



CANTON SOCCER CLUB - CANTON CUP

TOURNAMENT RULES



Tournament Headquarters and contacts – Independence Park will serve as the Tournament HQ during the tournament. During the Tournament, the contact is Darryl Noel, Tournament Director who can be reached at email: TD@cantoncup.net or by cell phone at 734-255-0416. Prior to the Tournament your main contact will be the Canton Soccer Club office at P.O. Box 87244 Canton, MI 48187. The club office phone number is 734-480-7046. Email for the Canton Soccer Club is office@cantonsoccerclub.com. In addition, the Tournament Director can be emailed at any time prior to the Tournament.

Length of Games

- U9Y, U9 and U10 games will be 50 minutes long (two 25-minute halves). There will be 5 minutes between halves.
- U11Y, U11 and U12 preliminary and semi-final games will be 60 minutes long (two 30-minute halves). There will be 5 minutes between halves.
- U13Y through U19 preliminary and semi-final games will be 70 minutes long (two 35-minute halves). There will be 5 minutes between halves.

Final games times are as follows:

- U11Y, U11, U12, will be 60 minutes (two 30 minute halves, 5 minutes between halves)
- U13Y, U13, U14, U15, U16, U17, U18 & U19 will be 80 minutes (two 40 minute halves, 5 minutes between halves)

Note: Games may be shortened to maintain the integrity of the schedule during the preliminary and semi-final games. There is no overtime during preliminary rounds.

A VALID MEDICAL RELEASE FORM IS REQUIRED FOR EACH PLAYER ON THE TOURNAMENT ROSTER.

CALENDAR BIRTH YEAR REGISTRATION: Teams at all age groups will be registered based on Calendar Birth Year. All age groups will have a cut-off date of Jan 1. Players on a team registering at a particular age group must meet the age requirements in the Table listed below:

Bracket Name	Max	Min	Bracket
Under 19	01/01/1998	12/31/1998	U19
Under 18	01/01/1999	12/31/1999	U18
Under 17	01/01/2000	12/31/2000	U17
Under 16	01/01/2001	12/31/2001	U16
Under 15	01/01/2002	12/31/2002	U15
Under 14	01/01/2003	12/31/2003	U14
Under 13	01/01/2004	12/31/2004	U13
Under 12	01/01/2005	12/31/2005	U12
Under 11	01/01/2006	12/31/2006	U11
Under 10	01/01/2007	12/31/2007	U10
Under 9	01/01/2008	12/31/2008	U09
U9Y	01/01/2009	12/31/2009	U9Y

TEAM CONFIGURATION: All teams in a particular age group with adhere to the format shown in the Table below:

Bracket	Format	GK	Ball Size
U13 - U19	11v11	YES	5
U11 – U12	9v9	YES	4
U9Y – U10	7v7	YES	4

RISK MANAGEMENT: We adhere to the MSYSA Risk Management Policy (Rule 2.8 of MSYSA Rules, Regulations and Policies). This policy can be found at www.michiganyouthsoccer.org under "GOVERNANCE AND ADVOCACY" then "MSYSA RISK MANAGEMENT". MSYSA registered teams will be required to submit Risk Management cards for the team's Head Coach as part of on-line tournament registration. The MSYSA R.M. policy however extends to all individuals over the age of 18 who have direct or indirect contact or influence on a youth player. Non-MSYSA teams' coaches are required to submit a copy of their state or provincial equivalent background check documentation as part of on-line tournament registration. Application for or update of Risk Management cards is done through your GotSoccer account.

Concussion Policy: all MSYSA coaches must be able to provide their CDC Heads-Up Concussion Certification. All non-MSYSA coach must be able to provide the CDC Heads-Up Concussion certificate or the NFHS Concussion in Sports certificate. Teams must be able to provide the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

Uniforms and Game Ball: Home team (1st team on the schedule) will change uniforms in case of conflict in colors. Teams should have an alternate jersey. All players **MUST** wear shin guards that are covered by their socks. Special circumstances such as players with casts, etc. need to be reviewed by referee and is solely at the discretion of the referee. Referee may



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request that a goal keeper change jersey color if it is deemed too similar to away team's jersey color. All players on the field are required to have a number clearly visible on their jersey; the number must match that stated on the Tournament Roster. The home team will provide the Game Ball. A Tournament Ball will be provided to each team at registration; U9Y – U12 will be provided with a Size 4 ball, U13 – U19 will be provided with a Size 5 ball.

Substitutions: Must be made from the centerline

Substitutions are unlimited; however they can be made only at the following times and under the following conditions:

- After a goal is scored.
- Prior to restarting the game with a goal kick by either team or a throw-in has been awarded for the team in possession of the ball.
- At half time. (Referee notification is only required for a goalkeeper substitution at this time).
- When play is stopped for an injured player. Only the injured player may be substituted, the opposing team may substitute one if so desired.
- For a player who has just received a yellow card, but only if the game has not been restarted.
- In order to preserve time, goalkeeper substitution will be allowed only if substitute comes from the bench and is ready immediately, exception: during play only in the event of injury to the goalkeeper.

