



2015 Chequamegon Bay Soccer Jamboree Sponsored by the Chequamegon Bay Soccer Club

Chequamegon Bay Soccer Jamboree Rules and Information

Field Location: U10 Boys, U10 Girls, and U14 Girls will play at the Ashland High School fields located behind the high school at 1900 Beaser Avenue in Ashland, Wisconsin.

U12 Boys, U12 Girls, and U14 Boys will play at the Washburn Soccer Complex located on 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 10.

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 location, 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 1 hour before your first game. The Jamboree headquarters will be open in Ashland and Washburn 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. Show staff your 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 Ian Meeker in Washburn (715-292-0025) or Jim Lee in Ashland (715-292-1626) 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 both Ashland and Washburn. A lunch menu and beverages will be available at the booth. Referees and coaches 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 6 a side including the goalie (minimum of 4). U12 will play 8 a side including the goalie (minimum of 6). U14 will play 11 a side (minimum of 7).

Game Duration:

- U10 15 minute half, and a 5 minute half time break.
- U12 20 minute half, and a 5 minute half time break.
- U14 25 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. If the team in possession of the ball is substituting and the opponent has subs ready to enter the game they may also. Either team may sub on a goal kick or score. Injury substitution will be allowed at any time in all divisions. 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. 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 13 players U12 16 players U14 19 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 (50 x 35), U12 (70 x 40), U14 (85x50) or full size depending on the location.

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.

Offside: No offside in U10. (Referees will be advised to disallow goals that occur if gross intentional offside situations occur - such as an attacker standing in the goal area, well in advance of play) Referees will be enforcing the offside rule at U12 and U14.

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: 3 points for a win, 1 point for a tie. The top 4 or 8 teams for U10 and U12 pool play will advance to single elimination finals round play. The top 4 teams of U14 boys and U14 girls 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.

Tie breaker system:

- | | |
|-----|--|
| 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. |



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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: U14, U12 and U10 teams will receive medals for first, second place. U10 teams will receive ribbons for 3rd and 4th place. Teams should not leave until they pick up their medals/ribbons. Medals/ribbons will be awarded at the conclusion of the third place and championship games.

Phone numbers: The number Jamboree Information for the Ashland Fields is 715-292-1626. The number for the Washburn field is (715) 292-0025.



**Washburn CBSC
Kirsten Soccer Complex
Jamboree Field Layout**

**GPS Address:
29260 CR-C, Washburn, WI
29260 County Hwy C, Washburn, WI**

Porta
Potties

Parking

Field 6
U12

Field 5
U12

Registration

Field 4
U12

Field 3
U12

Concessions

Field 1
U14

Field 2
U14

Cty Hwy C (no parking along road)

Washburn, 3.5 mi. →

U10 Girls Jamboree	Septemebr 26, 2015				
FINAL Version					
Location:	Games played at the Ashland High School Soccer Grounds 1900 Beaser Avenue, Ashland, WI 54806				
Jamboree Rules:	U10 Girls				
Number of Players:	6 a side and 1 player is goal keeper				
Substitution:	Open and free substitution is allowed on any stoppage of play by the team in possession. If the team in possession of the ball is substituting and the opponent has subs ready to enter the game they may also. Either team may sub on a goal kick or score. Injury substitution will be allowed at any time in all divisions. Substitutes shall report to the centerline for referee recognition, and for permission to enter the field of play.				
Offside called:	No				
Throw ins:	Yes.				
Goal Kick and Corner Kicks:	Yes				
Free Kicks:	Yes, fouls and penalty kicks				
Duration:	30 minutes-(two 15 Minute halves, 5 minute half time)				
Ball:	Size 4				
Jamboree Format:	Each team will play one another. Points will be awarded for each game. 1st and 2nd place will be determined by point totals.				
Point System:	3 points for a win, 1 point for a tie, 1 point for a shut out. 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.				
Tie Breaker Group Play:	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 - Coin Toss.				
Teams:	Dockers Magic Washburn/Bayfield Wildcats				
Schedule:	Field U10-1	Field U10-2	Field U10-3		
9:00 AM	Dockers vs Magic	Washburn/Bayfield vs Wildcats			
10:30 AM	Wildcats vs Dockers	Magic vs Washburn/Bayfield			
12:00 PM	Dockers vs Washburn/Bayfield	Magic vs Wildcats			
1:00 PM	Boys	Boys	Boys		
2:15 AM	Boys	Boys	Boys		
3:30 AM	Boys	Boys	Boys		
4:45 AM			Boys		

