

Petoskey Autumn Blast Tournament

2017 TOURNAMENT RULES

Petoskey Youth Soccer Association

Email: tournaments@petoskeysoccer.com

Website: www.petoskeysoccer.com

Click Road Soccer Complex 2325 Click Road~ Petoskey, MI 49770

RULES of PLAY

1. **FIFA Rules** will apply to all games unless otherwise specified within these tournament rules.
2. There will be **NO coin toss**. The first team listed on the game schedule is the home team. Home team will start with the ball while the visitor will decide which end to defend.
3. All divisions are subject to change at the discretion of the tournament director & staff.
4. All players age 10 or younger may not purposefully head the ball. All players in the U11 age group or younger may not purposefully head the ball. 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. If a player heads the ball, but the referee deems that it is not purposeful, then play shall continue.
5. U9/U10 games will utilize a build-out line at 14 yards. The build out line is used to promote playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play (from an opponent) 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 to a teammate (No punting).

LENGTH of GAMES

1. **All Preliminary and Semi-final games:**
 - a. U9 through U12 will be 50 minutes long (two 25 minute halves)
 - b. U13 through U19 will be 60 minutes long (two 30 minute halves)
 - c. There will be 5 minutes between halves
 - d. There will be 5 minutes between games
 - e. NO stoppage of the clock for injuries
2. **All Championship games:**

- a. U9 and U10 will be 50 minutes long (two 25 minute halves)
- b. U11 and U12 will be 60 minutes long (two 30 minute halves)
- c. U13 through U19 will be 70 minutes long (two 35 minute halves)

FIELD of PLAY

1. U9-U10
 - a. Play 7v7 (including GK) format
 - b. Center referee & 2-AR's provided
 - c. Game ball is provided for each field and remains with the referee
 - d. Field Size: maximum (yards) 47x30
 - e. Ball Size: 4
 - f. Goal Size (feet): 6.5 x 18.5
 - g. Penalty Area: 10 yards
 - h. Build out Line @ 14 yards
2. U11-U12
 - a. Play 9v9 (including GK) format
 - b. Center Referee & 2-AR's provided
 - c. Game ball is provided for each field and remains with the referee
 - d. Field Size: maximum (yards) 75x47
 - e. Ball Size: 4
 - f. Goal Size (feet): 6.5 x 18.5
 - g. Penalty Area: 12 yards
3. U13-U19
 - a. Play 11v11 (including GK) format
 - b. Center Referee & 2-AR's provided
 - c. Game ball is provided for each field and remains with the referee
 - d. Field Size: maximum (yards) 112x75
 - e. Ball Size: 5
 - f. Goal Size (feet): 8 x 24
 - g. Penalty Area: 18 yards

UNIFORMS

1. Home team will change uniform in case of conflict in colors
2. Teams MUST have an alternate jersey or color to wear
3. ALL players MUST wear shin guards, covered by their socks
4. No hats are to be worn by any player
5. All Jewelry must be removed
6. Hard cast are not permissible. Soft cast are permissible with the approval of the referee

7. All Jerseys on the team MUST be matching AND have player numbers on them designated to that specific player listed on the roster/game card.

SUBSTITUTIONS

1. Substitutions can be made with the permission of the referee only at the following times and under the following conditions:
 - a. After a goal is scored, either team may sub
 - b. Prior to restarting the game with a goal kick by either team, either team may sub
 - c. On a throw-in either team may sub, as long as the possession team is making a substitution.
 - d. At half time, either team may substitute. Referee notification is only required for a Goalkeeper substitution at this time.
 - e. When a play is stopped for an injured player. Only the injured player may be substituted.
 - f. For a player who has just received a yellow card, but only if the game has not been restarted.
2. Substitution Age Limits:
 - a. If the age group is U15 and under, free substitution is allowed.
 - b. If the age group is U16 and older, free substitution is allowed providing the tournament is not an official completion (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries. IF it does include national teams, then up to six substitutions are allowed.

PROTEST

No protest will be allowed. In ALL cases, the ruling of the referee is final.

EJECTIONS

1. 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 the next game.
2. A Player/Coach/Assistant Coach/Manager, etc. that is sent off (RED CARD) for serious foul or violent conduct, or foul or abusive language will have to sit out the remainder of the game and one tournament game after the game that resulted in the infraction. IF the occurrence is during the Semifinal or Final game the Player/Coach/Assistant Coach/Manager, etc. will have to sit out the remainder of the final game and must sit out the remainder of their suspension beginning with their next league game.

3. The Petoskey Tournament is in agreement with the USYSA Tournament Hosting agreement, which states:
 - a. The issuance of all red or 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, Provincial and/or National Association for out of country teams and home club or league.
 - b. The field marshal will pull the pass card and wristband of the effected Player/Coach/Assistant/Manager and turn it in at tournament headquarters. Coaches may pick up the pass card after the required number of games has been sat out.

