

# ***Kalamazoo Invitational Soccer Showcase***

## **Tournament Rules**

Matches shall be played according to the latest edition of the Laws of the Game and Universal Guide for Referees published by FIFA. USYSA Rules Affecting Game Play shall apply unless amended below.

### **TOURNAMENT HEADQUARTERS**

Both playing sites will have a headquarters facility that will be designated in a central location for any questions or issues throughout the event. Please contact the Tournament Director or Asst. Tournament Director for any rules inquiries.

### **TOURNAMENT REGISTRATION**

All teams will be required to present their credentials and register their team on event Friday between 6pm and 9pm EDT at the Kalamazoo Soccer Complex HQ. At this time, the following mandatory documentation must be provided: (Only 2011/2012 seasonal paperwork will be accepted.)

#### **Player Passes**

*Valid USSF/Provincial player passes*

These shall be given to the Referee prior to each game. Player passes of sent off players are to be turned in to the Tournament Headquarters following the match. The coach, following the completion of the team's next played game, may pick up player passes for sent off players.

#### **Medical Releases**

*A Medical Authorizations form for each player*

These shall be retained by the team throughout the event and have available at the fields during games. The Medical Authorization provides parental approval to seek medical attention in the case the player's parents is not available at the event/game. If you already have an existing form from your club/league, your existing form will suffice; if you do not have a form, one is available on our website.

#### **Waiver and Release of Liability**

*Waiver of Liability form must be signed by each coach and player (or parent/legal guardian, if under 18 years of age).*

This document will be turned over to the tournament at Registration. All signatures do **NOT** need to be on one form. The form is available on our website.

#### **KISS Tournament Roster**

*Tournament roster of players, including jersey numbers.*

This document will be turned over to the tournament at Registration. The form is available on our website.

#### **Official Team Roster**

*Copy of your league-approved team roster*

This document will be turned over to the tournament at Registration.

#### **Guest Player Approvals**

*Same documents as defined above for rostered players (player pass, medical release, signed waiver, KISS roster) must be provided for all guest players, as well as any state association approvals required.*

Five (5) guest players may be added to a team's roster when the team checks in for the tournament, but in no case shall the number of players on a team exceed roster limits stated below.

U9 – U10	6v6	11-player roster max
U11 – U12	8v8	14-player roster max
U13 – U15	11v11	18-player roster max
U16 -- U19	11v11	22-player roster max

#### **Permission to Travel**

*All out-of-state association and foreign teams must provide appropriate approval paperwork.*

This document will be turned over to the tournament at Registration. Only US Club teams are exempt.

## TEAM CHECK-IN

All teams will be required to check-in at the field prior to game time and present player passes to the referees. If sufficient players are not present at the scheduled game time, the game is awarded to the opponent. A minimum of 7 players constitutes a team (5 players for 6v6 games, 6 players for 8v8 games), and if minimum number of players is present, a game may not be delayed. Entire team given forfeit (Coach and at least minimum number of players) must check in with the referee at the field at scheduled game time to receive forfeit. A forfeit is considered a 3-0 win for scoring. No team that has forfeited a game will be declared a group winner, nor will they be awarded any trophies.

## AGE GROUP, GAME LENGTH, OVERTIME & BALL SIZE

AGE GROUP	GAME LENGTH	OVERTIME PERIODS	BALL SIZE
❖ Under 9	Two 25 min.	none	#4
❖ Under 10	Two 25 min.	none	#4
❖ Under 11	Two 30 min.	none; finals: 5 min. Halves	#4
❖ Under 12*	Two 30 min.	none; finals: 5 min. Halves	#4
❖ Under 13	Two 35 min.	none; finals: 5 min. Halves	#5
❖ Under 14	Two 35 min.	none; finals: 5 min. Halves	#5
❖ Under 15	Two 40 min.	none; finals: 10 min. Halves	#5
❖ Under 16	Two 40 min.	none; finals: 10 min. Halves	#5
❖ Under 17	Two 45 min.	none; finals: 10 min. Halves	#5
❖ Under 18	Two 45 min.	none; finals: 10 min. Halves	#5
❖ Under 19	Two 45 min.	none; finals: 10 min. Halves	#5
❖ Open	Two 45 min.	none; finals: 10 min. Halves	#5

\* Under 12 teams will have the choice of playing 8v8 as U12s or 11v11 as U13s

In preliminary play, games tied after regulation time shall remain a tie. Championship rounds that are tied after regulation play shall be decided by FIFA Kicks from the Penalty Mark, except for the finals where teams will play through two overtime periods as noted above. If the game is still tied after two overtime periods, FIFA Kicks from the Penalty Mark rules will apply in order to determine the winner. Only players who are on the field of play at the end of the second overtime period shall take part in the taking of the kicks.

## MISCELLANEOUS: GAME BALL, JERSEY, EQUIPMENT & SPECTATORS

- ❖ Game balls shall be provided by the Tournament. If the balls provided is unsuitable or lost, the referee shall choose a ball from those available.
- ❖ In the case of color conflict, the Home Team shall be required to change jerseys. The team listed first in the game schedule is the Home Team, e.g., X vs Y, X is Home Team.
- ❖ Shin guards are mandatory.
- ❖ Soft casts are permissible with the approval of the referee prior to the game. Hard casts are not acceptable unless they can be wrapped adequately with a soft material and approved by the referee.
- ❖ Players and coaches from both teams shall locate on one side of the playing field, and Spectators shall congregate on the opposite side.
- ❖ A player may only play for one team in the tournament.
- ❖ Under no circumstances will a game start after the start time of the next scheduled game on that field.

