of the field during games. Spectators will occupy the opposite side directly across (same half) from their team. Coaching will be allowed from each team's bench area only. Coaches being ejected from the game will be asked to leave the coaching area and are to go to the parking lot of the park or the sidewalk.

UNIFORMS:

We encourage costumes to be worn as uniforms for the games. If costumes are being worn, we ask that they all be the same concept (ie color) and the players have a number assigned to them. This number may be on the costume or may be written on the arm. Players may wear Halloween make-up and hair color, and teams may wear Halloween socks, jerseys or shorts. No Jewelry, or long nails will be allowed. No hard cast will be allowed. If jerseys/costumes are the same for both teams, the home team will need to change jerseys.

GAMES:

All teams will play a minimum of three games. With only 10 minutes between games, **please be courteous & clear the field promptly.** There will be no injury or stoppage time. We want to ensure all games are played on time due to all the festivities planned for Saturday evening.

GAME RULES:

1. U8-U10 (7v7) play 2-20 minute halves, U11 (9v9) play 2-25 minute halves
2. 5 minute half times
3. 1 referee for all matches
4. US Soccer mandates for the age groups will be followed (build out line, heading rules)
5. All fouls for all age groups shall follow FIFA/U.S. Soccer (USSF). All other rules and regulation set by FIFA/U.S. Soccer (USSF) are enforced except those exceptions authorized by FIFA or USSF.

PRELIMINARY GAMES:

Preliminary games will start at the scheduled time. Coaches should arrive early to their designated fields and make sure that uniform colors do not conflict and that the teams are ready to go. Time will be kept by the referee on the field and they will be instructed to start the time at the scheduled time if the teams are not ready to go.

4 - Team divisions

Teams will be in one group of 4 teams. Each team will play 3 preliminary games against their group. The top 2 teams within the group with the most points will advance to the Championship game on Sunday.

6 - Team divisions

Teams are divided into 2 groups of 3 teams each. Each team will play cross bracket for a total of 3 games in group play. 1st highest overall points will play 2nd highest overall points in Final.

8 - Team divisions

Teams will be divided into 2 groups of 4 teams each. Each team will play 3 preliminary games against their group. The team within each group with the most points will advance to the Championship game on Sunday. The second place team in each group will advance to the 3rd Place match on Sunday.

FINALS AND 3RD PLACE GAMES:

Game times will be the same as preliminary. If games are tied after regulation, games will go straight to kicks from the mark to determine a winner.

POINT SYSTEM:

Teams will be awarded points for preliminary games. These will be used in establishing which teams from each division will advance.

All game results are final and no PROTESTS will be allowed. Results and standings may be found at www.sacunited.com.

- 3 points for a win
- 1 points for a tie
- 0 point for a loss
- Teams winning by forfeit will be awarded a 3-0 win

The Tournament Committee reserves the right to modify penalties assessed to a player, coach, or team for violent play or conduct violations.

TIES:

If there is a tie in points, the team to advance will be determined in the following order:

1. Head-to-head competition.
2. Goal differential (goals scored minus goals allowed to a maximum differential of 5 per game).
3. Most goals scored, up to a maximum of 5 scored per game.
4. Fewest goals allowed, up to a maximum of 5 allowed per game.
5. Coin flip.

SEND-OFFS:

Any send-offs (red cards) will result in suspension for the duration of that game and the next. If so warranted (i.e., violent conduct of any kind), the suspension will be for the remainder of the tournament.

The Tournament Committee reserves the right to modify penalties assessed to a player, coach, or team for violent play or conduct violations.

Please make sure you have at least 2 adults with proper coaching credentials. If a coach is ejected, there will be a minimum of a one game suspension and without another adult with proper credentials, the next game would be a forfeit.

SUBSTITUTIONS:

Unlimited substitutions, with the consent of the referee, shall be permitted at any stoppage of play.

SPORTSMANSHIP:

Good sportsmanship will prevail at all times. Coaches are responsible for the conduct of their players, parents, assistant coaches, team officials, and spectators affiliated with their team. No foul or abusive language will be allowed.

NO DOGS/ALCOHOL/TOBACCO:

No **DOGS**, **ALCOHOL**, or **TOBACCO** at any of our field locations. Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at the sports complex. Any team (including players, coaches, parents or affiliated spectators) found violating this rule faces possible expulsion from the tournament.

AWARDS:

Trophies and individual medals will be given to the division champions. 2nd and 3rd place winners will receive individual medals. Awards will be presented at the hay bales immediately following the respective playoff games.

FORFEITS:

Any team not ready to play within 5 minutes of their scheduled game time will forfeit. Teams with less than 6 players at any time during a game will forfeit. The official score will be 3-0 with a total of 10 points awarded to the non-forfeiting team.

MEDICAL ASSISTANCE:

The tournament will provide a medical assistance tent for minor injuries.

GARBAGE/RECYCLING:

There are plenty of garbage and recycling bins available. Please use them and keep the grounds clean. PLEASE RECYCLE!

PARKING:

Daily parking charge is \$10.00/Day.

There is NO free drop off area.

Parking will be limited so carpooling is highly encouraged. Cars parked in NO PARKING ZONES will be ticketed & possibly towed at owner's expense. NO PARKING ZONES include along the road & along the back parking lot on the dirt.

The parking area designated for the Dog & Skate Park are OFF LIMITS.