Protests: No protest or appeals will be allowed. In all cases, the ruling of the referee is final.

Ejection's

- A player that is sent off (Red Card) for persistent infringement of the laws of the game, after receiving a caution will have to sit out one game. A player/coach/assistant/manager, etc. that is sent off (Red Card) for serious foul play or violent conduct, or foul or abusive language will have to sit out 2 games. If the occurrence is during the semi-final or final game the player/coach/assistant/manager, etc. will have to sit out the rest of the tournament. Player's wristband will be removed following the game where the Red Card was received and replaced after the suspension has been served.
- The CANTON SOCCER CLUB CANTON CUP TOURNAMENT in agreement with the USYSA Tournament Hosting Agreement; will take the following action:
 - The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by our organization and that this information shall be reported immediately to the home state association, US Soccer Federation, and the home club/league.
 - Any player/coach/Assistant/Manager etc. that receives a red card and does 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.
 - The field coordinator will pull the pass card of the ejected player/coach/assistant/manager and turn it into the scorekeeper's tent at Independence Park. Coaches may pick up the pass card after the required number of games have been sat out. Those Red Cards issued in the semi and final games will be sent to the MSYSA office for return to the appropriate state/club/league. Wrist bands for Red Carded players will also be forfeited during the period of suspension.

Rule Changes: FIFA laws will apply to all games unless otherwise specified within these tournament rules.

Small Sided Game Rule Provisions (including offsides, substitutions and build out line): The following provisions apply to all U9Y – U10, 7v7 small sided games based on the new modified Laws of the Game meet the Best Practices date from U.S. Soccer of August 2016 for their Player Development Initiative. **Offsides** will be called, with the Build Out line serving as the offside line. On-Field Coaching is not allowed. FIFA Pass-Back to GK rule enforced. Assistant Referees are provided.

Substitutions may take place with any ball out of bounds (goal, goal kick, Corner Kick, Throw in) at the Referee's discretion.

Build Out Line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in hand in the run of play (from opponent) or from a goal kick, the opposing team must move behind the build out line. The retreated team can resume normal play once the ball crosses the penalty area line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed). If the Goalkeeper chooses to play the ball before the opposing team retreats to the build out line all players resume normal play immediately upon release from the GK. **Goal Kicks;** Restarts are started with the ball on the ground placed inside the 6 yard box.

Header Rules: As part of the U.S. Soccer Recognize-to-Recover concussion prevention initiative, players in U-11 brackets and younger shall not engage in heading, either in warm-ups or in tournament games.

Ties (Semi-finals/Finals): Ties will be allowed in preliminary rounds but will not be allowed in semi-final or final games. During semi-finals or finals, if two teams are tied at the end of the game, two (5) minute overtime periods will be played. Overtime periods will be played to completion, Golden Goal or Silver Goals are not permitted. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game.



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Rules of Play

Division of 5 Teams – A round robin competition will be held. Upon conclusion of the round robin play, all teams will be ranked as to their performance over the 4 games. Champion and Finalist awards will be made to the teams with the highest two point totals. Ties will be broken according to Tie Breaker Rules.

Division of 4 Teams – A round robin competition will be held. Upon conclusion of the round robin play, all teams will be ranked as to their performance over the 3 games. Ties will be broken according to Tie Breaker System. The top two-teams will play in a final under the Performance Ranking Criteria.

Performance Ranking Criteria:

The teams will be ranked in order of points earned for wins and ties, (3 points for each win, 1 point for each tie, and 0 points for each loss). Among teams with the same number of points, final placing will be determined by the following tiebreaker system, which will be applied in order.

Tie Breaker System:

Note: In the 4 and 5 team brackets the first place team will be determined and then the second place team will be determined from all remaining teams starting over at the First Tiebreaker.

- First Tiebreaker. Head to head competition. Not applicable if tie involves more than 2 teams
- Second Tiebreaker. Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4 goal spread per game.
- Third Tiebreaker. In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the preliminary round games. The team having the fewest goals against them will be determined as having the better record.
- Fourth Tiebreaker. Most wins during the preliminary round games.
- Fifth Tiebreaker. Goals scored by each team will be totaled for the preliminary round games. The team having the most goals will be determined as having the better record.
- Sixth Tiebreaker. Penalty kicks. The Tournament Director will determine time and field location.

Wildcard Teams: In divisions where a wildcard team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wildcard team. If the wildcard team is from the C bracket; A plays the wildcard team and B plays C.

Game Clock: 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.

On-line Tournament Registration: All teams, Travel and Recreational are required to submit their tournament registration documents on-line. These documents include: league roster for current season (Fall 2016/Spring 2017) signed by league official, guest player forms, player pass cards (front and back) or player books for Canadian teams, risk management card (or equivalent) for head coach, medical release forms (notarization is not necessary), permission to travel form (non-Michigan teams that do not play as a U.S. Club team), tournament waiver, proof of concussion training by coach. All teams upon verification and acceptance of on-line tournament registration documents will receive an **Online registration APPROVED email**. Instructions for submitting on-line tournament registration documents can be found on the tournament website.

