

**PORTAGE SOCCER CLASSIC
TOURNAMENT RULES & REGULATIONS**

RULES

FIFA rules will apply to all games unless otherwise specified.

LENGTH OF GAMES

All games will start at the scheduled time with a 5-minute break between halves. Games may be shortened at the discretion of Tournament Officials. Tournament officials also reserve the right to suspend or terminate games as they deem necessary. Game lengths are as follows:

<u>DIVISION</u>	<u>GAME LENGTH</u>	<u>BALL SIZE</u>
U-9 & U-10	50 minutes (2 - 25 minute halves)	#4
U-11 & U-12	60 minutes (2 - 30 minute halves)	#4
U-13, U-14, U-15 & U-16	70 minutes (2 - 35 minute halves)	#5
U-17, U-18 & U-19	80 minutes (2 - 40 minute halves)	#5

UNIFORMS

All teams must have an alternate set of jerseys. In the event of conflict of jersey colors, the home team (first team listed on schedule) will change uniforms. All players must wear shin guards covered by their socks. Casts, splints or body braces made of a hard substance must be covered on all outside surfaces with no less than 1/2 inch thick padding to protect the injury. The referee's decision to allow or not allow a cast is final.

VENUES

All games will be played at the outdoor fields at the Portage Soccer Complex, PSC Practice Facility and Soccerzone.

VENUE RULES

All venues (parking areas and fields) do not allow alcohol, tobacco and pets. Please leave these items at home.

PRE-GAME CHECK IN

All teams are required to check their teams in on Friday evening from 5:00-9:00 PM at the tournament headquarters, SOCCERZONE, which is adjacent to the Portage Soccer Complex. A designated team contact and local phone number will be required to facilitate emergency conditions. If your team cannot check in on Friday evening, please contact your Division Director to make arrangements to check in at least one hour prior to your first game on Saturday at the pavilion at the Portage Soccer Complex. Teams with the first game on Saturday morning must check in on Friday evening. Each player must have a valid youth player pass and medical release form. All teams are required to have their player passes checked at their scheduled field at least 30 minutes prior to each game by the Field Coordinator assigned to that field. Coaches are required to bring medical release forms to all games.

RISK MANAGEMENT

All coaches, assistant coaches, managers and any other volunteer on the sideline of the players must have a valid risk management card. Risk management cards must be presented at team registration and at any time when requested by the Tournament Director. Team officials from state associations other than Michigan must provide their respective state association's risk management or kid safe clearance documentation.

MAXIMUM NUMBER OF PLAYERS

<u>DIVISION</u>	<u>GAME</u>	<u>MAXIMUM ROSTER</u>	<u>GUEST PLAYERS</u>
U-9 & U-10	6 v 6	11	3
U-11 & U-12	8 v 8	14	4
U-13 thru U-15	11 v 11	18	5
U-16 thru U-19	11 v 11	22*	5

*maximum 18 players can dress per game.

TEAM ROSTERS

An official team roster based on the 2011-2012 seasonal year (8/1/11-7/31/12) must be on file with each team's application. A final tournament roster must be submitted at the time of tournament registration including any guest players. Players names cannot be added once the tournament begins. Guest players must have a valid player pass card, a medical release form and an approved MSYSA guest player form (available from www.michiganyouthsoccer.org). Guest players from other than Michigan need to use the guest player form available from their state association. **Dual roster players can only be registered with and play on one team.**

SCHEDULES AND SCORES

Following the conclusion of a game both coaches are required to sign the official scorecard attesting to the final score. The coach of the winning team (or the first team in the event of a tie), is required to return the scorecard to the registration tent within 45 minutes after the game. Coaches are responsible for checking the accuracy of scores reported on the Official Scoreboard at the pavilion at the Portage Soccer Complex.

COACHES AND MANAGERS

Teams shall take the same side of the field for their benches. Parents and spectators shall take the opposite sideline from the teams. No spectators are allowed behind goal areas. **The home team is located on the north side of the midfield line, provides the game ball and kicks off to begin the game. The visiting team is located on the south side of the midfield line.** A maximum of three (3) coaches per team is allowed. Teams must have a rostered coach or manager on its sideline. Coaches may not cross the center line. Coaches are responsible for the conduct of their team, parents and supporters. Tournament officials reserve the right to relocate teams as they deem necessary.

SUBSTITUTIONS

Substitutions are to be made from the centerline. Substitutions may be made by either team at the following times:

1. Prior to a throw-in, with the following exception: if the team taking the throw-in does not substitute then substitution is prohibited
2. Prior to a goal kick
3. After a goal is scored
4. For a player who has received a caution, but only if the game has not been restarted. The opposing team may substitute one for one
5. Between halves (referee notification of substitution of goalkeeper is required)
6. After an injury when the referee stops play

EJECTIONS

Three yellow cards to any one player during the tournament will result in ineligibility for the next scheduled tournament game.

One red card ejection will eliminate that player from the remainder of the game in which he/she is red carded and at least one more game as determined by the Tournament Committee based on the gravity of the incident. No substitutions can be made for the red carded player during the red carded game.

Abusive language is cause for ejection.

Any player, coach, assistant or manager who does not sit out the related number of games during the tournament must sit out the required number of games starting with his/her next scheduled league or tournament game.

