



2020 FC UNITED MIDWEST CLASSIC TOURNAMENT RULES (Sept. 5, 2020)

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by USYSA Rules of Play, the State Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program or tournament website. Unless approved by the MWC Tournament Director, a player may only play for one team during the tournament. Any ineligible player discovered will lead to a game forfeit.

TEAM, PLAYERS AND COACHES CREDENTIALS

All players and coaches must be registered with their state association for the current year and must have valid credentials from US Youth Soccer or US Club Soccer.

Teams must be registered and in good standing with US Youth Soccer or US Club.

Teams may have up to 5 guest players from outside of their club.

Players using club passes from within their own club are not considered guest players.

Guest players must be pre-approved by the tournament and the team must provide rosters and player cards for the guest players.

Valid player cards with picture identification are to be present and available at all matches.

Teams must comply with their state association's travel procedures.

Unless pre-approved by the MWC Tournament Director, a player can only play on one team in any single age-group/flight during the tournament. A player may be dual-rostered, as long they are not competing in the same age group or playing down into a younger age group. All Dual Roster player requests must be pre-authorized by the Midwest Classic Tournament Committee. Any and all exceptions must be directed to the Tournament Director or the Tournament Registrar.

A roster certified by your state association must be submitted before or at tournament check in. Any Team participating must carry valid player passes.

All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable).

All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

- **Due to COVID19 management protocol, player cards will not be checked by the tournament officials. All player cards and rosters must be submitted prior a week prior to the event or by the stated deadline**

HOME TEAM

The “Home” team will select the side of the field they choose to defend. The “Away” team is responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team listed first in all rounds shall be the home team. Both teams (players) shall use the side of the field with team benches and spectators shall use the opposite side of the field.

- **Due to COVID19 management protocol, the players and spectators of the same team will share the same sideline. Opposing team will be on the opposing sideline. No team benches will be allowed this year due to COVID19 precautions.**

EQUIPMENT/UNIFORMS – SHINGUARDS ARE MANDATORY

Players on a team must have matching uniforms. Goalkeeper must have a different color.

If team colors conflict the “Away” team is responsible for changing colors.

All player equipment is subject to Referee approval. **All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.**

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

BRACKETING

- Due to COVID19 management protocol, all bracketing will be completed to align the teams in the best development-appropriate groups as possible, based on the known information and the teams participating in the event.
- There will be no championships or playoffs in the 2020 MWC format.
- Due to COVID19 risks, there will NOT be any awards or championship presentations.
- We will attempt to create groupings where each team would receive 3 games
- Should any team be quarantined due to potential exposure, the MWC Tournament Committee may fill in the game with another team as needed.

POINT SYSTEM AND BRACKET LEADERS

Scores will be updated and teams will be able to track their results. Bracket Leaders will be determined by the following point system:

Win ----- 3 (three) points

Loss ----- 0 (zero) points

Tie ----- 1 (one) point

Shutout ----- 1 (one) point

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner. If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

A substituted match will count as a match and the results will reflect the alternate game.

1. Head to Head
2. Goals Scored Minus Goals Allowed (Max. diff. of 4 goals – ex. game score of 7-1 would be scored 5-1)
3. Goals Against
4. Goals For (Max 4)
5. Most Shutouts
6. Fewest Red Cards
7. Earliest to Register for the event.

SUBSTITUTIONS

U09 - U12 – at any Stoppage and unlimited (at the discretion of the Referee)

U13 - U18 – with the consent of the Field Referee substitutions may be made, from the center of the field, prior to either team's throw-in or either team's goal kick, after a goal scored by either team, during a stoppage of play for an injury and in accordance with the Laws of the Game. A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

GRACE PERIOD

U9 – U12 A minimum of five players constitutes a team.

U13 – U14 A minimum of seven players constitutes a team.

A (5) five-minute grace period shall be extended beyond the scheduled kick off time if five (U9-U12)/seven (U13-U14) are not available at the scheduled kick off time. A team of five (U9-U12)/seven (U13-U14) players must start the game as soon as seven players are at the field after the originally scheduled start time. If at the end of the 5-minute grace period the team does not have five (U9-U12)/seven (U13-U14) players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director(s). The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

GAME LENGTH

Due to COVID19 management protocol, all games will be 40-minute games, straight running clock.

