

Rules for the 2026 Medina Invitational Soccer Tournament

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.

The tournament committee/director's interpretation of the rules/regulations shall be final. The tournament committee/director reserves the right to decide on all matters pertaining to the Tournament.

Tournament Headquarters: Huffman Park Pavilion – 4440 Weymouth Road, Medina

Tournament Director: Larry Zajac

Dates of Tournament: 6/5/26 – 6/7/26

Tournament Locations: Each location will have a site headquarters.

All locations are in Medina, OH and include:

- Huffman Park – 4410 Weymouth Road
- Cunningham Park – 4410 Weymouth Road
- A.I. Root Middle School – 333 West Sturbridge Drive
- Fred Greenwood Park – 350 West Sturbridge Drive
- Medina High School Memorial Soccer Complex – 530 North Jefferson Street
- Medina High School Ken Dukes Stadium – 777 East Union Street
- Medina Recreation Fields – 855 Weymouth Road
- Blakslee Park – 3718 Weymouth Road
- Whitetail Park – 4224 Deer Run Drive

1. Standards of Conduct:

- 1.1. All participants will be expected to maintain high standards of conduct during the tournament. These standards are expected of players, referees, and spectators.
- 1.2. 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. **This abuse will not be tolerated.** Violation may result in forfeiture of the game and/or expulsion from further play.

- 1.3. 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).
- 1.4. 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.
- 1.5. 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.
- 1.6. Spectators are not permitted behind the goals.
- 1.7. Players and coaches will be next to each other on the same side of the field, within a reasonable distance from the centerline of their half of the field. Spectators, including everyone not listed as a player or coach for the teams will be on the opposite side of the field as their team. No one should be behind the goal lines. Respect each other's space.



- 1.8. Spectators may be ejected from the park for improper conduct, at the discretion of the tournament officials.
- 1.9. Dogs (except for service dogs) are not permitted at any tournament location.

2. Team Check-In and Eligibility:

- 2.1. All accepted teams are required to check in by May 15th, 2026. All documentation is required to be uploaded into your GotSport account. Payment of the tournament registration fee is required prior to check-in. Check in procedures will be communicated to accepted teams via email.

2.2. To upload required documentation:

- Log in to your coach/manager account and click on the "Team Management" button.
- Click on the name of the team you are working on. Open the "Registrations" tab.
- Click on the Event that you are Working to Upload Documents. Open the "Registration" tab. Next click on the "Edit" button.

2.3. Documentation requirements include:

- **Certified/Validated Team Roster (USYSA, US Club):** An official league roster must be uploaded. ALL players participating in the tournament **MUST** be on the roster. Players **NOT** participating must be crossed off. This applies for coaches as well. All coaches coaching that team for the tournament must be on the roster; and conversely, if they are not, they must be crossed off the roster. Please note that teams **SHOULD NOT** be entering players on a roster through the MIST GotSport registration platform/roster builder. Please note that rosters **MUST BE UPLOADED AS A PDF.** Here is maximum roster information:

Birth Year	Age Group	# of Players	Max Roster Size
2015-2017	U8-U10	7v7	14
2013-2014	U11-U12	9v9	16
2010-2012	U13-U15	11v11	18

- **Cards for Players, Guest Players, and Coaches:** Player/coach cards must be uploaded for **ALL** players, including guest players, and coaches participating in the tournament. If a player or coach is not participating, they should not be submitted (or they should be crossed off).
 - **Lindsay Law Team Roster and MIST Waiver Form:** The same players that appear on the roster **MUST** also appear on this document, including guest players. If there are 12 on the roster with your guest players, those SAME 12 must appear on this waiver.
 - **Signed Concussion Waiver Form:** The MIST requires compliance with the Return to Play law. To monitor compliance, we require that each team entering into the MIST upload the a signed copy of the MIST Concussion Waiver Form, executed by the head coach/manager of each team, attesting that they possess an up to date copy of a valid concussion certificate for each coach that will be on the sidelines at any MIST game (concussion certificates expire after 3 years); that each parent, guardian or other person having care or charge of an individual participating in the MIST has received the Ohio Department of Health Concussion Information Sheet and that each team participating in the MIST has made coaches and parents aware that athletes who are suspected of sustaining a concussion **MUST** be removed from practice or play; that they are prohibited from returning to play (game or practice) on the same day the athlete is removed on suspicion of having sustained and concussion AND that the athlete may return the following day if cleared IN WRITING by a physician (MD or DO) or other authorized healthcare provider that they did not sustain a concussion.
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- **Guest Player Loan Form:** A guest player for the purposes of the MIST is defined as a player from outside your community. Teams are allowed a maximum of two (2) guest players. Please note that a US Club carded player cannot guest on an OSA carded team and an OSA carded player cannot guest on a US Club carded team. For the purposes of this tournament, a carded player within your community playing on a different age-appropriate team is **NOT** considered to be a guest player. **PLAYER PASSES FOR GUEST PLAYERS MUST BE UPLOADED AT THE TIME OF TEAM CHECK-IN.**
- **Permission to Travel Form** from your state association if the team is outside of Ohio. US Club teams do NOT need a travel permit. Teams must be in good standing with their Federation.

