

Meijer's Soccerfest Recreation Tournament

Tournament Rules & Regulations

Revised 4/22/2011

- RULES:** FIFA Laws of the Game will apply to all games with the exceptions noted in this document.
- PLAYER AND COACH CONDUCT:** Coaches and players are expected to conduct themselves within the spirit and laws of the game. A player that is sent off (Yellow, Yellow/Red Card) for persistent infringement of the Laws of the Game will have to sit out the next game. A player/coach that is sent off (Red Card) for serious foul play, violent conduct, or foul or abusive language will have to sit out the rest of the tournament. Any player, coach, assistant coach, manager or trainer that has received a red Card during the tournament and did not sit out the required number of game(s) during the tournament, must sit out the required number of game(s) starting with his/her next League game. All Red and Yellow Cards will be reported to the State Association pursuant to MSYSA tournament rules.
- LENGTH OF GAMES:** All preliminary games, will be of the following durations by age group: Under 8: 2, 15 minute halves, Under 10: 2, 20 minute halves, Under 12: 2, 25 minute halves, Under 15: 2, 25 minute halves, Under 19: 2, 20 minute halves. There will be five (5) minutes between halves. The clock will start as stated in the schedule of games. All semi-final and final games will be of the following duration by age group: Under 8: 2, 15 minute halves, Under 10: 2, 20 minute halves, Under 12: 2, 25 minute halves, Under 15: 2, 25 minute halves, Under 19: 2, 30 minute halves. Exceptions to this are noted in the section titled "Inclement Weather".
- UNIFORMS AND GAME BALL:** Home team (1st team listed on the schedule) will change uniforms in case of conflict in colors. Teams must have an alternate jersey or a reversible jersey. All players MUST wear shin guards, which will be covered by their socks. No hats may be worn by players. The home team will provide a game ball. U-8 will use a size 3 ball, U-10, U-12 will use a size 4 ball, and U-14 through U-19 will use a size 5 ball.
- ELIGIBILITY:** Teams will register in the age division that they are registered in for the SPRING (current 2010) season and provide us a copy of their Spring Roster. Players must be born on or after August 1st of the year of the PREVIOUS divisional year in which they are participating (e.g. 8/1/09). In the Under 8 age division, all players must be at least 6 years old as of June 1st prior to the tournament. The team roster for the CURRENT SPRING SEASON must be submitted to the Registrar when the team signs in for tournament play. U-8 Rosters will contain no more than 12 (12) players and will play in a 6 v 6 format, U-10 Rosters will contain no more than 12 players and will play in an 8 v 8 format, U-10 Majors Rosters will contain no more than 12 players and will play in a 6 v 6 format, U-12 Rosters will contain no more than 15 (15) players and will play in an 8 v 8 format, and U15 Coed Rosters will contain no more than 15 and will play in an 11 v 11 format, and include all required information on each player and coach (Name, Address, City, State, Zip, Phone Number, League, Club, State Association). No changes to the roster will be permitted after roster is verified at Registration. Only three (3) additional guest players may be added to a team's roster for the tournament, but in no case shall the number of players on a team exceed the limits as stated above. Since this is a recreation level tournament, no presently registered travel pass carded soccer players may play in it. All guest players must be registered through their local association and therefore also registered with the MSYSA. NON-MSYSA registered players are not allowed in this tournament due to insurance problems. Once a team has registered to play by checking in at the tournament, no additional player changes or additions may take place – the roster is "frozen" once the coach has checked his team in for the first time. No player may play for more than one team in the tournament. Each guest player

MUST have a Medical Release Form which is available for download on the internet at www.saginawsoccer.org. Coaches are to show these forms for each guest player at registration check in prior to the first game.

- 6. RISK MANAGEMENT:** All coaches, assistant coaches, and managers must supply the Tournament Committee with proof of compliance with the MSYSA risk management mandate. This proof can be in the form of a risk management pass card, or letter from the MSYSA or similar state organization verifying clearance. No Coach, Assistant Coach, manager or team administrator will be allowed on the team sideline without such proof.
- 7. TOURNAMENT RESPONSIBILITY:** The tournament director, tournament committee, and the club President reserve the right to decide on all matters pertaining to the operation of the tournament and their judgment is final.
- 8. REGISTRATION:** Teams may register in the following manner:
 - A. At the soccer complex registration pavilion from 5:00 p.m. to 8:00 p.m. Friday (tournament headquarters)
 - B. At least one (1) hour prior to your first (1st) round robin game, at registration pavilion (tournament headquarters).
- 9. PRE-GAME CHECK IN for TRAVEL TEAMS ONLY:** The entire team is REQUIRED to check in at least one hour (60) minutes prior to the teams FIRST scheduled game at the registration pavilion at the main complex. Coaches must present their player pass cards, guest player cards, league, and tournament rosters and their risk management cards (as noted in item 6 above) at the check in.
- 10. FORFEITS:** A maximum of five (5) minutes grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent (weather or other tournament delays such as for medical attention not included). A minimum of 4 players constitutes a team on rosters of 11 players, a minimum of 6 players constitutes a team on rosters of 14 players, and a minimum of seven (7) players constitutes a team on rosters of 18 players, and if seven (4,6 or 7) players are present, the game will not be delayed. Any team leaving the field during play will result in a forfeit. In no case shall a team, which has forfeited a game, be declared a bracket or wild card team winner. All forfeited games will be recorded as a 2 to 0 win for the opposing team.
- 11. SPECIAL RULES for a 3 team Flight:** If there are ONLY 3 teams in a bracket (e.g. Boys Under 15, Flight A), the following playing format will take place: All three teams will play each other (for 2 games each); the standings after two games will show who is number 1, 2 & 3 based on the other tournament rules, including tie breaker rules; the 2nd and 3rd place teams will play a BRACKET semi-final game to decide who plays the 1st team to win the BRACKET. The winner of this 3 team BRACKET will then play the winner of a different bracket in either a semi-final game or a championship game depending on the number of brackets in the age division. The 2nd vs 3rd team BRACKET semi-final and BRACKET final games will be subject to all regular rules for a semi-final game, including overtimes and taking of penalty kicks to break ties. With this manner of playing, all three teams will still get to play the guaranteed three games.
- 12. Mercy Rule:** If at any point during the match there is an 8 Goal differential, the referee will use their whistle to signal the end of the match and report the score.
- 13. PROTESTS:** No protest or appeals will be allowed. In all cases, the ruling of the referee is final.

