

2018 McFarland Soccer Tournament Rules

GENERAL INFORMATION & RULES OF PLAY

1. FIFA/USYSA & WYSA Rules apply to all games. Exceptions are noted below.
2. **TEAM COMPOSITION:**

It is the responsibility of each team to field a team that meets the requirements of the following rules for each game. Players may only register with one team. ALL players must be affiliated with their state association. Each team must present a signed or certified league roster. Teams outside of MAYSA must provide the WYSA Liability waiver form. Teams are permitted up to THREE guest players (those from outside the club).

U9 & 10 Teams: maximum roster size is 14. These teams will play 7 players (goal keeper being one of them) on the field for each team. Field size will be (approx) 47 yds x 30 yds. Goal size will be 6' x 18'.

U11 & 12 Teams: maximum roster size is 16. These teams will play 9 players (goal keeper being one of them) on the field for each team. Field size will be (approx) 70 yds x 50 yds. Goal size will be 7' x 21'.

U13 – U15: maximum roster size is 19. These teams will play 11 v 11 “full sided” matches.
3. **REGISTRATION:**

Will be conducted at the tournament headquarters located at William McFarland Soccer Park. Please report to register your team at least 30 minutes prior to your first game. Come with rosters, Guest Player form, and for non-MAYSA teams the Waiver of Liability and Medical Release from each player (Waiver and Medical Release may be on the same document such as the Universal Permission & Medical Treatment Statement on the WI Youth Soccer Association web site).
4. **DURATION OF GAMES:**

U9-U10: 2x20 minutes (Running time with a five-minute halftime).
U11-U15: 2x25 minutes (Running time with a five-minute halftime).
Starting Kick-off and which end a team attacks at the beginning of the game will be determined by a coin toss which will be “called” by the Away team listed on the schedule. Stoppage/injury time will not be added.
5. **GAME SCHEDULE:**

Tournament Committee shall have the authority, in the event of extreme or inclement weather, or other circumstances, to do any of the following:

 - a. Relocate or reschedule any game
 - b. Reduce by up to half the duration of any game
 - c. Cancel any game that has no bearing on the outcome of a group
 - d. Terminate any game five minutes before the next game is scheduled to start
6. **HOME TEAM:**

The home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict. All teams listed first will be the Home team.
7. **TEAM AREAS:**

Both teams will be located on the same side of the field with ALL spectators located on the opposite side of the field.

All coaches are expected to stay in the “technical box,” and only a max of 2 coaches allowed on sidelines at all times.

8. SUBSTITUTIONS:

Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the midfield line.

9. PLAYER EQUIPMENT:

- a. All players will wear adequate shin guards covered by stockings.
- b. No casts or splints are allowed
- c. No jewelry will be allowed
- d. ALL player equipment is subject to referee approval.

10. STANDINGS:

A - 6 points are awarded for a win, 3 points are awarded for a tie, 0 points are awarded for a loss, but BONUS POINTS may be awarded for goals scored (see "c").

B - 1 point for a shut-out Win. This is considered a BONUS POINT. 0-0 ties do not get awarded a BONUS POINT.

C - BONUS POINTS are equal to the number of goals scored in a match, up to a maximum of three per game, plus the shut-out bonus if applicable. For example, a team winning by a score of 4-1 would receive 3 BONUS POINTS. The losing team would receive 1 BONUS POINT. A 4-0 score would result in 4 BONUS POINTS for the winning team. The losing team would receive 0 BONUS POINTS. Teams cannot earn more than 10 points max per game.

D - TIE BREAKERS: In the event of a tie in determining flight winners or a wildcard berth, the following criteria will be used, in order, to break the tie:

- i. Head to Head Competition (disregarded when three or more teams are tied)
- ii. Most games won
- iii. Best Goal Differential (with a 3 goal max differential allowed per game)
- iv. Most "Goals For" (GF) (with a 3 goal max allowed per game)
- v. Least "Goals Allowed (GA) (with a 3 goal max considered per game)
- vi. Kicks from the Mark in accordance with FIFA guidelines

11. HEADING OF THE BALL: There will be no heading allowed at the U9, U10 and U11 age levels per new rules handed down from US Soccer.

