

2018 Mid-America Cup Tournament Rules

Updated: 4/19/2018

Play will be governed by FIFA “Laws of the Game” except where amended by the USYSA Rules (e.g. duration of the game, ball size, substitutions, etc.). This tournament shall be open to all teams comprised of properly registered youth players (as defined by USSF Bylaws and Policies) and that are in good standing with the Organizational Member of the US Soccer Federation (e.g. A State Association, AYSO, etc.) that the team is registered with.

Any situation not covered by these rules shall be decided by the tournament officials and shall be final and binding. Further, the Tournament Officials may amend these Rules, when in their judgment; the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Officials shall be final.

Home Team

The home team shall be responsible for using an alternate color jersey, if necessary. The team listed first in all rounds shall be considered the home team. For semifinals and finals, the team with the best records shall be the home team. To avoid forfeit, we request that the team with an alternate jersey change color. The home team will supply the game ball.

Team Rosters

Team Rosters are to be submitted through Got Soccer identifying all players by name and jersey number at time of the tournament application. As changes are made prior to the tournament check-in date, these changes should be reflected on the tournament roster. Team officials should be listed on the roster by name. All player and coach cards should correspond to the team roster submitted at time of team check-in.

Equipment/Uniforms

1. Team jersey must all be identical in color and be numbered according to the number on the team roster card.
2. The goal keeper must have a contrasting jersey, preferably not black.
3. Shin guards are required for all players.
4. Goalkeepers are allowed to wear headgear if it does not pose a hazard for themselves or other players.
5. Arm casts must be completely covered with at least 2” of foam padding totally wrapped with an ace bandage.
6. Ball Size
 - a. U7 and U8 teams -----Size 3
 - b. U9 through U12 teams -----Size 4
 - c. U13 through U18 teams-----Size 5

Substitutions

With consent of the Field Referee, an unlimited number of substitutions may be made at the following times:

1. Prior to your throw-in or the opposing team’s throw-in provided the opposing team is also making a substitution.
2. Either team’s goal kick or corner kick
3. After a goal by either team.
4. During stoppage of play for injury. 1 for 1 on each team.
5. A cautioned player may be substituted for, prior to restart of play.

Playing Conditions

Teams will be expected to play according to the schedule regardless of the weather and only the Tournament Committee may reschedule games because of the weather. Games shall be considered completed once the referee has whistled for the end of the first half and the Field Representative, the Director of Referees or the Tournament Director stops play. If one half of the game has not elapsed and the game is stopped, the remainder of the game will be rescheduled, weather permitting. Any games may be shortened to allow the tournament to get back on schedule.

In the event that the semifinal and/or final games are cancelled, division winners will be determined by the Tournament Committee. At the discretion of the Tournament Committee, shoot-outs will be used to determine the winner of any games delayed due to weather or other unforeseeable events.

Cancellations/Refunds

Refunds will be made no later than two (2) weeks after the tournament conclusion as follows:

1. \$125 refund if all games are cancelled.
2. \$75 refund if one (1) game is completed, but all other games are cancelled.
3. No refund will be given for any team that has completed two (2) or more games.

Team Discipline

1. U7 and U8 teams will have players, coaches and spectators on the same sideline. The Home team will be on the North side of the field with Visitor team on the South. No spectators will be allowed behind the assistant referees. For U9 and older teams, the teams and coaches shall be on the opposite side of the field from the spectators. The teams and coaches shall be on the North side of the field.
2. No coaching from the spectator sideline will be allowed.
3. A coach is responsible for the words and actions of his/her players and spectators. Verbal abuse of the opponents or referee by players, coaches, or spectators will not be tolerated. Violations may result in expulsion of the coach, followed by forfeiture of the game and/or expulsion from the tournament.
4. A player or coach receiving an ejection and/or red card will be ineligible to participate in at least the next tournament game. The ejected player or coach, from the point of ejection must remain in the parking lot.
5. An individual player and/or coach may receive more than one-game suspension. Multiple game suspensions may be given at the discretion of the Tournament Committee.
6. Player or coach receiving an ejection and/or red card in the final tournament game will have their suspension and letter sent to their corresponding league to serve the suspension at their next sanctioned game.
7. No alcoholic beverages, tobacco products, e-cigarettes or pets are allowed on the soccer complex or in the parking lot.
8. The Tournament Committee, if necessary, may impose further disciplinary action.

Roster Size

The maximum roster size is

- 22 players for ages U15 through U18. No more than 18 players may be in uniform for any one game. U15 through U18 will play 11v11.
- 18 players for ages U13 and U14. U13 and U14 will play 11v11.
- U11 and U12, roster size is 14 players. U11 and U12 will play 9v9
- U9 and U10, roster size is 12 players. U9 and U10 will play 7v7
- U7 and U8, the roster size is 8 players. U7 and U8 will play 4v4 (NO GK).

