

## 2022 Menasha Classic Tournament Rules

### A. Registration

Each team's coach or manager shall report to the registration area (see map) at least 45 minutes prior to their first match. Registration will be open Friday evening from 4pm until 7pm. Each team will be required to submit the following information:

- Name and phone number of team contact valid for duration of tournament.
- Two copies of team's official WYSA roster, signed by the District or State Registrar, with the jersey number(s) of each player indicated on each of the roster copies (one copy will remain at registration tent, one copy must be presented to the Referee prior to each match).
- Valid USYSA Player Passes for all players listed on roster.
- Medical Authorization and Liability Release forms for all players.
- Out of state teams must provide official "Permission to Travel" forms.
- Properly authorized "Guest Player Roster" Form must be presented for all "Guest" players or "Club Pass" players competing.

### B. Laws of the Game

All matches will be played in accordance with USYSA / FIFA laws.  
Any exceptions are noted below.

### C. Eligibility to Play

1. All players must follow the USYSA birthday cut off.
2. A player may play for one team only.
3. Maximum Roster sizes as follows - including "Guest" or "Club Pass" players:  
(NO Roster changes will be allowed after registration unless approved by Tournament Director).
  - Roster size for U13 and older not to exceed 22. Game time roster will not exceed 18 players dressed for game.
  - Roster size for U11 and U12 not to exceed 16.
  - Roster size for U10 not to exceed 14
4. **Maximum of three (3) "Guest" Players.**
5. **Maximum of four (4) "Guest" players and "Club Pass" players combined (e.g. three "Guest" and one "Club", or zero "Guest" and four "Club").**
6. **No guest players allowed for U10 teams.**

### D. Uniforms and Equipment

1. A team's uniforms - jerseys, shorts, and socks must match. Jerseys must be numbered (no duplicate numbers). Jerseys must be tucked in. Sleeves must be left down - not rolled up.
2. Shin guards are required. Socks must cover shin guards.
3. No jewelry allowed.
4. **A player with a hard cast will not be allowed to play. Soft casts will be allowed as deemed safe by Tournament Director and/or Referee**

### E. Game Information

1. Teams shall be present at their assigned field 15 minutes before the scheduled match time, and be prepared for player check-in by Referee. See section F for Pre-game Check-in information/procedures.
2. **There will be no on-field warm ups.**

3. Match Length: U10 (7 v 7) will be 2-25 min. halves with a 5 min. half  
U11 & U12 (9v 9) will be 2-25 min. halves with a 5 min. half  
U13-U19 (11 v 11) will be 2-30 min. halves with a 5 min. half
4. The team listed first on the schedule is the home team. The home team will:
  - Be required to change jerseys if a color conflict exists.
  - Provide the game balls - three.
5. The start of the match will be decided as follows: NO coin flip:
  - Teams will start the game defending the goal on their bench half of the field.
  - The VISITING team will kick-off to start the match.
- 6a. HOME team shall line up on the north, or east, side of the field with a team's players and coaches remaining 10 yards to one side of the centerline. All parents and other spectators shall be on the opposite end of the same side of the field.
- 6b. VISITOR team shall line up on the south, or west, side of the field with a team's players and coaches remaining 10 yards to one side of the centerline. All parents and other spectators shall be on the opposite end of the same side of the field.
7. Matches will start at the posted times, or when the Referee calls for teams if there have been delays. Seven players (U11-U19) or five players (U10) present and properly checked by the Referee constitute a team. If a team cannot meet this criterion within 7 minutes of the start time, a forfeit will be declared.

### F. Pre-game Check-in

Teams shall be present at their assigned field 15 minutes before the scheduled match time. The coach should furnish the Referee with the player passes, copy of roster having jersey numbers, players ready to be checked for passes, proper uniforms and equipment, jewelry, etc. The Referee will not hold the player passes during the match. The Referee is a Tournament Official, and retains complete authority over all aspects of the game and his/her decisions on these matters are final.

