



2019 MS Flood Michael Perry Memorial Tournament Rules

LAWS OF THE GAME: All games will be played in accordance with FIFA rules as modified by the United States Youth Soccer Association and the exceptions noted herein.

ELIGIBILITY: This unrestricted tournament is open to accepted teams with a verified roster from USYSA, US Club, and USSF affiliates. No players may play on more than one team at any time during the tournament. All teams must be currently registered and in good standing with their local affiliate of USYSA/USSF. **Up to three guest players will be allowed per team.**

SCHEDULING: Scheduling will be the responsibility of the Tournament Committee. Any schedule changes required after the tournament has commenced will be the responsibility of the Tournament Directors. Any and all games may be rescheduled, shortened, played as a shoot-out, or canceled due to inclement weather or field conditions. No refunds will be given for games canceled for reasons beyond the control of the Tournament Committee. Any scheduled changes will be posted online and at the Concession Stand at FNC Park.

PROTESTS: No protests will be allowed or considered.

TOURNAMENT COMMITTEE: The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament. All such decisions are final and cannot be contested.

HOME TEAMS: The team listed first in the schedule shall be considered the home team. The home team is responsible for providing a match quality ball for the game. The home team must change to an alternate jersey if requested by the referee.

****Spectators occupy the half of the field directly across from their team.****

GAME REPORTS: The coach or manager of the winning team is responsible for checking and signing the scorecard at the conclusion of each game. In the event of a tie, the coach or manager of both teams should sign the scorecard. The referee shall give the scorecard to the score table immediately following the game.

PLAYER EQUIPMENT: All players must wear approved shin guards at all times during play. No jewelry or other devices may be worn by a player if, in the opinion of the referee, the object(s) would present a danger to the player or to the other players. The referee prior to the player being allowed to play in each game must approve casts, braces, prescription goggles, and

other medical devices. The referee's decision is final in these matters. The goalkeeper must be prepared to change his jersey if requested by the referee.

STARTING THE GAME: All games will start at their designated times. There is NO grace period. The referee may start a game before its designated time with the mutual consent of the opposing coaches. Any team that, in the opinion of the referee, is not prepared to play at the designated time shall be deemed to have forfeited the game. A minimum of five (5) players is required for teams playing eight (8) players to a side to start a game, and a minimum of seven (7) players is required for other teams (eleven (11) players) to start a game.

FORFEITS: Any team that is unprepared to play and fails to show, or that quits the field of play before the conclusion of the game will forfeit that game. Forfeiture will be recorded as a 0 - 3 loss for the forfeiting team. A team that forfeits a game may continue to play scheduled games, but will not be eligible to advance into semi-final or championship rounds. All forfeitures will be reported to the team's home sanctioning organization. A team forfeits a game when it:

1. Leaves the field of play without the referee's permission;
2. Is not ready to play at the scheduled game time;
3. Does not wear an alternate jersey upon the referee's request,
4. Is disqualified due to unsportsmanlike conduct;
5. Does not field the minimum number of field players.

All other MSA DII rules pertaining to forfeits apply.

SUBSTITUTIONS – are as follows:

- a. Player substitutions are unlimited and may be made at the following times:
 1. Prior to your team's throw in
 2. Any goal kick
 3. After any goal
 4. Player injury for either team
 5. A player that has been cautioned and issued a yellow card
 6. Half time Interval
- b. A coach will not replace an ejected player from the game. Any player that has been issued a red card and sent off must sit out the next tournament game.
- c. An ejected coach must leave the game premises prior to the referee restarting the game. The coach may be present at the next scheduled game, sitting on the spectator side and

may not under any circumstance including use of any communication devices, exercise any coaching responsibilities.

GAME DURATION: BRACKET, SEMI's, & FINAL PLAY----

- Under 8 – Two 20 minute halves
- Under 10 – Two 24 minute halves
- Under 12 – Two 30 minute halves
- Under 14 – Two 35 minute halves
- Under 16 – Two 40 minute halves

DETERMINATION OF WINNERS AND TIE BREAKERS: The order of finish after the completion of bracket or round robin play is determined using the following point system. Any cross bracket game will count in determining the order of finish.

- (1) Win = 3 points
- (2) Tie = 1 point
- (3) Loss = 0 points
- (4) Maximum points per game = 3 points

SCORING SYSTEM POLICIES FOR BRACKET STANDINGS AND TIES:

- a. All bracket play or round robin game ties will be scored as a tie in the tournament standings.
- b. Ties in bracket or round robin team stand except as noted:
 - 1. If the score is tied at the end of regulation time in any Best of Three games, quarterfinal, semifinal games or championship games, two overtime periods shall be played to determine a winner. If, at the end of the overtime periods a tie still exists, the game shall be determined by the taking of kicks from the penalty mark in accordance with the FIFA Laws of the Game. The overtime periods are two ten-minute halves for U14 and below, and two fifteen-minute halves for all others.
 - 2. The Tournament Championship in a round robin format will be decided through Head to Head competition. In the case of a tie, the tiebreakers listed in Section C shall be used to determine the Champion.
- c. The following tiebreakers will be used to determine the bracket and round robin team standings:

- (1) Winner of Head to Head competition (This criterion is not used if more than two teams are tied.)
 - (2) Winner of most games in the tournament
 - (3) Goal Differential (goals for minus goals against up to a maximum of +3 or -3 goals per game)
 - (4) Fewest Goals allowed
 - (5) Highest goals for, maximum of 3
 - (6) A. If two teams are still tied after computing all of the above listed tiebreakers, the results shall be decided by the taking of kicks from the penalty marks in according with the FIFA Laws of the Game.
B. If three teams are still tied after computing all of the above listed tiebreakers, the winner shall be decided by the drawing of lots conducted by the Tournament Director or his/her designated official in an open and public manner.
- d. Each coach and team in a tiebreaker championship game has the responsibility to know the time, place, and be ready to play at the scheduled date and time. The length of overtime will be two ten-minute halves for U14 and below and two 15-minute halves for U15 and above.

CONDUCT: Players, coaches, and spectators are expected to conduct themselves within both the spirit and letter of the law at all times. Displays of dissent, outbursts of temper, and other unsportsmanlike conduct are cause for ejection from the game and the playing area. Coaches and substitutes should stay within their designated areas, and spectators must stay behind the restraining lines. No one, except players, is allowed on the field during the game, unless they're first granted permission by the referee. Flagrant misconduct may result in persons being barred from further participation and/or attendance at the tournament. Players or coaches receiving an ejection (*red card*) may not participate in the team's next game. An ejected player may, with the permission of the referee, remain in the players' area, but must remove his game jersey. An ejected coach or spectator must leave the playing area as defined by the referee before the game may continue.

AWARDS: Each player, coach, and one assistant coach or manager of a team finishing first or second in their division will receive a Tournament trophy or medal.

SAVING CLAUSE: Any instance or situation during the course of the tournament play that is not covered by these rules shall be at the sole discretion of the Tournament Director(s).