14. SUBSTITUTIONS/RULE EXCEPTIONS:

A. Substitutions may be made:

1. Prior to a throw-in, ONLY if the offensive team is also substituting.
2. Before any goal kick.
3. After any goal scored.
4. At the beginning of either half.
5. on yellow card to replace a cautioned player.

15. INCLEMENT WEATHER: Unless tournament play has been suspended due to severe weather conditions, coaches and their teams MUST appear on the field of play ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the Tournament Directors can cancel or postpone a game.

Severe weather before games: In cases of severe weather conditions before play, Tournament Directors may reduce the length of the game by game by 50 %.

Severe weather during games: Should a game's progress be terminated due to severe weather conditions after 20 minutes of play, the game will be considered official and the score at the time will stand.

Notification of severe weather: Should severe enough weather occur during tournament play that the tournament committee suspends play; a **Seek Shelter Warning** will be issued by the sounding of air horns with MANY SHORT BURSTS. **WHEN THE SEEK SHELTER WARNING IS ISSUED, ALL FIELDS MUST BE CLEARED IMMEDIATELY.** For your players and spectators safety, please adhere and clear the fields safely and quickly, keeping in mind that we are equipped with an accurate lightning detector and internet radar as well as television warnings on site at tournament headquarters.

In case the tournament should have to be cancelled due to weather for either it's entirety or partially, refunds will be issued to all teams based on the following. If NO games were played, a 75% refund will be issued. If 1 game was played, 50% refund. If 2 games were played 25% refund. If 3 games were played, no refund will be issued.

16. RECREATION TEAM AWARDS: The players and coaches of teams participating in all recreation divisions will receive a tournament t-shirt as a participation award. Champion and runner up TEAMS in all recreation divisions will receive a TEAM trophy. These trophies will be awarded in the pavilion at the conclusion of the championship game.

17. SCORING TO DETERMINE BRACKET WINNERS AND WILD CARD TEAMS: The teams will be ranked in order of points earned for wins and ties: Three (3) points for each win, one (1) point for each tie, and zero (0) points for each loss.

18. TIES: Ties will be allowed in preliminary rounds but will not be allowed in semi-finals or finals. During semi-finals or finals, if two teams are tied at the end of the game, two five minute overtime periods will be played in their entirety. (No sudden death endings). If the score is still tied at the completion of the second five (5) minute overtime, penalty kicks will be taken according to FIFA rules to decide the game.

19. PERFORMANCE RANKING CRITERIA: Among teams with the same number of points, final placing will be determined by the following tie breaker rules which will be applied in order:

FIRST TIE BREAKER: Head to head competition (not applicable if the tie involves more than two teams). This DOES apply where there will be no semi finals or finals played – where there is only a 4 or 5 team tournament with no playoffs.

SECOND TIE BREAKER: If the teams are still tied after head to head competition, the tournament will use a bonus point system. A team will receive a bonus point for goals scored up to and including the third goal for each game. No team can receive more than three (3) bonus points per game. However, goals allowed in a game will be subtracted from a team's bonus point total. For Example:

- A. If team A beats team B by a score of 3 – 0, team A receives three (3) bonus points.
- B. If team A beats team B by a score of 3 – 2, team A receives one (1) bonus point.
- C. If team A beats team B by a score of 6 – 3, team A receives zero (0) bonus points.

THIRD TIE BREAKER: In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the first three (3) games. The team having the fewest goals against them will be determined as having the better record.

FOURTH TIE BREAKER: Most wins during the preliminary round games.

FIFTH TIE BREAKER: Goals scored by each team will be totaled for the first three (3) games. The team having the most goals will be determined as having the better record.

SIXTH TIE BREAKER: Penalty Kicks. Time and field location will be determined by the Tournament Director.

In divisions where a wild card team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wild card team. If the wild card team is from the C bracket, then bracket A plays the wild card team and bracket B plays bracket C.

20. REPORTING SCORES: Referees will be turning in all game reports.

21. COACHES AND TEAMS: Coaches and teams must be on one side of the field and spectators on the other side. Where there are bleachers present, those are for spectators. A maximum **of two (2) coaches per team** is allowed. Coaches may not cross the half line.

22. GAME CLOCK: The referee will keep the official time of games. The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously.

23. TOURNAMENT HEADQUARTERS: The tournament headquarters is located at 3577 McCarty Road, Saginaw, MI, 48603. For further contact or rules questions contact the tournament director directly at (989) 992-2684 or email: president@saginawsoccer.org

24. ANIMALS: All pets MUST be on a leash at ALL times during the tournament. **If pets are present on the sidelines they MUST remain 15 feet away from the closest touch line.** Owners are expected to bring proper equipment with them to pick up their pet's excretions. The woods on and surrounding the property is NOT a bath room for pets. Please be advised that the tournament site is a PUBLIC park and therefore no alcohol is permitted on the premises.