U10 Boys Jamboree	Septemebr 26, 2015		
FINAL Version			
Location:	Games played at the Ashland High School Soccer Grounds		
	1900 Beaser Avenue, Ashland, WI 54806		
Jamboree Rules:	U10 Boys		
Number of Players:	6 a side and 1 player is goal keeper		
Substitution:	Open and free substitution is allowed on any stoppage of play by the team in possession.		
	If the team in possession of the ball is substituting and the opponent has subs ready to enter the game they may also.		
	Either team may sub on a goal kick or score.		
	Injury substitution will be allowed at any time in all divisions.		
	Substitutes shall report to the centerline for referee recognition, and for permission to enter the field of play.		
Offside called:	No		
Throw ins:	Yes.		
Goal Kick and Corner Kicks:	Yes		
Free Kicks:	Yes, fouls and penalty kicks		
Duration:	30 minutes-(two 15 Minute halves, 5 minute half time)		
Ball:	Size 4		
Jamboree Format:	Teams are assigned to one of two groups. Each team will play each team in the group they are assigned. Points will be awarded for each game. The winner of the group will advance to a final game to determine first and second place.		
Point System:	3 points for a win, 1 point for a tie, 1 point for a shut out.		
	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.		
Tie Breaker Group Play:	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 - Coin Toss.		
Teams:	Group A	Group B	
	Earthquake	Bad River	
	Sounders	Wash/Bay 1	
	Dynamite	Explosion	
	Wash/Bay 2		
Schedule:	Field 1	Field 2	Field 3
9:00 AM	Girls	Girls	
10:30 AM	Girls	Girls	
12:00 PM	Girls	Girls	
1:00 PM	Earthquake vs Sounders	Dynamite vs Wash/Bay 2	Wash/Bay 1 vs Explosion
2:15 PM	Earthquake vs Wash/Bay 2	Dynamite vs Sounders	Bad River vs Wash/Bay 1
3:30 PM	Earthquake vs Dynamite	Sounders vs Wash/Bay 2	Bad River vs Explosion
4:45 PM			Final

Chequamegon Bay Soccer Jamboree U12 Girls **Final Schedule 9/25**

September 26, 2015

U12 Girls will play at the Kirsten Soccer Complex located on 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).

U12 Girls will play at 20 minute half with 5 min break

Teams:

Group A	Group B
Ashland Bulldogs	Ashland Badgers
Hayward	Price County
Northland Badger	Washburn/Bayfield
Rice Lake Fire	Rice Lake Stars

Schedule:

Time	Home	Away	Field
9:00	Ashland Bulldogs	Hayward	#5
9:00	Ashland Badgers	Washburn/Bayfield	#6
10:10	Hayward	Northland Badger	#5
10:10	Price County	Rice Lake Stars	#6
11:20	Ashland Badgers	Price County	#5
11:20	Rice Lake Fire	Ashland Bulldogs	#6
12:30	Ashland Bulldogs	Northland Badger	#5
12:30	Washburn/Bayfield	Rice Lake Stars	#6
1:40	Hayward	Rice Lake Fire	#5
1:40	Washburn/Bayfield	Price County	#6
2:50	Rice Lake Fire	Northland Badger	#5
2:50	Rice Lake Stars	Ashland Badgers	#6
4:15	Game for 3 rd place 2 nd group A	2 nd Group B	#6
4:15	Championship 1 st place Group A	1 st place Group B	#5

Jamboree Format:

Teams are assigned to one of two groups. Each team will play each team in the group they are assigned. Points will be awarded for each game. The winner of the group will advance to a final game to determine first and second place.

Point System:

3 points for a win, 1 point for a tie, 1 point for a shut out.

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.

Tie breaker system:

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.