12. WILDCARD GAMES

Some divisions have Wildcard berths into Semi Final or Final matches. The Wildcard team will be decided after Round Robin play is completed in all flights. The berth will be granted to the team that has the most total points of all teams without considering the 1st Place team from each flight. Tie Breakers will be the same as listed in Section 10. Standings. The Tournament Director reserves the right to reassign teams to the semi-final games to avoid a Wild Card team playing a team from their original group. Wildcard games ending in a tie the winner shall be determined from kicks from the mark (best of 5) in accordance with FIFA guidelines. The Center official will determine which goal will be used, unless a specific location for the procedure is identified by the Tournament Director. The players on the field at the end of regulation must be the ones doing the kicks from the mark and there will be no changing of the Goalie.

13. ELIMINATION GAMES

Semi-final Matches: If a Semi-Final game ends in a tie, the winner shall be determined by Kicks from the Mark (best of 5) in accordance with FIFA guidelines. A coin toss will be held immediately after regulation, with the winner of that toss taking kicks first. The Center official will determine which goal will be used, unless a specific location for the procedure is identified by the Tournament Director. The players on the field at the end of regulation must be the ones doing the kicks from the mark and there will be no changing of the Goalie.

Championship Matches: If a Championship game ends in a tie, teams will play 2 five minute overtimes and then go automatically to kicks from the mark (best of 5) then the winner shall be determined in accordance with FIFA guidelines. During any penalty kick situation, the

kicks must be taken by the players on the field at the end of regulation and you will not be able to substitute the Goalie. During, the overtime period, each full 5 minutes will be played.

14. AWARDS:

Champion and Finalist teams in the U11 and older age groups receive an individual trophy or medal for each player. All U9 & U10 players will receive a participation award; awards for finalists and champions are not distributed at these age groups.

15. FORFEITS:

- a. Use of a suspended player will result in forfeiture of the match in which the suspended player was used.
- b. If a U9 and U10 team has less than 4 players present, a 5 minute grace period will be granted before a forfeit is declared. Minimum 4 players constitutes a team.
If a U11 and U12 team (9v9) has less than 6 players present, a 5 minute grace period will be granted before a forfeit is declared. Minimum 6 players constitutes a team.
If a U13 thru U15 team (11v11) has less than 7 player's present, a five minute grace period will be granted before a forfeit is declared. A minimum of 7 players constitutes a team.
All teams are responsible to play the entire tournament. Failure to appear will jeopardize future acceptance for the team or club in this tournament. A team forfeiting any game will be disqualified from placing 1st or 2nd in their group and/or advancing to a semi-final or final.
- c. The score of any forfeited game will be recorded as 1-0.

16. BEHAVIOR:

- a. Coaches are responsible for the behavior of their players and spectators.
- b. All yellow and red cards will be reported to the tournament director and to the WI Youth Soccer Association.
- c. Any player, coach, or spectator receiving a red card will be suspended from the next game in the tournament. Except in the case of referee assault or abuse, MAYSA shall have the authority to impose (should circumstances warranted by matters arising from the tournament or games) additional penalties to a player, team staff, team or club originating from the MAYSA district.
- d. In accordance with USYSA regulations, the issuance of all red cards and other matters involving the conduct of a team, its coaches, or supporters will be reported to the home state association and the home club/league of the player, coach, team, or supporters involved. All matters involving a referee assault or abuse shall, in accordance with USSF Rule 1108, be referred immediately to the Wisconsin Youth Soccer Association.
- e. **Feedback regarding referee performance will only be accepted via a team's coach and will never result in a decision being overturned. Coaches will be required to complete some paperwork before any discussion with the Tournament Director in order to ensure that the conversation will be efficient and constructive.**

17. PROTESTS:

The decisions of the referee and those of the tournament committee are final. Referee feedback will be accepted, but only in writing, via a form available at Tournament HQ. Only a team's coach may submit this form.

18. REFUNDS:

In the event that the event cannot be held for any reason, all fees shall be returned to the teams. **Once a team is included on the tournament schedule, no refund will be granted.**

19. WEATHER:

Games will be played in just about any kind of weather except where lightning or dangerous conditions exist. This will be up to the Tournament Director's decision on whether or not to halt or alter the length of games.