

Rules for the 2023 Medina Invitational Soccer Tournament

RULES:

The Players must present picture identification cards issued by the team's Federation Organization Member (USYSA, AYSO, US Club, other)

Teams from outside the State Association where the tournament is located must provide proof of permission to travel (except for US club teams). Teams must be in good standing with their Federation Organization.

<u>Age group</u>		<u>#of players</u>	<u>max roster size</u>
2013-2015	(U8-U10)	7v7	14
2011-2012	(U11-U12)	9v9	16
2008-2010	(U13-U14/15)	11v11	18

The Roster submitted at Tournament Registration will be the official Roster for the Tournament and may not be altered.

Players may only be rostered and play for **ONE** team in their age group. Players may be rostered on **ONE** additional team as long as that additional team is at least one age group older.

"Trapped eighth graders" will be permitted to play as long as the player is on the team's original roster. Trapped 8th graders will not be permitted to play as a guest player on a team.

Guest Players

Four (4) guest players will be allowed per team. Guest players should be validated by your state association.

Team On-Line Check-In Registration and Procedures:

All accepted teams are to register on-line and submit all required documentation by the deadline that will be posted on the event page. Instructions will be posted online.

Teams:

Home Team is the first team listed on the schedule. A maximum of 2 coaches are permitted on the coaches' side of the field. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators. Spectators are not permitted behind the goals.

Uniforms/Equipment:

1. All shirt numbers of each player must be different.
2. All teams must provide an alternate jersey. In the event of a jersey color conflict, the home team (first team listed on the schedule) will change uniforms.
3. Shin guards are mandatory and must be covered by a sock.
4. No metal cleats are permitted.
5. All equipment is subject to approval of the referee.
6. Casts: Players with protective casts or braces must meet referee approval in order to participate. This is required by the referee of each game.

Laws of the Game:

All matches must be played in accordance with FIFA Laws of the Game except as specifically modified for youth play by USSF, US Youth Soccer and US Club with certain Amendments as follows:

A. Substitutions:

Substitutes must be at the midfield line. Unlimited substitutions for all age groups will be allowed with the consent of the referee:

1. Either team may substitute at any stoppage of play, with the referee's permission. (this is FIFA).
2. If a player has been given a yellow card they must be substituted
3. Substituted players may return to play in the game.
4. There is no substitution limitation.

B. Offside:

1. Offside rules will apply for all age groups.

Build Out Line for 7v7 Only

1. A line shall be painted on each end of the field, from touch line to touchline, that is mid-distance between the top of the penalty box and the halfway line. This line shall be known as the “build out” line, sometimes called “blue line”.
2. When a goalkeeper gains controls of the ball with their hands, then all opposing team players must promptly move beyond the build out line until the ball is put into play. Once all of the players for the opposing team have moved beyond the build out line, the goalkeeper can pass, throw, or roll the ball in to play. The goalkeeper may not punt or drop kick the ball. Once the opposing team has retreated behind the build out line, and the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the build out line and play resumes as normal. 1.) The same rules apply for a goal kick. Once the ball goes out of bounds, beyond the goal line, the opposing team must move beyond the build out line. After a goalkeeper, or player taking the goal kick, kicks the ball the opposing team can cross the build out line and play resumes as normal.
3. If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded or as otherwise provided by in the Laws of the Game. d. Goalkeepers may put the ball into play prior to the opposing team’s players moving beyond the build out line but by doing so accepts the positioning of the opponents and the consequences of how play resumes. e. If any foul from the opposing team is committed behind the build out line, the opposing team must move beyond the build out line before the foul kick is taken.

Duration of Games:

1. Preliminary Games will consist of two halves of equal length

<u>Age group</u>		<u>Game length</u>	<u>Ball</u>
2013-2015	(U8-U10)	25 minutes per half	Size 4
2011-2012	(U11-U12)	30 minutes per half	Size 4
2008-2010	(U13-U14/15)	35 minutes per half	Size 5

2. No overtime periods will be played for preliminary games.
3. The Committee/Director reserves the right to adjust game length for conditions beyond their control. See Inclement Weather Procedures below.

Procedures for Determining a Winner:

1. The winning team should deliver the completed game card to the tournament headquarters after each game. Scores will then be posted as quickly as possible.
2. Coaches should report any discrepancies to Headquarters prior to their next game.

Points will be awarded as follows:

3 points for a win

1 point for a tie

0 points for a loss

Bracket winner determined by most points

In the event of a tie in the point standings, the following sequence will be used:

1. Head to Head (skip this rule if more than 2 teams are tied)
2. Goal differential
3. Goals for (maximum of 5 goal differential per game)
4. Goals against (maximum of 5 goal differential per game)

Semi Finals games that are tied at the end of regulation will go directly to penalty kicks (FIFA laws of the game) no overtime for semi-finals games.

Championship Games:

Final games will consist of two halves of equal length.