4. Spectators, Parents, Fans are expected to conduct themselves in a responsible manner. Inference or disruption to a game WILL NOT be tolerated. Conduct such as dissent, threats, taunting, instruction to injure or foul or use vulgar and/or abusive language is PROHIBITED. Any person(s) in such action will be asked and/or escorted from the tournament grounds.

TIES (FINALS)

1. Ties will be allowed in preliminary rounds.
2. Ties WILL NOT be allowed in Quarterfinals, Semi-finals and Finals. If two teams are tied at the end of the game, two (5) minute overtime periods will be played to their conclusion; NO "Golden Rule" is allowed. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game.

REFEREES

1. Referees for all games will be selected and scheduled by our 2017 USSF certified Club Assignor.
2. All Referees will be assigned to the tournament thru Game Officials.
3. All Referees must show proper photo identification to verify identity to the Club Assignor.
4. All Referees must check in at the Tournament headquarters at specified scheduled time to collect tournament information, schedule and game balls.

PERFORMANCE RANKING CRITERIA

1. The teams will be ranked in order of points earned for wins, ties and loss. Point structure will be:

WIN = 3 Points
TIE = 1 Points
LOSS = 0 Points

2. Among teams with the same number of points, final placing will be determined by the following tiebreaker rules, which will be applied in order:
- a. **FIRST TIE BREAKER**- Head-to-Head Competition. Not applicable if tie involves more than two teams.
 - b. **SECOND TIE BREAKER**- If the teams are still tied after head-to-head competition, or if more than two teams have the same number of points earned for wins and ties, the tournament will use a bonus point system. A team will receive a bonus point for each goal scored up to, and including, the third goal. No team can receive more than 3 Bonus Points per game. However, goals in a game will be subtracted from their bonus point total. For example:
 - If team A beats team B by a score of 3-0, team A receives 3 BP.
 - If team A beats team B by a score of 3-2, team A receives 1 BP.
 - If team A beats team B by a score of 6-3, team A receives 0 BP.
 - c. **THIRD TIE BREAKER**- In cases where the above bonus point system does not differentiate between teams, goals against each team will be totaled. The team having the fewest goals scored against them will be determined as having the better record.
 - d. **FOURTH TIE BREAKER**- Most wins during the Preliminary round games.
 - e. **FIFTH TIE BREAKER**- Penalty Kicks. The tournament director and head referee will determine time and field location.

NOTE: In the event of a forfeit, tiebreaker rules 2, 3 and 5 will be based on the teams' total points for the tournament for games actually played during the preliminary rounds. In the event of a five-team division, the winner of the division cannot be decided upon if the first place team has received a win due to a forfeit. In which case, a championship game will be played between the first place and second place teams to determine the winner. The Tournament Director and Head Referee will determine the game time and field.

QUARTERFINAL

In the event that a bracket requires a quarterfinal game; this may represent one or both team's third game.

WILDCARD

In divisions where a Wildcard team advances to the semi-finals, Division 1 (A1) plays Division 2 (X1) AND Division 3 (C1) plays the Wildcard team (X2).

If the Wildcard team is from Division 3 (C1): Division 1 (A1) plays the Wildcard team (X2) AND Division 2 (X1) plays Division 3 (C1).

TEAM & SPECTATOR SIDELINES

1. The teams and coaches will be stationed on one side of the field with the spectators on the opposite side of the field from the players.
2. ONLY banded and approved/listed team officials are allowed on the sidelines with the players. All others must remain in the spectator section.
3. ONLY three (3) team officials will be approved/banded per team.

PLAYER ELIGIBILITY

Effective on August 1, 2016, the CALENDAR BIRTH YEAR bracketing will be used at all tournaments. All teams and players MUST comply with the following formats;

U9, Birth Year 2009
U10, Birth Year 2008
U11, Birth Year 2007
U12, Birth Year 2006
U13, Birth Year 2005
U14, Birth Year 2004
U15, Birth Year 2003
U16, Birth Year 2002
U17, Birth Year 2001
U18, Birth Year 2000
U19, Birth Year 1999

COACH & TEAM CHECK IN

1. **COACH CHECK IN**- This check in takes place at the Tournament headquarters located at, 2325 Click Road Petoskey, MI 49770. This takes place on Friday afternoon/night or other assigned time. If the coach is not able to represent the team at Check In, he/she may designate a Manager or representative to complete this Check in process. Items needed at Coach Check In include:
 - a. Valid Player Pass Cards (**current season Fall 2017-Spring 2018**)
 - b. CDC Heads-Up Concussion Certificate on ALL Coaching staff and team officials present.
 - c. Parent and Athlete Concussion Information Sheet for ALL players listed on the Tournament Roster.
 - d. Valid Risk Management on ALL Coaching staff and team officials present