U9-U10 Games may include a brief halftime break, however the game clock will not stop.

ROSTER

Only players approved on your club rosters and holding active club passes will be allowed to participate. Guest players may be added before the team plays its first game, however all guest players must be approved by the Tournament Director.

- U9-10 Maximum roster of 14
- U11-12 Maximum roster of 16
- U13-19 Maximum roster of 22

All rosters and player cards must be submitted electronically to the event's Tournament Director, by Noon Thursday, September 17, 2020.

RED CARDS

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Player will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident, at the discretion of the Referee and the Tournament Director. If a Red Card is received in Final Match, the player will have to serve suspension in the following year's event.

MISCONDUCT AND ABUSE

Referee, player and spectator abuse will not be tolerated during the tournament. Abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return for the day. As such, re-entry may be approved only by first reporting to the Tournament Headquarters.

REFUND

There are no refunds, unless games are not played due to weather. In the event matches are canceled by the Midwest Classic Tournament Committee and/or the City of Cedar Rapids, the refund policy shall be as follows:

75% - No games played due to event cancellation.

No other refunds will apply. There are no refunds for any teams not being able to play due to a mandatory quarantine.

As an accommodation for COVID19, should a team be impacted by COVID, requiring them be removed from the event, the MWC Tournament Committee reserved the right to alter the schedule, or the opponent, to provide a game or games to the impacted opponents to the best of our ability.

Any team or spectator not respecting or abiding by our municipality guidelines or event rules, may be removed from this event.

TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA or a US Soccer sanctioned affiliate. Players may be registered to only one team playing in the tournament. The respective club directors and coaches are expected, in good faith, to use only players documented and approved to play on that team. All exceptions must be approved by the MWC Tournament Committee.

GAME ROSTER

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time. Tournament roster will be limited as follows: 7v7 at 14 active players, 9v9 at 16 active players, 11v11 at 22 active players.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. A coach may be carded for failure to control his/her players and/or team fans.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the Iowa Soccer Association, the sanctioning organization for the Midwest Classic.

PROTESTS

Protests must be presented in writing by the head coach to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$100.00 cash bond, which will be returned only if the protest is upheld. Only protests that concern the Laws of the Game and ineligible players will be considered. Referee judgment will not be a basis for protests. Decisions of the Tournament Director are final and may not be appealed.

COMPLIANCE

All players must be properly registered with the USYSA and/or an approved US Soccer affiliate.

Any damage to vehicles or personal articles are not the responsibility of the Midwest Classic tournament, it's Directors or Agents, or the City of Cedar Rapids. Any vehicles ticketed or towed due to non-compliance of complex or tournament rules, are the responsibility of the vehicle owner.

Any spectator or player asked to leave the complex must report to tournament headquarters prior to being allowed re-entry.

COVID19 MANAGEMENT PROTOCOL

For more information on the event and format this year, please visit our website at www.fcunitedcr.com.

We will have some COVID19 guidelines in place the entire weekend, some of which have prompted us to modify the event format. We do expect visiting clubs, coaches/players and families to abide by these guidelines and they will be enforced.

Teams not respecting guidelines will be asked to comply or may be removed from a game and that game may be forfeited.

Expectations -

1. Players and Parents of the same team are on the same sideline.
2. Spectators will be asked to wait until 5 minutes prior to kick off to occupy their sideline.
3. Spectators from different households are expected to socially-distance (6 feet).
4. Spectators will be expected to leave their sideline within 5 minutes of concluding their game.
5. NO team benches allowed - Players not actively in the game are expected to socially-distance (6 feet). Players will be encouraged to bring individual chairs if sitting on the sideline.
6. All team check-in will be managed by the Team Coach. Rosters are expected to align with the roster submitted to the Tournament Committee.
7. All attendees, player/parents/coaches/volunteers, will be expected to perform routine health check questions before participating in the event.
8. Restrooms will be in operation. Social Distancing is expected.
9. No Concessions will be available this weekend. Please prepare in advance.
10. Per the CDC and municipality guidelines, masking is highly recommended, and expected while on the premises.
11. Teams will be expected to follow match day protocols, which will be communicated prior to the event.
12. All participants will be expected to follow any other municipality guidelines and restrictions.

Midwest Classic Tournament Committee