

Saginaw Soccer Classic

Tournament Rules & Regulations

RULES: FIFA rules will apply to all games with the exceptions noted in this set of tournament rules.

- In all respects, this tournament and these rules will adhere to the new playing rules, new birth year rules, and new playing forms established by the United States Soccer Federation. For all players we must see not only a valid Player Pass Card (or MSYSA Guest Roster form), but also copies of the player and parent signed Concussion Information form (MDHHS form) as well as the other information listed in these rules. This tournament is also in compliance and will adhere to USSF mandates on small-sided games.

- **PLAYER AND COACH AND SPECTATOR CONDUCT:** Coaches and players are expected to conduct themselves within the spirit of the 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, assistant coach, manager or trainer receiving a red card for any reason (persistent infringement, serious foul play, et al) will be suspended for the remainder of the current game, plus the next two (2) games as well for that team. Where a coach is coaching two or more teams, if any cards (red or yellow) are issued while coaching a second or more team will result in the coach removing themselves from the soccer complex and ceasing all coaching altogether at the current year's 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 MSYSA as well as the league the team is playing in pursuant to MSYSA tournament rules, and therefore, each player and his coach receiving a Red Card must report directly to Tournament Headquarters within 40 minutes of the conclusion of the game in which the Red Card was issued, where, the wrist band will be removed for the required number of games. We caution coaches and players that there will NOT be a discussion regarding whether the card was correctly issued or not, only the administration of the card shall take place – please refer to Rule 12. Spectators are expected to act with all due respect towards all referees and players and coaches and opposing team spectators involved in the game. If a problem is reported to tournament headquarters, a tournament official MAY respond to the field where the problem is reported and MAY at their decision, request that people who are not containing their actions towards others leave the premises. Additionally, no noisemakers of any kind may be used at the tournament. In the event of anyone totally out of control, the game MAY be stopped until these conditions are met.

Birth Year Registration Policy: For the 2017-18 Season the Tournament Offers the following age groups: U9 (Born in 2009), U10 (Born in 2008), U11 (Born in 2007), U12 (Born in 2006), U13 (Born in 2005), U14 (Born in 2004), U15 (Born in 2003), U16 (Born in 2002), U17 (Born in 2001), U19 (Born in 1999 or 2000). Age groups may be combined without notice by the tournament director, but teams will be notified.

- **LENGTH OF GAMES :** All games will be 50 minutes long – two twenty-five (25) minute halves for ages Under 9 through Under 19. There will be five (5) minutes between halves. The clock will start as stated in the schedule of games. Any semi-final and final games (if held) will be of the same duration as noted above. Exceptions to this are noted in the section titled “Inclement Weather”. Please be reminded that ALL teams play a MINIMUM of 4 games!

- **UNIFORMS AND GAME BALL: Without exception:** The Home team (1st team listed on the schedule) will wear white or lighter colored uniforms (jersey and socks) and the Away team will wear darker colored uniforms (jersey and socks). All teams MUST have an alternate jersey. All players MUST wear shin guards, which will be covered by their socks. The home team will provide the game ball. U-9, U-10, U-11, U-12 will use a size 4 ball. U-13, U-14, U-15, U-16, U-17, U-18 and U-19 will use a size 5 ball. Casts may only be worn with referee permission that they are covered and safe to other players.

- **ELIGIBILITY:** Teams will register in the age division that they are playing in during the fall travel season (Fall 2017) and rosters will be provided to us to show that the team is going to play in that season which will be based upon the new Calendar year age determination for divisions. There is no minimum age except that a player may not play up on a team more than two years older than their eligibility age. USYSA/FIFA passcards or accepted regional passcards must be presented along with a team roster and a tournament roster to the Registrar when the team signs in for tournament play. ALL guest players must have an MSYSA Guest Roster Form. U-9 and U-10 Rosters will contain no more than Twelve (12) players, U-11 and U-12 no more than sixteen (16) players and U-13 through U-19 teams will be allowed to have the 22 players on their roster as allowed by the USYSA, and include all required information on each player and coach (Name, Address, City, State, Zip, Phone Number, League, Club, State Association). Teams carrying more than 18 players must modify and sign off on their GAME roster for EACH game designating WHICH players will be rostered for that particular game. The time to do that is with the center referee just prior to the beginning of the game. Coaches MUST be at least 21 years of age in all cases. No changes to the roster will be permitted after roster is verified at Registration. Five (5) additional guest players may be added to any team's roster for the tournament, but in no case shall the number of players on a team exceed the maximum number of players based on the age groups above. Dual rostered players are NOT considered “guest players” since they are on the normal roster for two different teams. All guest players must be

documented with an MSYSA approved Guest Roster Form and a pass card from their regular team as well as a copy of that team's roster, prior to acceptance, and 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. In addition, coaches are to show a Medical Release Form for each player when they check in at registration as well as the mandatory Concussion Awareness Form.