Any coach who plays a red carded player who has not sat out the required game(s) will cause his/her team to forfeit games in which the ineligible player participates. All red and yellow cards will be reported to the applicable state association and league pursuant to MSYSA tournament regulations.

PROTESTS

No protests or appeals are allowed. The decision of the Tournament Committee is final.

TIES

Ties will be allowed to stand in preliminary rounds. For semi-final or final games, if the score is tied at the end of regulation play, two five (5) minute overtime periods will be played in their entirety (no sudden death endings). If the score is still tied at the end of the second five (5) minute overtime, penalty kicks will be taken in accordance with FIFA rules to determine the outcome of the game.

CONDITIONS OF PLAY

A round robin or preliminary competition will be held.

At the conclusion of the round robin play, all teams will be ranked within their group based on results of the preliminary games. Ties will be broken according to the "Performance Ranking Criteria". This ranking will determine the teams that play in the finals.

- In the case of a Division with six (6) teams, the teams will be divided into two groups of three teams. After the two games of round robin play, the Performance Ranking Criteria will be used to rank the teams. For the third game, the top ranked team in the first group will play the second ranked team in the second group, the second ranked team in the first group will play the top ranked team in the second group, and the winners will advance to the finals game; the third ranked teams will play each other in a consolation game. The third game will be considered a semi-final for purpose of breaking a tie at the end of regulation.
- In the case of a Division with just a single group of four (4) teams, the top two ranked teams after round robin play will play in the finals.
- In the case of a division with five (5) teams after the conclusion of four games of round robin play, the performance ranking criteria will be used to rank teams. The top ranked team will be declared the winner of the division and the second ranked team will be the runner up.

WILD CARD TEAMS

In divisions where a wild card team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wild card team. If the wild card team is from the C bracket, A plays the wild card team and B plays C.

PERFORMANCE RANKING CRITERIA

Teams will be ranked in order of points earned for wins and ties (3 points for each win, 1 point for each tie, 0 points for each loss). Among teams with the same number of points, final placing will be determined by the following tie-breaker rules which will be applied in the order outlined below.

First Tie Breaker: Head to head competition (not applicable if tie involves more than two teams)

Second Tie Breaker: A team will receive a bonus point for each goal scored up to 3 goals. No team can receive more than 3 bonus points per game. However, each goal allowed up to 3 goals in a game will be subtracted from their bonus point total.

Examples:

If Team A beats Team B by a score of 3-0, Team A will receive 3 bonus points.

If Team A beats Team B by a score of 4-1, Team A will receive 2 bonus points.

If Team A beats Team B by a score of 7-2, Team A will receive 1 bonus point.

If Team A beats Team B by a score of 5-3, Team A will receive 0 bonus points.

Third Tie Breaker: The team having the fewest goals scored against them will be determined as having the better record.

Fourth Tie Breaker: Most wins during the preliminary round.

Fifth Tie Breaker: Penalty Kicks.

FORFEITS

A maximum of five (5) minutes grace period will be allowed after a scheduled kick-off time before a game is awarded to an opponent (weather or tournament delays not included). A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed. Any team leaving the field during play will result in a forfeit. In no case shall a team, which has forfeited a game, be declared a bracket or wild card team winner. All forfeited games will be recorded as a 3 to 0 win for the opposing team with maximum bonus points.

BLOOD SAFETY RULE

If during the course of a game a player is witnessed to have an open sore or wound, the referee will require the player to leave the field. As in the case of an injury, the player can be substituted. The opposing team, if desired, may substitute (one for one). The referee will determine the player's status for return only after complete clean up (including uniform) has been accomplished.

INCLEMENT WEATHER

In the unlikely event that adverse weather necessitates reducing game length to complete the tournament by Sunday afternoon, the tournament committee may modify schedules and game lengths as necessary. Unless tournament play has been suspended due to severe weather conditions, coaches and their teams must appear on the field of play ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the Tournament Director can cancel or postpone a game.

Severe weather before games: in cases of severe weather conditions before play, the Tournament Director may reduce the length of a game by 50%.

Severe weather during games: should a game's progress be terminated due to severe weather conditions after 20 minutes of play, the game will be considered official and the score at that time will stand.

Notification of severe weather: should severe weather occur during the tournament play and the Tournament Committee suspends play, a seek shelter warning will be issued by the sounding of air horns or flags. For the safety of players and spectators, please adhere to this warning and clear the fields quickly and safely.

TOURNAMENT CANCELLATION

In the event of tournament cancellation one week prior to the first day of play teams will be refunded 50% of the tournament fee. No refunds due to cancellation once the tournament has begun.

U-9, U-10, U-11 AND U-12 RULES

The players and coaches participating in the U-9, U-10, U-11 and U-12 divisions are subject to all tournament rules with the following exceptions:

1. All players must be registered with the USYSA or an affiliated organization (AYSO, SAY).
2. Teams and games may be co-ed.
3. Substitutions are allowed at any stoppage of play and are unlimited.
4. Club linesmen may be used. If needed, each team will supply one linesman for each game.
5. **Offside rule will not be enforced in U-9 and U-10.**
6. Finals games will be played for U-9, U10, U-11 and U-12 divisions. A team trophy will be awarded for first and second place in the U-9, U-10, U-11 and U-12 divisions.
7. All players and coaches will receive participation awards following the team's last game.