Tournament Roster Entry

Tournament team roster including all guest players is to be entered on-line via the tournament website. These rosters will be used to print game sheets for all games prior to finals. Tournament Rosters should be entered at the same time as on-line tournament registration documents are submitted. Once entered, changes to Tournament Rosters must be done by contacting the Tournament Registrar, registrar@cantencup.net

Tournament Check-in: All teams (Coach or Manager only) are required to Check-in for the tournament at Independence Park (1898 Denton Road, Canton Michigan) on Friday of the tournament during the hours 4:00 – 9:00 pm. Local teams are required to check-in the previous evening (Thursday) during the hours of 4:00 – 9:00 pm. Non-local teams with a Friday night game will be allowed to check-in on Friday starting at 3:00 pm. At Tournament Check-In, all teams are required to submit their e-registration acceptance letter. Tournament rosters, game sheets, tournament soccer ball and other tournament-supplied items will be provided to you in the team packet received at Tournament Check-In.

Game Check-In/Check-Out: You must check-in at the Field Check-In tent assigned to your field at least 45 minutes prior to the start of your first game, 15 minutes prior for all subsequent games. The field coordinator will hold pass cards until after the game and all the proper post game paperwork has been turned in. Player pass cards will be withheld for any players sent off with a Red Card. Teams will provide tournament game reports (pre-printed for you) at the time of game check-in. All uniform numbers must match the game report roster. Teams that make the finals can pick up pass cards at the trophy tent.



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Teams and Coaches will be stationed on the side of the field opposite the spectators.

Forfeits: A maximum 5-minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A minimum of 7 players constitutes a team and only less than 7 players present may delay the start of a game. A forfeit will be recorded as 3-0 score. A team that is responsible for a forfeit may not advance in the tournament. In U9Y through U10 games, 5 players constitute a team.

Tournament Roster Size (maximum number of players):

U9Y thru U10 playing 7 v 7 (6v6 plus GK) with 14 players maximum on roster.

U11 and U12 playing 9 v 9 (8v8 plus GK) with 18 players maximum on roster (only 16 eligible to complete in any give game).

U13 and above plays 11 v 11 with 22 players maximum on roster (only 18 eligible to compete in any given game).

The above roster sizes are INCLUDING guest players

Team Gender: Canton Cup recognizes 2 types of team genders:

- (1) Teams with female players only are girl's teams.
- (2) All other teams are boy's teams.

Recreation and Select/Premier Division Guest Players: In the Recreational Team division, up to five (5) players may be added to your tournament roster so long as these players are registered with your club or organization and currently playing on a recreational team AND the total roster size for the team's age group is not exceeded. In the Select/Premier divisions, no more than 5 guest players from outside a team's club are allowed per team. Additionally, an unlimited number of same-club guest players are allowed per team provided that at least 50% of the players appearing on a tournament roster also appear on the team's league roster. No Premier/Select player will be allowed as a guest player on a Recreational Team. Players may play for only one team in the tournament, dual rostering is not allowed. All Guest Players who play for a team outside of the tournament team's home soccer club must obtain a Guest Player Roster Form from the MSYSA (register through TheTournamentCenter.com). Non-Michigan teams must obtain similar documentation from their State/Provincial soccer organization. Guest Players from a team's home club need to provide a copy of their team's league roster.

Tournament Referees: Following are tournament guidelines regarding referees:

- (1) All referees will be assigned to games by a 2017 USSF Certified Referee Assignor.
- (2) All referee assignments will be done in Game Officials.
- (3) All out-of-state referees must show photo ID to the Tournament Head Referee when checking into the tournament

All schedules are final unless changed by the Tournament Committee

Inclement Weather: Regardless of 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 Tournament Director can cancel or postpone a game.

- Inclement weather before game: In cases of severe weather conditions before play, referees and/or the Tournament Directors MAY reduce the length of the game by 50%.
- Inclement weather during game: Should a game's progress be terminated due to weather conditions after 20 minutes of play, the game will be considered official and the score at that time will stand.
- If the weather situation in the discretion of the tournament becomes so severe, then games may be decided based on a coin toss, but only as a last resort. The Tournament in its discretion may utilize Memorial Day as a rain date.

Definition of Club: For all references to a "Club" in this document, the following definition shall apply; Club refers to an organization providing soccer to youth players that is either a direct member of MSYSA or that registers players with MSYSA through an affiliated member. At no time shall an affiliated member who functions as a "scheduling league" also be considered a "club". In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the National Championship Series if all the following criteria are met:

1. The main club and satellite club have the same Board of Directors
2. The main club and satellite club have the same Tax ID number
3. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.

The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament and its judgment is final.

Due to contractual Commitments there are absolutely no refunds of the tournament fee for any reason in the event the tournament is cancelled.