

# 42nd Annual Midland Turkey Shootout Rules

| Age            | Cost     | Format | Max Roster Size | Guests |
|----------------|----------|--------|-----------------|--------|
| 5U-6U          | \$275.00 | 4v4    | 8               | 3      |
| 7U             | \$300.00 | 4v4    | 8               | 3      |
| 8U             | \$300.00 | 5v5    | 8               | 3      |
| 9U-10U         | \$350.00 | 7v7    | 12              | 3      |
| 10U ACAD - 12U | \$400.00 | 9v9    | 16              | 5      |
| 13U-14U        | \$500.00 | 11v11  | 18              | 5      |
| 15U-18U        | \$500.00 | 11v11  | 22              | 5      |

## Classification and Brackets

This is an unrestricted tournament open to boys/girls in the following programs: U5-U18 recreational and U9-U18 academy/competitive. Single age brackets and levels will be formed if enough registered teams can support the groupings. Brackets may have to be combined to create a playing group. Unless otherwise amended below, the current Laws of the Game (as published by USYS) will apply to this tournament.

## Tournament Registration

- All team applications for tournament participation must be completed accurately and all teams must be registered using the online registration process by the deadline. Registration information is available at [www.midlandsoccer.com](http://www.midlandsoccer.com), under Tournaments/Register for Tournament.
- Team acceptance is contingent on registration, required paperwork completion and entry fee payment all received by the posted deadline.

## Required Documents for Recreational Teams

- NTSSA/USYS official team roster signed by the head coach and the local association registrar
- Midland Soccer Association Tournament Release Form with required signatures (MSA Rec teams only)
- Guest Player Release Forms with all required signatures
- USYS medical releases for all players (*Does not need to be notarized*) **DUE AT CHECK-IN**
- Any teams outside of NTSSA must have approved travel papers

## Required Documents for Competitive Teams

- NTSSA/USYS official team roster signed by the head coach and the local association registrar
- Guest Player Release Forms with all required signatures
- USYS medical releases for all players (*Does not need to be notarized*) **DUE AT CHECK-IN**
- Any teams outside of NTSSA must have approved travel papers

## Team Check In

- Local teams – The coach listed on the roster may check in at the MSA office the Friday prior to the start of the tournament. (Check-In Time – TBD)
- Out of town teams – The coach listed on the roster shall check in at the tournament headquarters at least one (1) hour prior to their first scheduled game.
- Teams that play any games without having first checked-in will automatically forfeit those games, regardless of the game outcome or the team's standing in the tournament.

## Team Requirements

- **RECREATIONAL DIVISIONS ONLY** - No player may play 4 quarters in any game until all other players have played at least 3 quarters (75%) of the game.
- **RECREATIONAL DIVISIONS ONLY** - teams must abide by the 50% playing time rule. Failure to do so will result in a forfeit. Coaches are responsible for notifying the referee and opposing coach about any player that may not play due to illness or injury. In open divisions, there is not a 50% playing rule.
- **RECREATIONAL/ACADEMY DIVISIONS ONLY** – Each player may only play on ONE team only. If a player chooses to play on their academy team, they will need to have the Tournament Release form signed by their recreational coach.
- Each team in the tournament will play three preliminary games. Depending on the number of teams in the age group bracket, only the top scoring teams will advance to the championship rounds. In the case of a 4 or 5 team bracket, each team will play 3-4 games and the top two-point winners will be awarded 1<sup>st</sup> and 2<sup>nd</sup> place.
- Each team shall be responsible for providing a ball suitable for use in the game. The referee will then select one ball to be used during play and return the ball to the providing team after the game.
- Each team must have numbered alternate jerseys, T-Shirts, or pennies available for their players in the event both teams are wearing the same color uniforms. The home team is listed first on the schedule and shall change if there is a color conflict. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected.
- For 5U-8U divisions, home team and spectators will occupy the west side of the field. For 9U-12U divisions, only coaches and players shall occupy the designated side of the field while all spectators will occupy the opposite side from their corresponding team.
- Every team coach will be required to sign the official gamecard provided by the referee. The referee will submit the gamecard for score postings to the tournament headquarters.
- There are to be no more than three team coaches/representatives on the team sideline. Each coach/representative must have a current Kid Safe badge to be on the sideline.
- No coaching shall be permitted from behind the goal line or from the parent spectator sideline.
- No one shall be allowed behind either end line.
- The referee and/or Field Marshall(s) are authorized to remove any spectator whose behavior, in their opinion, interferes with the play of the game or violates the coaching ban from the parent's sideline

**The coach is responsible for all verbal & physical actions of his/her spectators. The coach can receive a disciplinary card from the referee for the actions of his/her spectators. Verbal or**

physical abuse of referee or assistant referees of the game will **NOT** be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament.

## Playing Format

| Age Group      | Format                          | Min Players Needed |
|----------------|---------------------------------|--------------------|
| 5U-7U          | 4v4 no Goalkeeper / no offsides | 3                  |
| 8U             | 5v5 no Goalkeeper / no offsides | 3                  |
| 9U-10U         | 7v7 Includes Goalkeeper         | 5                  |
| 10U ACAD - 12U | 9v9 Includes Goalkeeper         | 7                  |
| 13U-19U        | 11V11 Includes Goalkeeper       | 9                  |

| Age Group      | Ball Size | Mini Games | Semi Final Games  | Championship Games |
|----------------|-----------|------------|-------------------|--------------------|
| 5U-8U          | 3         | 4x10       | N/A               | N/A                |
| 9U-10U         | 4         | 2x20       | 2x25 - 2x5 O.T.*  | 2x25 - 2x5 O.T.*   |
| 10U ACAD - 12U | 4         | 2x25       | 2x30 - 2x5 O.T.*  | 2x30 - 2x5 O.T.*   |
| 13U - 19U      | 5         | 2x30       | 2x35 - 2x10 O.T.* | 2X35 - 2x10 O.T.*  |

