

MCCSA TOURNAMENT RULES AND REGULATIONS

For all local sanctioned tournaments.

Laws of the Game

All games shall be played in accordance with the Laws of the Games observed by USYSA/FIFA.

Eligibility

The tournament is open to accepted teams composed of no more than 18 players for all 11v11 divisions (please see application to host tournament for more specific roster sizes and players). There will be a maximum of three guest players allowed per team. A player may only play on one team in the same age group during the tournament.

Players must not be born before August 1 of the appropriate year as determined by their governing body or state association.

Registration

All teams must be currently registered with their local USSF/USYSA state organization OR US Club Soccer. All teams from outside the state of Kentucky must have valid Permission to Travel forms authorized by their governing organization. These forms must be presented to the Tournament Registrar at check-in.

A **laminated** USSF/USYSA player registration card or US Club card with picture is required for each player and each guest player. These will be checked against your state-approved roster at registration and must be in the possession of the Coach/Team Manager for presentation to the tournament Field Marshall prior to each game.

Four copies of the **state-approved** roster must be presented for approval at registration. Approved rosters must be in the possession of the Coach/Team Manager for presentation to the tournament Field Marshall prior to each game.

Medical Authorization forms for each player will be checked at registration. USYSA requires that these forms be in the possession of the Coach/Team Manager at all games.

Duration of Games, Ball Size, Half-Time, Playing Conditions

Games shall be considered completed if one-half of the game has elapsed. In the event of inclement weather, the Tournament Committee shall have the authority to shorten games by up to 50%, relocate game sites, reschedule games, or cancel games. The Tournament Committee assumes no responsibility or liability if the tournament is canceled due to inclement weather.

<u>Division</u>	<u>Ball Size</u>	<u>Half Time</u>	<u>Preliminary Final Game</u>
U-9/U10	4	5 min	2 x 25 min
U11/U12	4	5 min	2 x 30 min
U-13/U-14	5	5 min	2 x 35 min
U-15/U-18	5	5 min	2 x 40 min

Both teams will be on the same side of the field for substitution purposes and each team will be located no closer than 5 yards away from the centerline. Field Marshals and referees will have authority to determine team locations during the game. No team will be allowed more than three "coaches" on the team sideline during the game. These may be coaches, assistants, managers or trainers, but may not total more than three individuals.

Player's Uniforms and Equipment

Players must wear numbers on the backs of their jerseys. Each player shall have a different number that shall coincide with his or her number on the official roster. In the event that the referee decides that teams' jerseys are the same or similar colors, the home team (that team listed first on the game schedule) will change colors. It is recommended that the visitor wear their dark colored uniforms and that the home team wears light colored jerseys. All players' equipment is subject to approval by the referee. ***Shin guards are required and are to be worn by all players.***

The home team must provide the game ball to the referee prior to the start of the game.

Scoring, Tie Breakers, Overtime Rules

Win	3 Points
Tie	1 Point
Loss	0 Points

Tie Breakers Listed in Order of Priority

- Head-to-head competition between tied teams. (Does not apply if more than two teams tied.)
- Goal differential (goals for minus goals against, maximum of 4 goals differential positive or negative per game.
- Team with fewest goals allowed.
- Team with most shutouts.
- Penalty Kicks, FIFA rules for penalty kicks apply.

Semi-Final and Final Game Tie Breaking Procedures in Priority Order

- Two 5-minute overtime periods (not sudden death) will be played
- One 5-minute sudden death overtime period
- Best of 5 kicks taken from the penalty mark by each team. Only players on the field at the end of the last overtime period will be eligible to take the kicks
- Alternating kicks from the penalty mark until a decision is reached

Substitutions During Play

There is no limit to the number of substitutions that can be made during a game; however, substitutions can only be made at the following times and upon proper notification of the referee:

- After a goal by either team
- At a goal kick by either team
- At the beginning of the second half by either team
- In the event of an injury by either team
- On a throw-in by the team in possession
- A cautioned (yellow-carded) player may be substituted, as well as a player from the other team, if the cautioned player is substituted.
- An ejected (red-carded) player **may not** be substituted. The team of the ejected player shall play short for the remainder of the game. The player card of the ejected player shall be collected by the referee from the Field Marshal and attached to the game report and delivered to the Tournament Committee at tournament headquarters. Players receiving a red card will be banned from participating in the next scheduled tournament game and must retrieve their player card from the appropriate official at tournament headquarters. Severe cases may result in the player being banned from the remainder of the tournament. The decision of the Tournament Committee on red-carded violations is final.