<u>Age Groups</u>		<u>Game Length</u>	<u>Ball</u>
2013-2015	(U9-U10)	25 minutes per half	Size 4
2011-2012	(U11-U12)	30 minutes per half	Size 4
2008-2010	(U13-U14/15)	35 minutes per half	Size 5

In the event of a tie at the end of a Championship Game, winners will be determined as follows:

1. One 10 minute sudden death overtime period will be played (first goal wins).
2. In the event of a tie after overtime play penalty kicks will determine the winner

Penalty kick elimination: A coin flip will determine who will go first (visiting team calls)

- a. Each coach will choose any 5 players to kick (players do not have to be on the field), which may include the goalkeeper.
- b. Those five players shall shoot, alternating teams.
- c. If the score is tied after the first five kicks, then the remainder of players on the team shall be chosen to shoot, alternating teams until there is one unmatched goal between the two opposing teams.
- d. No player shall kick twice before each player has kicked once.
- e. In the event that the teams remain tied, coaches may select any five players to continue in a sudden death shootout.

Specific Laws of the Game:

1. Red cards will be administered as per FIFA laws of the game.
2. A player or coach sent off for a second caution will not be allowed to play for the remainder of that game and their next game.
3. Un-served Red cards and a game report will be forwarded to their appropriate State or National organizations.

Forfeits:

1. A maximum 5-minute grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent.
2. A team failing to field 6 players for U8-U10, 7 players for U11 – U12 or 7 players for U13-U15 at that time shall forfeit the game. Forfeits will officially be scored as 1 – 0.
3. A team that fields an ineligible player shall forfeit all tournament games. There will be no refund for any team that fields an ineligible player

Match Schedules:

Each team will play a minimum of 3 games Referees will be USSF certified.

Protests and Disputes

No Protests will be heard

There will be no protests of referee decisions. All referee decisions are final.

Standards of Conduct:

1. All participants will be expected to maintain high standards of conduct during the tournament. These standards are expected of players, referees, and spectators.
2. There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.
3. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. Any serious or violent infraction may result in more than a one game suspension (to be determined by the tournament referee committee).
4. Any player or coach who receives an accumulation of two (2) yellow cards or a red card in a game must sit out the next game.
5. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators.
6. Spectators may be ejected from the park for improper conduct, at the discretion of the tournament officials.

Awards

First and second place awards will be awarded after the final game for all ages. Only team members and registered guest players will receive an award. Coaches are not eligible to receive an individual award.

Inclement Weather Procedures

Only the tournament committee/director has the authority to postpone, shorten, or cancel a game due to inclement weather. The safety of players and spectators is the top priority.

In the event that a game is stopped because of lightning or severe weather, teams shall take cover but remain at the tournament site for the duration of the scheduled game. If this occurs, the tournament directors have the final decision in all matches.

1. If a match is canceled due to weather, the score at the time of the cancellation will be recorded.
2. The tournament committee/director reserves the right to make whatever adjustments may be necessary in game length to proceed with the tournament schedule following any delays due to inclement weather.
3. Under no circumstances will a game extend beyond the scheduled game time.

If weather conditions or the state of the fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the rearrangement or cancellation of games for any reason. Fees are non-refundable if games or the tournament are canceled for any reason.

Cancellations

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.

Waiver

By entering this tournament, every participant agrees to accept the jurisdiction of the Tournament Committee or its members, the Soccer Club, its Board of Trustees, the United States Soccer Federation, and US Club in all matters of dispute. No official, coach, club, league, referee, player or their representative may invoke the aid of the Courts of any political or governmental entity without first exhausting all available remedies within the appropriate affiliated soccer organizations as set forth in these rules, the Constitution and Bylaws of the Medina Soccer Association, the Constitution and Bylaws of the United States Soccer Federation, the Constitution and Bylaws of the United States Youth Soccer Association, and the Constitution and Bylaws of the US Club. For violation of this rule, the offending party shall be subject for all expenses incurred by these associations and/or their officers, as

appropriate, in defending each court action, including, but not limited to, court costs, attorney(s) fees and reasonable compensation for all time and expenses.

General:

1. Coaches are required to bring player cards and medical release forms to every game.
2. If a game is temporarily suspended due to weather, field conditions, or other situations beyond the tournament's control, each team (coach) involved must check with their site's tournament headquarters. Have players go to their cars during a weather delay. No one will be allowed on the fields until the weather conditions are favorable to resume.
3. The tournament committee/director's interpretation of the foregoing rules/regulations shall be final.
 4. The tournament committee/director reserves the right to decide on all matters pertaining to the Tournament.
5. ALL participating coaches must be in compliance with the State of Ohio Return to Play Concussion Law. Starting April 26th, 2013, individuals are not allowed to serve as a coach or referee for a youth sports organization, whether volunteer or paid, without: 1) successfully completing, every three years, an online training program in recognizing the signs and symptoms of concussions and head injuries provided by the Ohio Department of Health -OR- 2) holding a Pupil Activity Permit (PAP) from the Ohio Department of Education. ALL coaches will be required to provide proof of certification at the time of tournament registration.

Heading Rule per US Youth Soccer Assoc:

Per USYSA, no heading is allowed for U11 and under and it will be limited for U12 and above. An indirect free kick will be awarded to the other team for intentional headers at the spot of infraction

Headers in the box will result in an indirect free kick just outside the box