Specific definition of “**PASS CARDED PLAYERS**”: Teams may use pass carded players ONLY from their own club and only from the age group 1 year younger than that of the registered tournament team. Club is defined as a group of teams registered with MSYSA as a club in the same geographic area. Clubs with several geographic locations are NOT allowed to pass card players from one of the other geographic areas for that club. Pass carded players must always “play up” a year on the registered tournament team. A player can only play on ONE team in the tournament.

- **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. If your team is NOT a USYSA team, you must provide proof of your group's Risk Management equivalent or Background Check. No Coach, Assistant Coach, manager or team administrator will be allowed on the team sideline without such proof.

- **CONCUSSION REQUIREMENT:** All MSYSA coaches must supply the Tournament Committee with their CDC Heads-Up Concussion certificates. All non-MSYSA coaches must supply the CDC Heads-Up Concussion certificate or NFHS Concussion in Sports certificate. Teams must supply the Michigan Department of Community Health / CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

- **TOURNAMENT RESPONSIBILITY:** The tournament director and tournament committee reserves the right to decide on all matters pertaining to the operation of the tournament and their judgment is final. This includes the necessity of combining two adjacent age groups together to form a tournament division where there are not enough teams in one of the age groups to play a tournament. (e.g. U13 and U14 may be combined into U14)

- **REGISTRATION:** Team coaches may register in the following manner:

- At the soccer complex registration pavilion/garage from 4:30 p.m. to 9:00 p.m. Friday (tournament headquarters)
- At least one (1) hour prior to your first (1st) round robin game, at registration pavilion/garage (tournament headquarters).

- **PRE-GAME CHECK IN:** The coach of each team is REQUIRED to check in at least one hour prior to the teams FIRST scheduled game at the registration pavilion at the main complex. Coaches must present player pass cards for each player, risk management cards (as noted above) , and concussion paperwork (as noted above) at the check in. Teams MUST also present Medical Release Forms and, if from out of state the travel permission form. Teams who are NOT members of the USYSA and/or MSYSA, must also sign a form stating that they are aware that neither the USYSA nor the MSYSA are responsible for any insurance on their players; this can be done at check in. If the team is from Canada , they must show proof from its Provincial or National Association approving the team's participation in the tournament. The team MUST have entered their tournament roster online on the web site prior to checking in. All coaches will be given a wristband for each player at this time and referees will check for this band at the playing fields before the start of each game on each player and coach. The Coach will be required to report thirty (30) minutes prior to each **subsequent** game of the tournament to pick up the game cards. It will be each player's and coach's responsibility to keep the wristband on throughout the tournament. If a wristband should become damaged or come off during the course of the tournament, it must be replaced at the registration pavilion prior to the game. At no time will any player or coach be allowed to participate in a game without the proper wrist band, or one that has been altered or taped. Deliberate tampering or transferring of a wristband is grounds for disqualification of the player and / or the team.

- **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 a seven (7) players constitutes a team for a normal 11 player team and if seven (7) players are present, the game will not be delayed. For an 9v9 game the minimum to start a game is 5 players. For a7v7 game, the minimum to start a game is 4 players. 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. If a team does not show for the tournament and no replacement can be found, resulting in the other teams in that bracket not playing three (3) preliminary round games, one-third (1/3) of the tournament fee will be refunded to the affected teams. All forfeited games will be recorded as a 2 to 0 win for the opposing team.

- **SPECIAL RULES for a 3 team Flight:** If there are ONLY 3 teams in a bracket (e.g. Boys Under 13, Flight A), the following playing format will take place: All three teams will play each other 2 games each. The Champions and Finalists will be

determined by all the normal tie-breaker rules. (e.g. points and head to head competition etc.)

- **SPECIAL RULES for a 4 team ONLY gender/age division:** If there are ONLY 4 teams in a gender/age division (e.g. Girls U-14), the first and second place teams will be determined by the normal point system including tie breaker rules and will play a championship game. The other two teams in the 4 team bracket will play a consolation game as their fourth game.
- **SPECIAL RULES for a 5 team Flight:** If there are ONLY 5 teams in an age bracket, those teams will play a four game round-robin along with all the other tie breaker rules to determine a winner. Where there are ONLY 5 teams in an age bracket there IS NOT a championship game since all teams have already played four games. The winner will be determined by points and bonus points with the same system as all other brackets rules.