Forfeited Games

A team will be allowed a 10-minute grace period from the scheduled kick-off time before the game is awarded to the opponent. A minimum of 7 players constitutes a team. In the event a team forfeits a game, the opponent

will be awarded a 3-0 win. Any team quitting the field of play prior to the conclusion of the game is automatically disqualified from the tournament. Teams causing abandonment shall be declared the loser of the match by a 3-0 score. When the situation causing abandonment is such that tournament officials cannot assign responsibility, both teams shall forfeit with no goal scored and a double loss declared.

Game Reports

The referee will handle game reports. A Field Marshal will call in or deliver the results to tournament headquarters. The tournament committee has the responsibility for collecting game reports along with the player cards of ejected players. Each coach shall verify the game results as he/she initials the report.

Protest

For the Tournament Committee to consider formal action on a protest it must be in writing and submitted within one hour after the completion of the disputed game to Tournament Headquarters. A \$400 cash fee must accompany written protests. **The fee is non-refundable for any reason.** Protests will be allowed for the following reasons only:

1. Questions of opposing player's eligibility
2. Improper interpretation of tournament rules or FIFA Laws of the Game

Tournament Committee

The Murray Calloway Fall Invitational Soccer Tournament and the Murray Calloway County Soccer Association, their committees, officers, or sponsoring clubs are not responsible for any expense or obligations incurred by any team if the tournament is canceled in whole or in part. The Tournament Committee's interpretation of application information, procedures, rules, and regulations is final.

Good Sportsmanship Clause

MCCSA and the Tournament Committee will make every effort to insure this is an enjoyable experience for the players, coaches, and fans. Any fan, coach, or player that distracts from the competition by using abusive, derogatory, vulgar, or profane language directed at an opponent, official, or opposing fan will be ordered to leave the game site for the remainder of the game. Refusing an order to leave by an official or tournament Field Marshal will result in the termination of the match and disqualification of the team with which the offender is affiliated with.

Multi-Team Division Guidelines:

Four Team Divisions

Each team will play all the other teams in their division. The teams that complete these preliminary games in the First and Second place will play each other for the Championship.

Five Team Divisions

Each team will play all the other teams in their division. The champion will be determined based on total points.

Six Team Divisions

Consists of two (2) brackets of three (3) teams each. Each team will play the other two teams in their bracket. The teams with the least points in each bracket will play a consolation game. The team with the most points of Bracket A will play the 2nd place team in Bracket B. The team with the most points of Bracket B will play the 2nd place team in Bracket A. The winners of these two games will play for the Championship. The losers of these two games play for Third.

Seven Team Divisions

Consists of one (1) bracket of three (3) teams and one (1) bracket of (4) teams. Each team will play the other teams in their bracket. The third place team in each bracket will play a consolation game. The second place team in each bracket will play for third place and the first place teams in each bracket will play for the Championship.

Eight Team Divisions

Consists of two (2) brackets of four (4) teams each. Each team will play the other teams within their bracket for a total of three (3) preliminary games. The team with the most points of Bracket A will play the team with the most points in Bracket B for the championship.

Nine Team Divisions

Consists of three (3) brackets of three (3) teams each. Each team will play the other two teams in their bracket. After preliminary games, all nine (9) teams will be ranked from most points to least points as 1st points through 9th points (tie-breaker rules apply). The 1st point's team will advance to the championship game. A semi-final will be played by 2nd point's team and 3rd point's team. The winner of this semi-final will play 1st points team in the championship game. Teams 4-9 will play the following games: 4th point's team

vs. 5th point's team, 6th points team vs. 7th point's team and 8th point's team vs. 9th point's team.

Mickey McCuiston, Tournament Director
P.O. Box 1393, Murray, KY 42071
(270)753-8844 or (270)753-8803 FAX
wmccuiston@tcsportz.com