Multiple-rostering

Players are allowed to multiple-roster provided both teams are not competing in the same age division. In the event of any schedule conflict, the games for the "primary" team will take precedence. Tournament schedules do not take multiple rostered players into account when scheduling.

Guest Players

Guest players are allowed up to five (5) per team. Guest player totals are included in the KSYSA maximum roster allowed per team. Each guest player must have a guest player permit as required by the team's state requirements and player card submitted at time of registration.

Travel Permit

A travel permit is required for teams traveling from out of state. Check with your state organization to obtain the travel permit.

Game Length (Minimum Game Length; may be adjusted for semi-finals and finals.)

<u>Age</u>	<u>Game Length</u>	<u>Overtime Periods (semi and final only, no golden goal)</u>
U7 to U8	(2) 20 minute halves	(2) 5 minute halves
U9 to U10	(2) 25 minute halves	(2) 5 minute halves
U11 to U12	(2) 25 minute halves	(2) 5 minute halves
U13 to U14	(2) 30 minute halves	(2) 5 minute halves
U15 to U18	(2) 35 minute halves	(2) 5 minute halves

Awards

First and Second place teams receive a team plaque and individual medals. All U7 and U8 teams not playing in the championship game will receive Participation Medals. No other awards will be given.

Team Standing and Group Winners

Group winners are determined by the point system below. Tournament officials reserve the right to adjust semi-final seeding to allow teams not to play the same teams as pool play. No consolation game for 3rd or 4th place will be played, both teams receive third place. Semifinal winners will advance to the championship game.

Game Points

Game points will be used to rank teams at the end of round robin play. The teams with the most game points will advance.

3 points will be awarded for each win.

1 point will be awarded for each tie.

0 points will be awarded for each loss.

1 point will be deducted for each red card issued or coach ejection

Tiebreakers

If a tie exists in game points between two teams at the conclusion of the round robin games, the following tiebreaker procedures will be used in sequence to determine which team advances to the next game:

1. The team which won head to head competition between the teams that are tied, advances.
2. The team with the highest goal differential, capped at a maximum differential of three (3) goals per game, advances.
3. The team with fewest goals against, advances.
4. The team with the most goals for, advances.
5. The team with fewest red cards, advances.
6. The team advances based on penalty kicks taken per FIFA rules.

Forfeits

1. Any team not ready to play five (5) minutes after the scheduled starting time will forfeit the game. The official score will be 3-0 and 3 points will be awarded to the forfeit winner. No points will be awarded to either team if neither team is ready to play five (5) minutes after the scheduled starting time.
2. Teams falling below required minimums will forfeit the game at the time falling below the minimum.
 - Any U7 - U8 team falling below three (3) players during the game.
 - Any U9 – U10 team falling below four (4) players during the game.
 - Any U11 – U12 team falling below five (5) players during the game.
 - Any U13 – U18 team falling below seven (7) players during the game.
 - The final game score will be recorded as of the time of the forfeit unless the forfeiting team was winning or the score was tied. In this case the official score will be 3-0 and 3 points will be awarded to the forfeit winner.
3. Any team found to have played with coach or player roster violations will forfeit the game or games in which the violation occurred. The official score will be 3-0 and points will be awarded to the forfeit winner.

Abandoned Games

The referee, at his/her discretion, may abandon a game under the following conditions:

1. A team leaves the field during play without the approval of the referee.
2. A team is sent from the field by the referee for frequent and/or violent misconduct.
3. Extreme “sideline area” misconduct (by player, coach, or spectators) that causes interruption of play.
4. Possession or consumption of alcoholic beverages is prohibited at any of the fields. Any person (including coaches, parents, or spectators) violating this rule will be immediately expelled from the tournament!!

Abandonment will result in 3 points being awarded to the non-abandoning team. The Abandonment team will receive zero (0) points regardless of the score at the time of abandonment. Additional penalties may be imposed by the Tournament Committee. Abandoned game will not be replayed.

Protests

None are allowed; the decision of the referee is final.

Southlakes Soccer Complex Rules

1. Southlakes does not allow tobacco products including any electronic substitution of tobacco products, alcohol, weapons or pets.
2. The speed limit in the parking lot is 10 mph,
3. Teams are responsible for cleaning up trash at the end of their match.
4. No oversized vehicles are allowed in the soccer parking lot: campers, RVs, buses or trucks with extended trailers.
5. Do not park or turn around in the neighborhoods surrounding the soccer complex.