Chequamegon Bay Soccer Jamboree U12 Boys **Final Schedule 9/25**

September 26, 2015

U12 Boys will play at the Washburn Soccer Complex located on 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).

U12 Boys will play at 20 minute half with 5 min break

Teams:

Group A	Group B
Ashland Whitecaps	Hayward
Rice Lake-Thunder	Washburn/Bayfield
Northland Badger	Ashland Lumberjacks

Schedule

Time	Home	Away	Field
10:00	Ashland Whitecaps	Northland Badger	3
10:00	Hayward	Washburn/Bayfield	4
11:15	Ashland Lumberjacks	Washburn/Bayfield	3
11:15	Northern Badger	Rice Lake	4
12:30	Rice Lake	Ashland Whitecaps	3
12:30	Hayward	Ashland Lumberjacks	4
1:40	Third Place 2 nd place Group A	2 nd place Group B	3
1:40	Championship Winner Group A	Winner Group B	4

Jamboree Format:

Teams are assigned to one of two groups. Each team will play each team in the group they are assigned. Points will be awarded for each game. The winner of the group will advance to a final game to determine first and second place.

Point System:

3 points for a win, 1 point for a tie, 1 point for a shut out.
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.

Tie breaker system:

- 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.

U14 Girls Jamboree	Septemebr 26, 2015						
FINAL Version							
Location:	Games played at the Ashland High School Soccer Grounds 1900 Beaser Avenue, Ashland, WI 54806						
Jamboree Rules:	U14 Girls						
Number of Players:	11 a side and 1 player is goal keeper						
Substitution:	Open and free substitution is allowed on any stoppage of play by the team in possession. If the team in possession of the ball is substituting and the opponent has subs ready to enter the game they may also. Either team may sub on a goal kick or score. Injury substitution will be allowed at any time in all divisions. Substitutes shall report to the centerline for referee recognition, and for permission to enter the field of play.						
Offside called:	Yes						
Throw ins:	Yes.						
Goal Kick and Corner Kicks:	Yes						
Free Kicks:	Yes, fouls and penalty kicks						
Duration:	50 minutes-(two 25 Minute halves, 5 minute half time)						
Ball:	Size 5						
Jamboree Format:	Each team will play one another. Points will be awarded for each game. 1st and 2nd place will be determined by point totals.						
Point System:	3 points for a win, 1 point for a tie, 1 point for a shut out. Forfeits will count as a 1-0 win for the team that was present and a 0-1 loss for the team that did not show.						
Tie Breaker Group Play:	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 - Coin Toss.						
Teams:	Wash/Bay Hayward Strikers Ashland Thirteeners						
Schedule:	U14 Field	HS Practice Field					
9:00	Hayward vs Ashland Thirteeners	Wash/Bay vs Strikers					
10:30	Ashland Thirteeners vs Strikers	Wash/Bay vs Hayward					
12:00	Wash/Bay vs Ashland Thirteeners	Hayward vs Strikers					

Chequamegon Bay Soccer Jamboree U14 Boys & Coed

September 26, 2015 **Final Schedule 9/25**

U14 Boys and coed teams will play at the Kirsten Soccer Complex located on 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).

U14 Boys will play at 25 minute half with 5 min break

Teams:

Group A	Group B
Ashland	Hayward
Rice Lake Evolution	Washburn/Bayfield
Northland Badger	Rice Lake United

Schedule

Time	Home	Away	Field
10:00	Ashland	Northland Badger	1
10:00	Hayward	Washburn/Bayfield	2
11:15	Ashland	Rice Lake-Evolution	1
11:15	Hayward	Rice Lake United	2
12:30	Rice Lake Evolution	Northland Badger	1
12:30	Washburn/Bayfield	Rice Lake United	2
1:30	3 rd place: 2 st Place Group B	2 nd Place Group A	2
2:00	FINAL Winner Group A	Winner Group B	1

Jamboree Format:

Teams are assigned to one of two groups. Each team will play each team in the group they are assigned. Points will be awarded for each game. The winner of the group will advance to a final game to determine first and second place.

Point System:

3 points for a win, 1 point for a tie, 1 point for a shut out.

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.

Tie breaker system:

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.