



Region Cup Showcase



Tournament Rules

Laws of the Game

- All matches will be played in accordance with the FIFA laws of the game, except as modified as follows in the tournament rules. All matches will use USSF certified referees.

Tournament Check In

- Teams from the United States submit:
 1. Approved Official State Roster
 2. Validated Player Passes & Coaches Passes issued by US Youth Soccer, US Club Soccer & USSSA
 - (NO PASS = NO PLAY!!!)
 3. Medical Release Forms
 - You may use your own medical release forms
 - If not, then have all the players sign the tournament waiver form
 4. Travel Permit
 - All US Youth Soccer teams outside of Indiana are required to have a travel permit
 - US Club Soccer & USSSA teams do NOT need a travel permit
 5. Emergency Contact Form
- Teams from outside the United States submit:
 1. Valid Roster
 2. Validated Player Passes or IDs issued by the governing soccer body (NO PASS = NO PLAY!!!)
 3. Medical Release Forms
 - You may use your own medical release forms
 - If not, then have all the players sign the tournament waiver form
 4. Travel Permit from the Provincial or National Association approving the team's participation in the event.
 5. Emergency Contact Form

Tournament Format

- Age Groups
 - 13U-19U Boys
- Game Lengths
 - 13U & 14U – 2 x 35 minutes
 - 15U-19U – 2 x 40 minutes
 - Half Time will be 5 minutes in duration
 - US Youth Soccer Great Lakes/Midwest Conference Games & Indiana Soccer League Games
 - All league games will be played according to league rules.
 - No overtime periods will be played. Games can end in a tie.

Roster Size

- A maximum of 22 players rostered per team for 13U-19U age groups

Guest Players

- Maximum of 5 guest players permitted per team
 - All guest players should be written on the official team roster and must have player cards. Players from your club do not count as guest players.

Uniform Numbers

- Identical numbers by two or more players will not be permitted. All players must have their own jersey number.

Uniform Colors

- The HOME team, which is listed first on the game schedule, will always wear light-colored jerseys. The AWAY team, which is listed second on the game schedule, will always wear dark colored jerseys. In case of a conflict of jersey colors, the teams who are not in compliance with this rule will be required to change jersey colors.
- Both teams must bring two sets of uniforms to each game.

Player Equipment

- Players are required to wear shin-guards and proper soccer shoes for each game. Any form of jewelry or piercings are NOT allowed to be worn by players during games. Players with casts may be permitted to play with permission of the referee. If the cast is hard, it must be padded so it doesn't cause further injury or injury to other players.

Player Passes

- Player Passes or ID's must be present and available at all matches.

Game Ball

- The HOME team shall be responsible for providing 3 game balls for the game.
- All 13U-19U age groups play with a Size 5 ball

Kick-Off

- The HOME team shall start with the ball to kick off the game and the AWAY team shall pick the side they want to defend first.

Substitutions

- All substitutions must be made at the midfield line with the consent of the referee
- There will be unlimited substitutions
 - US Youth Soccer Great Lakes/Midwest Conference games will follow league rules and have "limited" substitutions.
 - Substitutions may take place on any dead ball or with the referee's consent at any stoppage of play.
- Substitutions may take place:
 - Prior to a throw-in by the team in favor (If a team in possession is subbing, then both teams can sub)
 - Prior to a goal kick by either team
 - After any goal
 - At Half-time

Procedure for Determining a Winner

- 13U-19U Age Groups
 - Each team will play 3 games. The winner of the showcase will be determined based on the points system. There will be no championship games.

Scoring

- 3 points for a WIN
- 1 point for a TIE
- 0 points for a LOSS

Tiebreaker Rules

- Head-to-Head – (Will not be used if more than two teams are tied)
- Most Wins
- Goal Differential – Goals Scored minus Goal Against
- Goals Scored
- Fewest Goals Against
- Coin Toss

Note: In the event of a three-way tie, the tiebreaker steps listed above will be used in order until 1 team is eliminated, then tiebreaker steps will begin again for the remaining teams.

Forfeits

- A team will be forced to “forfeit” a game if they cannot begin play within 10 minutes of the schedule game time kick-off.
- A forfeit will be scored as a 1-0 win
- The tournament director shall declare a game a forfeit if an ineligible player participates in a game.
- Each team must have a minimum of 7 players on the field to start the game. Teams without a minimum of 7 players on the field will forfeit the game.

Protests

- No protests will be heard. All games are final! The decisions of the referee and tournament director are final.

Games Not Played

- For any reason a game is not played during the event, it will be recorded as a 0-0 tie.

Conduct & Discipline

- Team Conduct
 - Teams should understand the laws of the game and play by them at the event. All players & coaches should be respectful to all coaches, teammates, opponents, and match officials. Profane and abusive language will not be tolerated.
- Player, Coach or Team Official Ejections
 - Any player, coach or team official sent off in a game shall immediately leave the field of play. The player, coach or team official shall automatically sit out the next game of the showcase. If the sending off was for fighting or violent conduct, the player, coach, or team official could be suspended for the remainder of the showcase. Disciplinary actions will be reported to US Youth Soccer & Indiana Soccer Association in the post tournament report.
- Yellow & Red Cards
 - All cards received at the showcase will be recorded and sent to US Youth Soccer & Indiana Soccer Association in the post tournament report.
 - If a player, coach, or team official is sent off in a showcase game and their US Youth Soccer Great Lakes/Midwest Conference or Indiana Soccer League (ISL) game is the next game, they will have to miss that game due to their 1 game suspension.
- Spectator Conduct & Ejections
 - Spectators are encouraged to cheer on their teams in a positive manner and enjoy the games. Do not talk to the players or coaches for either team during matches, except to offer support, congratulations or cheering your team on. There should no abusive language directed towards the officials.
 - Any spectator ordered off the field by the referee for misconduct shall immediately leave the complex. Fighting, unsportsmanlike behavior or physical violence will result in automatic removal from the complex for the remainder of the showcase.
 - Any resistance will be dealt with by the authorities!

Additional Rules & Regulations

- Animals, smoking, alcohol, or illicit drugs are prohibited at all the complexes used for the showcase.

Referees

- Three USSF Licensed referees will be used for all age groups and games.
 - If an assistant referee is not available, a club linesman may be used.

Inclement Weather

- In the event of inclement weather, the tournament director will determine a new format which could include shortening game lengths for tournament play and/or completion of the showcase. The decision of the tournament director is final in all matters. No protests will be allowed!

Tournament Cancellation

- If the tournament is cancelled for any reason prior to the start of the 1st scheduled game, 50% of the entry fee will be retained by the tournament to cover startup costs for running the event and the other 50% will be refunded back to the team. Reasons for cancellation might include weather, field usage, world pandemic, etc.
- No refunds will be given if your team withdraws after they are accepted.
- No refunds will be given for cancelled games once the tournament begins.
- Millennium Soccer Association, the tournament committee, its directors, and staff will not be responsible for any expenses incurred by any team due to the cancellation in whole or part of the showcase.