2.4. In the event that these requirements are not fulfilled by a tournament team at the time of check in, the MIST has the right to remove that team from the MIST. No refunds will be provided for a team that fails to comply with the requirements as stated above.

2.5. NO changes to your roster (or any check in documents) can be made after check in is complete. If you need to make any changes once documents have been uploaded, you must send an email to Tournament Director at Mist@medinasoccer.org to advise them what changes you would like to be made. To reduce the chance of a change being required, it is recommended that you add any player who MAY be able to play that weekend as long as you do not exceed your maximum roster. Please take into account any injuries that may occur, requiring additional players.

3. **Team Roster Rules and Requirements:**

3.1. Age groups are listed below with approved roster sizes.

Birth Year	Age Group	Competition Format	Max Roster Size
2016-2018	U8-U10	7v7	14
2014-2015	U11-U12	9v9	16
2011-2013	U13-U15	11v11	18

3.2. Teams must be in good standing with their Federation Organization.

3.3. Teams from outside the State Association where the tournament is located must provide proof of permission to travel (except for US club teams).

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

3.5. Players may only be rostered and play for **ONE** team in their age group. Players may be rostered on **ONE** additional team in a different age group for the same club/community. No player can play for multiple clubs/communities regardless of age group.

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

3.7. Two (2) guest players will be allowed per team. Guest players should be validated by your state association.

4. Coach Requirements:

4.1. **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.

4.2. A maximum of 3 coaches are permitted on the coaches' side of the field.

4.3. Coaches are required to bring player cards and medical release forms to every game.

5. Uniforms/Equipment:

5.1. All shirt numbers of each player must be different.

5.2. 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.

5.3. Shin guards are mandatory and must be covered by a sock.

5.4. No metal cleats are permitted.

5.5. All equipment is subject to approval of the referee.

5.6. Casts: Players with protective casts or braces must meet referee approval in order to participate. This is required by the referee of each game.

6. Laws of the Game:

6.1. 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:

6.2. *Substitutions:*

- Substitutes must be at the midfield line. Unlimited substitutions for all age groups will be allowed with the consent of the referee. There is no substitution limitation.
- Either team may substitute at any stoppage of play, with the referee's permission.
- If a player has been given a yellow card, it is recommended that they be substituted.
- Substituted players may return to play in the game.

6.3. Offside:

- Offside rules will be enforced for all ages. Offside is played at the center midfield line.

6.4. Build Out Line for 7v7 Only:

- 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”.
- 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. Once 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.
- 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. 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.
- 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.
- The goalkeeper may not punt or drop kick the ball. 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.

6.5. Heading:

- Consistent with US Youth Soccer Association, 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, determined at the discretion of the referee, at the spot of infraction.
- Headers in the box will result in an indirect free kick just outside the box.

6.6. Specific Laws of the Game:

- Red cards will be administered as per FIFA laws of the game. Any player or coach who receives a red card will have their player/coach card confiscated by the referee and will not be permitted to play the remainder of that game and their next game.
- 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.
- Un-served red cards and a game report will be forwarded to their appropriate State or National organizations.

7. Match Schedules and Duration of Games:

- 7.1. Each team will play a minimum of 3 games.

7.2. Home Team is the first team listed on the schedule.

7.3. Game balls will be supplied by the Tournament. Should a ball be lost, the home team will supply the game ball. Balls used must be FIFA approved.