If there are 5 teams in ONE FLIGHT (and DIFFERENT numbers in other brackets) of an age bracket the following will occur to determine who goes on in the tournament: The 5 teams will play a four game round-robin to determine the FLIGHT winner. Prior to any play: a random draw will take place to determine WHICH of the four games will count towards wild card team points. These games will be denoted on the scoreboard. Only three of the four games will count towards wildcard point consideration. If for instance the drawing indicates that games 1,2 and 4 are the wildcard point games, the points for EACH TEAM's first, second, and fourth games will be totaled to determine a wild card entrant. For the other flights in this age bracket all three round robin games count towards wild card consideration. This is only done IF there will be a playoff involving choosing a wild card team.

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

- **SUBSTITUTIONS/RULE EXCEPTIONS:**

Substitutions may be made with the permission of the referee:

1. Before a throw-in in either your favor or the opposing team's favor, IF the opposing team is also substituting.
2. Before any goal kick.
3. After any goal scored.
4. At the beginning of either half.
5. In case of injury for the injured player from the bench or the mid field line. Players from the opposing team may also substitute on an injury stoppage IF they were at the midfield line prior to the injury.
6. On yellow card to replace a cautioned player.
7. Goalkeeper substitution will be allowed only at halftime, or during play only in the event of injury to the goalkeeper or at a referees discretion based on the game situation.
8. During stoppages for inclement weather

- **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 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 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. Games that do not reach 20 minutes of play will be postponed and continued.

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. All players and spectators should **GO TO THEIR CARS! Coaches, however, need to report to the registration pavilion to receive further instructions.**

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 50% refund will be issued. If 1 game was played, 30% refund. If 2 or 3 games or more were played, no refund will be issued. If 3 games were played and the playoffs were not completed, age division winners will be determined based on the tie breaker rules listed below. Additionally, no refunds will be issued to a team pulling out of the tournament after the scheduling has been published on the tournament web site.

It is important to note that this is an Invitational Tournament, where, if so inclined, we may choose to not have a certain team(s) attend our tournament due to previous problems associated with a team – especially with regards to abuse towards anyone else not associated with their team. If we choose to uninvite a team that has previously registered and paid, we may also choose to not refund their tournament fee in the case where the teams were already accepted to play.

• **U9 – U12 RULES AND EXCEPTIONS:** The players and coaches of teams participating in the U-9 and U-10 divisions will abide by all guidelines set forth in this document. **EXCEPTIONS:**

- Off Side **WILL** be called at U-9 and U-10.
- The build out line **WILL** be used at U-9 and U-10. **When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball to a teammate. Punting the ball is NOT allowed. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.**
- Under 9 and Under 10 divisions will play the game at 7v7. Under 11 and Under 12 divisions will play the game at 9v9. All others will play at 11v11.
- There ARE NOT semi-final and/or final games for the U-9, U-10, U-11 and U-12 divisions EXCEPT where there are 4 teams in an age division. Where there are 5 teams **only** in an age division there will NOT be semi-final and final games.
- Pass cards will NOT be required for U-9 or U-10 Teams, but a signed roster by the team's league registrar, verifying age and insurance, is necessary. For U-11 through U-19 teams, player pass cards ARE required, including guest player cards issued by the MSYSA.
- **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. 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. The wildcard team CANNOT come from Bracket C IF Bracket C is a 3 team Bracket as stated above.
- **Elimination of Heading Policy**
 - a. All players age 10 and younger, regardless of what age group they play in, may not purposefully head the ball.
 - b. All players in the U11 age group or younger may not purposefully head the ball.
 - c. A purposeful header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the purposeful header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
 - d. If a player heads the ball, but the referee deems that it is not purposeful, then play shall continue.

• **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. The Time and Field location will be determined by the Tournament Committee.

• **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 teams bonus point total. For Example:

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

- **REPORTING SCORES:** The winning coach (home team coach in case of ties) must report the game score to the Tournament Official's Pavilion within forty (40) minutes of game completion or suffer the possible loss of the points his/her team would have received.
- **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 three (3) coaches per team is allowed. Coaches may not cross the center line.
- **REFEREES:** All Referees are assigned using Game Officials software by a 2017 Certified USSF Assignor. Out of town referees will show photo identity prior to refereeing any of these games.
- **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.
- **TOURNAMENT HEADQUARTERS:** The tournament headquarters is located at 3575 McCarty Road , Saginaw , MI 48603 . For further contact or rules questions contact the tournament director directly (989) 295-1945 (C) or email: soccerburd@yahoo.com
- **ANIMALS:** All pets MUST be on a leash at ALL times during the tournament. 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 and no smoking is permitted on the premises.