

MTFC QUEST TOURNAMENT RULES 2019



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MTFC QUEST SOCCER CLUB TOURNAMENT RULES (REVISED MAY 2019)

A. General Information: The Tournament Director/ Committee will administer the Tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament. Decisions made by the Tournament Director/ Committee shall be deemed final. Submission of tournament application does not guarantee acceptance to the event/tournament. No team's application will be considered for acceptance until payment has been received. Any teams withdrawing after the close of registration may not be subject to a refund. Request for schedule changes will be given consideration, however there is no guarantee that requests will be honored. The Tournament Director/ Committee reserves the right to modify age brackets, flights, divisions, etc. where he/her feels it is in the best interest of tournament structure and/or competitive balance. Pets are prohibited at Moss Wright Park. Service Animals are permitted with documentation. All City of Goodlettsville Parks & Recreation rules shall be followed. Patrons parking in prohibited areas are subject to towing and/or ticketing.

B. Registration & Check-In: Accepted Team Registration will all be online for this tournament. Online Registration requirements are detailed on the Tournament Website and are sent via email. The following must be sent for registration:

- a. 5 State Approved OFFICIAL Rosters or a US Club Soccer OFFICIAL Roster (player's jerseys numbers included)
- b. Scanned Laminated player cards with picture for current season.
- c. Approved travel permits are only required for USYSA teams outside Region 3. US Club Soccer teams do not have to provide travel documents
- d. Guest Players (3 max per team) documentation from your state office (Tennessee guest players will only need to provide their player cards) and medical release forms
- e. Medical Releases (do NOT have to be notarized) f. ****RECOMMENDED Copies of Birth Certificates (NOT REQUIRED)****

C. Credentials Check: All teams must have their rosters approved and stamped, and travel permits (for USSF affiliated non Region 3 teams) turned in for Check-in. Player passes and approved roster shall be checked prior to each match by the Referee who will hold onto them for

the duration of the match. Teams are required to have copies of medical release/liability forms with the team at the field at all times. Medical Release/Liability forms do not need to be notarized. The player pass of any ejected players will be delivered to the Field Marshall with a written report on the team's match card concerning the reason for the ejection. An ejected player is automatically banned from their next Tournament game. Violations that are deemed of a serious nature (i.e. fighting) may require further disciplinary action such as banning from further match play. If a player who is not properly registered participates in any match, that match shall be automatically forfeited to the opposing team with a score of 3-0.

D. Eligibility: All teams must be currently registered with their local USSF or USYSA state organization. The maximum number for players on a team will be: Age Max Roster Size Format U8 through U10 14 7v7 U11 and U12 16 9v9 U13 through U18 18 11 v 11 No player will be allowed to register with more than one team during the Tournament following the I/A/W TSSA Policies. Roster requirements at discretion of Tournament Director. COED teams will be played in the boy's division.

E. Age Group Format: Age Format Ball Size Match Duration Halftime U8/U9 (2010/11) 7v7 4 2 x 25 5 min U10 (2009) 7v7 4 2 x 25 5 min U11 (2008) 9v9 4 2 x 30 5 min U12 (2007) 9v9 4 2 x 30 5 min U13 (2006) and up 11v11 5 2 x 35 5 min

F. Uniforms and Equipment: All players on a team shall wear identical uniforms (jersey, shorts and socks) excluding the goalkeeper. Jersey shall be tucked in according to FIFA rules. The HOME TEAM, listed first on the official schedule, are designated to wear a light colored jersey with the visiting team, second team on schedule, will wear a dark color jersey. When colors of competing teams are similar (Referee's discretion), the HOME TEAM with the must change to colors distinct from the opponents. Player's numbers must be affixed to the uniforms (goalkeeper excluded) and no two players from the same team may wear the same number. Shin guards must be worn during all matches and no jewelry is allowed on players while on the field of play. Home teams will furnish match balls, approved by the Referee.

G. Match Rules: All FIFA Laws of the Game shall apply, unless otherwise stated herein. Home team will start with Kick-Off. (No protests permitted) Small Sided Amendments: *** Note: In Schedule Identified Merged Age Brackets the Small Sided Amendments for the older age group shall apply. Example: a U11 & U12 Schedule Identified Merged Bracket shall play under the U12 Rules for both teams. Teams and players choosing to register/play “up” an age bracket will also play to the rules of the Schedule Identified Age Bracket. *** U9 and U10 7v7 Format No heading is allowed in practice or play. (Indirect Free Kick for deliberately heading the ball) No punting/drop kick in these age groups. (Indirect Fee Kick for punting/drop kicking the ball) Build Out Line to allow play out of the back. The line shall be marked on the field. The line may actually exist as the midfield line if necessary. The Build Out Line will also serve as the offside line where players may not be penalized for offside if behind the line. U11 9v9 Format No heading is allowed in practice or play. (Indirect Free Kick for deliberately heading the ball) No punting/drop kick in these age groups. (Indirect Fee Kick for punting/drop kicking the ball) U12 9v9 Format Heading & punting/drop kick is permitted.

H. Starting Time: A team that is unable to field enough players to constitute a team (U13-U18: minimum of 7 or U8-U12: minimum of 5) shall be allowed a 5-minute grace period after the scheduled kick-off time. However, this grace period takes away from the duration of the match. Time out for injuries may occur at the Referee’s discretion and may also take time away from the duration of the match. Referees are instructed to end all matches no later than 10 minutes prior to the start of the next scheduled match.