### G. Tournament Director and Referee Authority

1. The Tournament Director shall have the authority to:
  - Relocate or reschedule any match.
  - Reduce the length of any match.
  - Cancel any match.
  - Suspend play if severe weather threatens.
  - Cancel the tournament if inclement weather persists or renders fields unplayable.
  - Expel a team if that team's players/coaches and/or its parents/spectators conduct are inappropriate or unsportsmanlike.
2. **The decisions of the referees are final. No protest will be allowed.**  
Harassment of officials will not be tolerated. Referees may temporarily stop matches or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a match suspension, the Tournament Director will decide the outcome.

Coaches are responsible for the conduct of players, parents and spectators at the fields, hotels and other locations for the duration of the tournament. If FC Menasha receives complaints regarding conduct of any player or person associated with your team, the Tournament Director may ask any/all people to stay away from the tournament, and/or ask the team to leave the tournament, and/or ban the team from future tournaments

## H. Refund Policy

1. If the Tournament is cancelled due to weather, there will be a maximum refund of one-half of team participation fee.
2. Once participation fee has been received, no refunds will be issued, with the exception of Tournament cancellation due to weather.
3. FC Menasha, the Tournament Committee, nor WYSA shall be responsible or liable for expenses incurred by any team or individual if the Tournament is canceled in whole or in part.

## I. Discipline

1. Players:
  - All yellow and red cards are reported to the Tournament Director.
  - All red cards are reported to the State Association of that team.
  - A second yellow card to a player in the same match constitutes a red card.
  - A player who receives a red card is suspended for the remainder of that match. The team will play short-sided.
  - Minimum suspension for subsequent matches of red carded players are as follows (at the discretion of the Tournament Director):
    - “Serious Foul Play” offenses: one or two game suspension.
    - “Language” offenses: a one or two game suspension.
    - “Violent Conduct” offenses: suspension will range from two games through the remainder of the tournament.
2. Coaches:
  - Coaches that are removed (ejected) from a game by a referee are suspended for the remainder of that match. Any further game suspensions are at the discretion of the Tournament Director.

## J. Substitutions

1. Unlimited with Referee’s consent:
  - Prior to throw in. – If team awarded the throw in is substituting, then the opposing team may substitute as well.
  - After goal scored – by either team.
  - Prior to goal kick – by either team.
  - After half time.
2. If play is stopped for an injury, that player must be substituted for. The other team may substitute an equal number of players.
3. A player with blood on his/her body or uniform must be substituted for. The bleeding must be stopped, the wound bandaged, and the blood cleaned away before that player may return.

## K. Scoring for preliminary (round-robin) matches (U11- U19)

1. 6 points for a win, 3 points for a tie, 0 points for a loss.
2. 1 point each goal scored, with a maximum of three points.
3. 1 point for a shutout.
4. In the event of a forfeit, the team declared the winner would receive 9 points.
  - All teams are expected to complete all scheduled matches. Any team that fails to show, or leaves the field of play before the end of the match, may be disqualified from the tournament. That team may also be disqualified from future tournaments, and its State Association will be advised of its misconduct.
  - A minimum of seven (7) players constitutes a team.

## L. Tie-Breakers

1. After Preliminary (round-robin) matches are completed:
  - Head to Head competition
  - Most matches won
  - Fewest goals allowed.
  - Greatest goal differential (goals scored less goals allowed)
  - Kicks from the mark - 5 kicks per team (all players on the field at the end of regulation play are eligible to kick. Goalie also must be a player on the field at the end of play). If tied after 5 kicks, then 1 kick per team (from those players remaining on the field at the end of regulation play) until only 1 team scores in a round of kicks.
2. Semi-Final and Final matches:
  - If tied at the end of regulation, then kicks from the mark as described above.

## M. Awards

First and second place awards will be presented immediately after Championship matches for U11 to U19. All U10 participants will receive a sportsmanship award.

## N. Weather Cancellation Guidelines for Awards

1. If games are halted due to weather during round-robin games or during Semi-final games – NO awards will be given.
2. If games are halted due to weather during Finals, the following guidelines will apply:
  - If competing teams have played an equal number of games leading to Final, then awards will be given based on TOTAL POINTS
  - If competing teams have NOT played an equal number of games leading to Final, then teams must return later or on a mutually agreed upon date to play the incomplete match.

## O. Miscellaneous

1. Pets are **not allowed** at any Tournament venue.
2. Alcoholic beverages are **not allowed** at any Tournament venue.
3. Noise-making devices are **not allowed** at any Tournament venue.