***\*Only divisions with 16 teams or more will play quarterfinals to advance. If a game is tied at the end of the game, the teams will go to IFAB penalty kicks from the penalty mark.***

***For Quarterfinals\* - straight to kicks no O.T.***

## Guest Players

- A Guest player is a player you “borrow” from another team to fill a roster spot. You may not exceed the roster maximum for your age group. If the roster maximum for your age group is 18 and you have 16 players on that roster that are going to play, you can only bring 2 guest players even though you are allowed to bring more.
- A Guest Player Release Form must be signed for each guest player by their parent, releasing coach (whom they normally play for), and receiving coach (whom they are going to guest play within the tournament).
- A player may only participate with one team.

## Substitutions

- For 5U-8U divisions, substitutions shall occur at the breaks between quarters.

- For 9U-12U, free substitutions shall occur prior to a throw-in (only on possession); either team may substitute prior to any goal kick, or after any goal has been scored, or at half-time. Additionally, a team may substitute when the referee has stopped play for an injured player or to administer a caution, but only the injured or cautioned player may be substituted.

### **Forfeits**

- A game shall be declared a forfeit if a team is not ready to play within five (5) minutes of the game's published start time.
- A game shall be declared a forfeit if a team is found to have an ineligible player participating.
- **RECREATIONAL DIVISIONS ONLY** - All teams must abide by the 50% playing time rule. Failure to do so will result in a forfeit. Coaches are responsible for notifying the referee and opposing coach about any player that may not play due to illness or injury. In open divisions, there is not a 50% playing rule.
- Any coach who removes his/her team from the field during a game will cause the match to be abandoned.
- If a player refuses to give his or her correct name when requested by a referee or tournament official, the referee may terminate the game and additional penalties may be imposed.
- Verbal or physical abuse of referee or assistant referees of the game will NOT be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament.

### **Awards**

- For 5U-8U divisions, each player will receive a participation award.
- For 9U-19U divisions, awards will be given for 1<sup>st</sup> place and 2<sup>nd</sup> place.

The 10-point scoring System that will be used is as follows:

- Win – 6 Points
- Tie – 3 points
- Loss – 0 points
- Goals scored (up to 3) – 1 point each
- Shut Out – 1 point (0-0 Tie awards 1 point to each team)
- Forfeit will be scored as a 3-0 win

### **Tiebreakers are determined as follows:**

- Head to Head Competition
- Goals Scored for/Goals against (max 5)
- Total number of goals scored
- Most number of shut outs
- Fewest accumulation of caution points
  - 1 = yellow
  - 2 = red
- Kicks from the penalty mark

- o When going to a shootout the players on the field at the last whistle **MUST** remain on the field. The coach will select 5 players from those for the shootout. If players leave the field or players on the bench come onto the field the game will be determine a win for the opposing team.

In the event a team is scheduled to play the winner from their own bracket or cross bracket teams have already played each other, the tournament director has the authority to re-align the playoff format.

### **Referee Information**

The tournament will use only USSF Registered Referees & assistant referees. All referee decisions are final. **Verbal or physical abuse of referee or assistant referees of the game will NOT be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament.**

- Referees are required to report all disciplinary actions to the tournament officials at which time tournament officials will impose the penalties stated herein:
  1. A coach that has been sent off shall leave the soccer complex immediately and is not allowed to be present at their next scheduled game, even if that game is a semi-final or final game.
  2. Any player receiving a red card (other than because of receiving two cautions in the same game) shall leave the soccer complex immediately and sit out the next scheduled game.
  3. Any player receiving three cumulative yellow cards during the tournament will sit out the next game.
  4. Failure to sit out the required games shall result in a forfeit of the game.**All sit outs require a signed sit out form signed by the referee of the game that is being sat out.**
- All referee decisions are final.

### **Protests**

- There is NO appeal or protest process.
- Referees' decisions are final. Any other non-game issues should be immediately reported to tournament headquarters and will be resolved by the Tournament Director or a representative.

### **Inclement Weather**

- In the event of inclement weather, Act of God, or other circumstances or conditions that are beyond the association's control, the Tournament Director has the authority to restructure or cancel the tournament. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament. **Any team opting for cancellation insurance will have their refunds processed directly through the insurance company.**
- The Tournament Director will determine if a game is to be played or continued due to inclement weather or lack of sufficient lighting. If a game is stopped after halftime, the game shall be considered complete. The score at the stoppage of play will be the score. If the first half of the game has not been completed and the game is stopped, a suitable conclusion will be reached either by a reschedule of the game (from the time the game was stopped) or penalty kicks (time and weather permitting) and ONLY if it affects the outcome of the tournament.

- If the tournament is canceled before the completion of the preliminary rounds of play, no winner will be declared. If preliminary rounds are completed, placements will be declared per bracket points.

### **Park Rules**

In addition to the rules established above, additional rules, and procedures are implemented by the City of Midland Park & Recreational Department. Please note that **Alcoholic Beverages, Firearms, Pets, Tobacco Products, and Glass Containers** are prohibited on the park grounds.

### **Any situation or question:**

All the rules of the tournament that are not covered herein will be governed by MSA, NTSSA, and USYSA Rules books in that order. The Tournament Director shall determine any matters not provided for in those rules. The decisions of the Tournament Director are final.