- e. Official League Team Roster (current season)
 - f. Completed Tournament Roster
 - g. Completed and Approved Provincial form (Canadian Teams only)
 - h. Non- MSYSA teams must present their organizations equivalent to the MSYSA Risk Management card.
 - i. Non- MSYSA and Non- USYSA affiliated teams do not have the benefit of tournament insurance and must submit proof of insurance before the start of the tournament.
2. **TEAM CHECK IN**- ALL players & coaches must check in at the Team Check In tent one hour prior to the start of his/her FIRST game of the weekend for equipment inspection, photo to player validation and wrist banding. Each player needs to be fully dressed in uniform (head to toe) upon arrival at check in. Every player needs to be in #'d jersey corresponding with the jersey number stated on the tournament roster. Coach must have present and ready to submit these items:
- a. Approved Tournament Roster (from Coach Check In)
 - b. All Player pass cards
 - c. Risk Management cards for Coaches/team officials

After your initial check in at Team Check In, for each subsequent game, coaches only (no players) must check in 30 minutes prior to game time with the three above listed items.

The Field Marshall at Team Check in will hold pass cards and tournament roster until all the proper post game paperwork has been completed and returned to Team Check in tent. **Coaches are required to review the score indicated on the scorecard at the end of the game, sign the scorecard with final scores and immediately return it to Team Check in for posting.** Game scores will not be posted until scorecards is returned to the tent. Upon return of your scorecard, you will receive your pass cards. Once a scorecard is signed and turned in, the score is final and will not be changed.

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 the game. A forfeit will be recorded as a 1-0 score. The team, which is responsible for a forfeit, will not advance in the tournament.

MAXIMUM NUMBER OF PLAYERS

- a. U9-U10 will play 7v7 with a maximum roster of 14
- b. U11-U12 will play 9v9 with a maximum roster of 16
- c. U13-U19 will play 11v11 with a maximum roster of 18

GUEST PLAYERS

Five (5) guest players may be added to your official league roster so long as these players have current (2016-2017) player pass cards, medical release form and approved guest player form found at www.michiganyouthsoccer.org

OUT OF STATE GUEST PLAYERS

Players outside the state of Michigan are required to have an approved permission to travel form.

DUAL ROSTERING

You may only play for ONE team in the tournament.

INCLEMENT WEATHER

1. Regardless of weather conditions, coaches and their teams MUST appear on the field of play, ready to play their scheduled game. Failure to appear will result in forfeiture of the game. Only referees and/or the Tournament Director can shorten, cancel or postpone a game.
 - a. Inclement weather before game: In cases of severe weather conditions before play, referees and/or Tournament Director may reduce the length of the game by 50%.
 - b. Inclement weather during game: The referee and/or Tournament Director shall determine when weather conditions require the SUSPENSION of any game. The Tournament Director or Tournament Committee shall determine when any game shall be terminated.
2. All games stopped because of weather shall be considered suspended until a decision is made to terminate the game. The decision to terminate any game shall be made considering factors of:
 - a. Safety of players and officials
 - b. Condition of fields
 - c. Time of day
 - d. Impact on overall schedule

3. Any suspended game that is resumed shall begin play at the point in the game when play was stopped and continued until complete. Coaches will be advised of any game time reduction prior to resuming play.
4. Any game that is TERMINATED in the first half shall be considered official and will be scored as follows:
 - a. Team up by 2 goals or more shall be awarded a win, score stands as is.
 - b. If the score difference is of 1 or less, will be scored as a tie, with the goals against the team behind being the score. (if the score is 2-1, the final score will be recorded as 1-1 tie)
 - c. Any game terminated in the second half will be considered official and the score at that time will stand.

CANCELLATION OF THE TOURNAMENT/FINES/PENALTIES

1. In the event that the tournament committee cancels the tournament within (7) days of the first day of the tournament, the tournament fee will be refunded.
2. In the event that the tournament committee has to cancel the tournament within the six days prior to the start of the tournament, 50% of the tournament registration fee will be refunded.
3. There WILL NOT be any refund due to cancellation or shortening of games once the tournament has begun.
4. If an accepted registered team is unable to complete the tournament registration and check in process, within the dates and times outlined in the acceptance letter, the team will forfeit the tournament fee, and will not be eligible to participate in the tournament.
5. Any player(s) who appear on a team roster, but does not have a player pass card(s); WILL NOT be allowed to participate in any tournament game.

OTHER

1. The games clock will not be stopped because of an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Due to the time allowed for completion of all games, the clock runs continuously.
2. All schedules are final unless changed by the tournament committee.
3. Tournament Rules are subject to change with or without notice.

PYSA's POLICY ON PETS:

It's not that we don't love pets...WE DO!

***Unfortunately, it's a health & safety concern for our players, coaches and referees. Come and enjoy our games, but PLEASE leave your pet at home.
Pets and their owners will be asked to leave.***