7.4. All games will consist of two halves of equal length.

Birth Year	Age Group	Preliminary Game Length	Finals Game Length	Ball Size
2016-2018	U8-U10	25 minutes per half	25 minutes per half	4
2014-2015	U11-U12	30 minutes per half	30 minutes per half	4
2011-2013	U13-U15	30 minutes per half	35 minutes per half	5

7.5. No overtime periods will be played for preliminary or semi-final games.

7.6. The Tournament Director reserves the right to adjust game length for conditions beyond their control. See Inclement Weather Procedures below.

7.7. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

7.8. Teams should warm up in an area close to the field where they are scheduled to play, there is no field warm up guaranteed. The referee will blow his/ her whistle to let the teams know if it's game time. The clock will start running at game time.

7.9. Referees will be USSF certified.

8. Procedures for Determining a Winner:

8.1. The winning team should deliver the completed game card to the site headquarters at your game location after each game. In the event of a tie, the home team is responsible for submitting the game card. Scores will be posted as quickly as possible.

8.2. Coaches should report any discrepancies to tournament headquarters prior to their next game.

8.3. Points will be awarded as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

8.4. **Bracket Play:** Winner will be determined by most points.

- Divisions of 3 team will have 1 bracket and each team will play 2 games. The winner will be determined by most points and will advance to a Championship game. The other teams will play a semi-final game with the winner advancing to the Championship game.
- Divisions of 4 teams will have 1 bracket and each team will play 3 games. The 2 teams with most points will advance to a Championship game.
- Divisions of 5 teams will have 1 bracket and each team will play 4 games. The winner will be determined by most points. There are no additional playoff games.
- Divisions of 6 teams will have 2 brackets of 3 teams and each team will play 3 games. The 2 teams with the most points will advance to a Championship game.
- Divisions of 8 teams will have 2 brackets of 4 teams and each team will play 3 games. The winner of each bracket will advance to a Championship game.

In the event of a tie in the point standings (tie breakers do not reset), the following sequence will be used:

- Head-to-Head (skip this rule if more than 2 teams are tied)
- Goal Differential (maximum goal differential per game is 4)
- Goals Against
- Most Shut-Outs
- Penalty Shootout: Per FIFA Laws of the game

8.5. **Semi Finals:** Games that are tied at the end of regulation will go directly to penalty shootout per FIFA laws of the game. There will be no overtime for semi-finals games.

8.6. **Championship Games:** In the event of a tie at the end of regulation play, winners will be determined as follows:

- Two 5-minute overtime periods will be played to completion. No golden goal.
- In the event of a tie after overtime play, penalty shootout, per FIFA laws of the game, will determine the winner. Coin flip will determine who will go first (visiting team calls).
 - Five penalty kickers per team. Must only be players on the fields at the end of the second overtime period.
 - The most goals scored after five kicks for each team wins the game.
 - If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. Alternate shooters only include players on field at end of second overtime.
 - After all eligible players on the field of play have taken kicks, teams will start with their first kickers again and in the same order.

8.7. 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.

9. **Forfeits:**

9.1. Failure to complete a match, or a team leaving the field during play, will result in forfeiture.

- 9.2. A maximum 5-minute grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent. A game cannot commence until at least one approved coach is present on the sideline.
- 9.3. No team that has forfeited a game will be declared a group or wild card winner.
- 9.4. The team winning by forfeit will be awarded a 4 – 0 score, with the winning team having the 4 and the opponent's score being zero. This score will be the official score in case goal differential is necessary.
- 9.5. A team failing to field 5 players for U8-U10, 7 players for U11 – U12 or 9 players for U13-U15 at that time shall forfeit the game. A team failing to field the proper number of players at the scheduled time, or at any time during the match, will forfeit the game.
- 9.6. 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.
- 9.7. Tournament officials reserve the right to decide all matters concerning a forfeit.

10. Protests and Disputes:

- 10.1. No protests will be heard. There will be no protests of referee decisions. All referee decisions are final.

11. Inclement Weather Procedures:

- 11.1. 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.
- 11.2. 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.
- 11.3. If a match is cancelled due to weather, the score at the time of the cancellation will be recorded.
- 11.4. 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.
- 11.5. Under no circumstances will a game extend beyond the scheduled game time.
- 11.6. If a game cannot be started, the tournament will use a points per game system.
- 11.7. 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.

11.8. 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. All players should go to their vehicles or take shelter during a weather delay. No one will be allowed on the fields until the weather conditions are favorable to resume.

12. Cancellations:

12.1. 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.