I. Forfeits: If a team must forfeit a game, the match is scored 3-0 win with a maximum of 3 points awarded to the opposing team. No team that forfeits a match will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

J. Substitutions: Substitutions shall be unlimited, with the consent of the Referee, at the following times:

- a. Prior to a throw-in in your favor
- b. Prior to a goal kick of any team, both teams may sub
- c. After a goal by either team, both teams may sub

- d. At half-time and each overtime period, both teams may sub
- e. For a cautioned player(s), if substituted, both teams may sub
- f. For an injured player(s) when the Referee stops play, both teams may sub if injured player is substituted
- g. Ejected players may NOT be substituted. Team must play short a player for the remainder of the game
- h. Players must enter and exit the field at the half-line K. Match Reports Match reports shall be signed by the Referee and one team official (coach/manager) from each team. At this time, players' cards will be returned to the team official by the Referee. Match reports (along with player card of any ejected player or benched personnel) shall be turned in to the score table by the Field Marshall as soon as possible. Ejected player's card must be given to the Tournament Director immediately after the game.

L. Scoring "3" Points System: MAXIMUM GOAL DIFFERENTIAL IS 3 Preliminary & Pool Games will be scored as follows: Win 3 points Tie 1 point Loss 0 points 1 point for shutout

M. Tie Breakers: In the case of a tie in points, a tie will be broken as followed:

- a. Head-to-Head competition results
 - b. Highest goal differential- goals for, minus goals against (Maximum of 3)
 - c. Least total goals allowed
 - d. Most goals scored (maximum of 3 per match will be counted)
 - e. If still tied, Penalty Kicks I/A/W FIFA Laws of the Game will determine the winner
- In the event three or more teams tied:
- a. Skip Head-to-Head competition results, go to step b.
 - b. Go through step b through f above. If 1 team is alone in 3rd they are eliminated and the two remaining teams return back to step a. in a regular tie.
 - c. If bottom two teams are tied they go back to step A in a regular tie. Whoever is not eliminated returns to step A in a regular tie.
 - d. If all three teams get to step f in a regular tie. Three coins will be displayed by the three captains where the off coin will choose to kick 1st -2nd –or 3rd. The remaining captains will choose heads or tails in a normal coin toss with the winner picking their position

- e. Each kicker will kick on both opposing goalkeepers and the score will be recorded
- f. Return to tie breaker A. above when only two teams are remaining

O. Match that REQUIRES a Winner: Any match that requires a CHAMPIONSHIP/FINAL will proceed directly to Penalty Kicks I/A/W FIFA Laws of the Game to determine the winner. Penalty Kicks may be moved to a vacant field if deemed necessary by Tournament Director.

P. Protest: There will be NO formal protest allowed. If a coach wishes to file a complaint, they may do so within 1 hour after the conclusion of the match in question by notifying the Tournament Director in writing.

Q. Sidelines: Team benches shall be on one side of the field and spectators on the opposite side. Players, coaches and spectators are expected to conduct themselves within the spirit and the letter of the I/A/W FIFA Laws of the Game. There shall be no dissent between players, coaches, or team officials and the Referees. Questioning a Referee's call is considered dissent. Coaches are responsible for the actions of players and spectators and are expected to enforce the rules. Referees can issue warnings to the "Bench" and may eject any coach/spectator that is interfering with the good conduct of the match. A match that is terminated by the Referee or Tournament Officials will have the score recorded at time of termination OR "no contest". Coaches ejected from the match are automatically banned from their team's next Tournament game. No team that is responsible for the termination of a match will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play. Send-off (Red Card) PLAYERS must remain in control of the Team Bench. Any additional misconduct from the ejected player MAY result in suspending the match. Teams may elect to escort the player from the field, but under no circumstance will the player be unsupervised. Non-Players asked to leave the field area will exit Heritage Soccer Complex or retire to the Tournament Headquarters.

R. Inclement Weather: Only the Tournament Director/Tournament Committee/City of Goodlettsville may cancel a match due to weather conditions. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. No refunds are guaranteed in the case of a cancellation. Middle Tennessee Futbol Club shall NOT be

responsible for any expenses incurred by any team or individual if the Tournament is canceled in whole or in part. **No games will be played if lightning is in the vicinity.**

- a. If inclement weather causes the Referee to stop the match at any time, and conditions do not permit restart of the match within the allowed time, the score will stand as it is at the time the match was stopped.
- b. If a match is delayed from starting due to weather conditions, it will be started as soon as weather permits within the allowed time and will end at the scheduled time.
- c. If no portion of the match is played, the best efforts will be made to reschedule the match, but no such guarantee is made. There will be no guarantee of refunds for any cancellations.
- d. During times of excessive heat the Referee shall stop the match for a heat timeout lasting no less than four minutes during the first and second half. The time-out will be called at the first logical time to stop play after the half way mark of each half. Referees may also amend the substitution rules during these periods as well. The onsite Referee Assignor and/or Tournament Director shall communicate to the Referees when conditions of excessive heat exist.

S. Concussions: As per TN State Soccer Association Policy, any player who exhibits signs, symptoms or behaviors consistent with a concussion such as loss of consciousness, headache, dizziness, confusion or balance problems, shall be immediately removed from the match and shall not return to play until cleared by an appropriate Health Care professional. The Tournament Committee will administer the Tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament.

For Registration, Tournament Director, Tournament Committee, Scoring Matters, Medical Assistants or Lost and Found see the attendants at Tournament Headquarters. MTFC
Tournament Rules (May 2019)