

The U10 Shamrock Jamboree

Jamboree Rules

The Jamboree will be played in accordance with the rules of the FIFA and the CYSA as by the following changes and additions.

1. USYSA player and coaches (properly validated by district commissioner registrar), and medical release forms are required for all players. Player and coaches passes will be checked prior to each game. Player passes and validated team rosters (goldenrod) will be validated at headquarters the day of the Jamboree.
2. On game day headquarters for the jamboree will be located at the field of play. Each team should be checked into Headquarters at least one hour prior to its first scheduled game.
3. The first team listed is the Home team. The Home team will provide the game ball. If there is a conflict in team colors, the Home team or the team with reversible jerseys must change jerseys.
4. All complete games are considered final. No protests will not be allowed.
5. Length of games: All games will be two 20-minute halves. Referees will be instructed not to add injury time except for extreme circumstances.
6. All teams must provide a Referee. There will be a rent a referee program as we have had in the past.
7. No scores or standing will be kept.
8. All teams will play a total of four games.
8. Substitutions: Unlimited
 - A. Prior to throw-in by your team.
 - B. Prior to goal kick by either team.
 - C. After a goal scored by either team.
 - D. Prior to resumption of play after an injury. Each team may substitute one for one.

Substitutions: Limited

A player must be substituted following a yellow card. The player may return at the next substitution Opportunity.

Substitutes must notify the referee and wait for his/her signal before entering the field at the midfield.

10. All games are intended to start at the scheduled time. If a team has not taken the field with a minimum of seven players at the scheduled time, the game will be forfeited to the team present.
11. Red cards: If a player or coach is ejected from a game, he/she is automatically suspended from the team's next game. Violent red card ejections could result in suspension from the remainder of the Jamboree. Fighting and use of profanity by the players and harassment of referees by coaches and/or parents will not be tolerated.
12. There will be no direct penalty kicks.
13. Alcoholic beverages and smoking are prohibited at all fields.
14. Every player will receive a participation pin and metal.
15. The Jamboree Committee will resolve any situation not covered by these Jamboree rules.
16. As per CYSA guidelines U10 games will be played 8 vs. 8.