## PLAYER & COACH CONDUCT

- ❖ Players may be cautioned and sent off according to the Laws of the Game as published by FIFA. A player, who has been sent off in one game (Red Card), shall not be allowed to participate in the next game played by his team, including the final games. Games determined by forfeit are not considered games played. A player who has been sent off for the second time in the tournament shall not be allowed to participate in the remainder of the tournament.
- ❖ Coaches, assistants, managers, parents etc. may be verbally warned for conduct or actions detrimental to the game. If they persist, they will be instructed to remove themselves from sight and sounds of the field of play (Red Card). Those removed from the field of play will not be allowed to attend or participate in the next game played. Those removed a second time will not be allowed to return for the remainder of the tournament. Lack of compliance will result in the referee abandoning the game and reporting the incident to the Tournament Director as a final action.
- ❖ Any player, coach, assistant, manager, etc. who received a Red Card during the last game played at the Tournament must sit out the required number of games starting with his/her next league game.

## SUBSTITUTIONS

Substitutions shall be unlimited. Substitutions shall be made from the halfway line, with the consent of the referee, at the following times:

- a) Prior to a throw-in in your favor.
- b) Prior to a goal kick, by either team.
- c) After a goal by either team.
- d) After an injury, by either team, when the referee stops play (one for one).
- e) Between halves.
- f) When play is stopped to administer a caution, the cautioned player(s) may be replaced. The opposing team may substitute a like number.

## REPORTING SCORES

Scores will be reported by Score Card, filled out by Referee, and returned by Field Marshals to the Headquarters within 30 minutes of the completion of the game. Scores will be recorded and posted on scoreboards located near the HQ location at each site. Any discrepancies noted must be reviewed and verified by corresponding referees before changes will be made.

## DIVISION PLAY AND STANDINGS

Depending on bracket size, semifinals and championship games will be played accordingly:

- ❖ **4 Teams: Single bracket** – Top 2 teams after completion of round-robin games will compete in championship
- ❖ **5 Teams: Single bracket** – Champion determined by highest point total after completion of round-robin games
- ❖ **6 Teams: Two 3-team brackets** – Top team from each bracket will play semifinal vs. 2<sup>nd</sup> place team in other bracket; winners of these two semis will compete in championship; 3<sup>rd</sup> place teams from each bracket play consolation game
- ❖ **8 Teams: Two 4-team brackets** – Top team from each bracket will compete in championship
- ❖ **9 Teams: Three 3-team brackets** – Top team from each bracket, after completion of round-robin games will compete in a second round-robin championship bracket; remaining teams will be ranked and play a consolation game: 4 vs. 5, 6 vs. 7 and 8 vs. 9
- ❖ **10 Teams: Single 4-team and Two 3-team brackets** – Top team from 4-team bracket after round robin play will compete in Championship game against the winner of game between the top team from each of the 3-team brackets after round robin play; remaining teams from 3-team brackets will play a consolation game: 2<sup>nds</sup> from each bracket, 3<sup>ds</sup> from each bracket

Division standings, leading to the championship round of play, shall be determined according to the following:

**a)** Highest number of points accumulated with two points for a win, one point for a tie, and zero points for a loss or forfeit. A forfeit is recorded as a 3-0 win to the receiving team. **For any brackets containing foreign teams**, points will be accumulated with three points for a win, one point for a tie, and zero points for a loss or forfeit.

**b)** In event of a two-way tie in point standings, advancement to the championship round of play is determined by:

- 1) Winner of head-to-head competition.
- 2) Team with most wins.
- 3) Highest number of net goals scored (goals for minus goals against, up to a maximum of four per game).
- 4) Fewest number of goals against.
- 5) Fewest number of “negative” points received (points assigned for cards received: 2 for each red, 1 for each yellow).
- 6) FIFA Kicks from the Penalty Mark.

**c)** In the event of a three-way tie in point standings, advancement to the championship round of play is determined by starting with **b2)** above and progress until a point of differentiation is identified:

**1)** If the differentiation shows one of the teams better than the other two, that team is determined the bracket winner. The remaining two teams restart the whole process again at step b1) above to determine 2<sup>nd</sup> and 3<sup>rd</sup>.

**2)** If the differentiation shows one of the teams worse than the other two, that team is determined to finish 3<sup>rd</sup>. The remaining two teams restart the whole process again at step b1) above to determine 1<sup>st</sup> and 2<sup>nd</sup>.

**d)** In the event that full game cancellations occur and rescheduling is not possible, and the game cancellation creates a situation where teams within the same division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average points per game played, followed by the normal tie-breaking procedure, if necessary.

## **TEAM AWARDS**

U13-U15 age groups: Individual awards for up to 20 players/coaches will be awarded for both 1st place and finalist teams. Team awards will be provided to all U8-U12 and U16-U19 and Open age groups champions and finalists.

## **PROTESTS**

Judgment calls by the referees are final, and may **NOT** be contested. No protests will be accepted and the tournament official's decisions will be final.

## **WEATHER**

If necessary, game lengths may be shortened to accommodate scheduling requirements. It is the responsibility of each coach to check Tournament Headquarters for any reschedule information.

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion of at least the first half and record the score as final. However, in the event that first half completion or rescheduling is not possible because of weather conditions, results will be decided as follows:

- a) Team up by 2 goals or more shall be awarded a win.
- b) Score difference of 1 or less will be scored as a tie.

Games called during the second half are considered complete and will be scored according to the score at the time the game is called.

If weather/conditions prevent a game from starting, and it is therefore canceled, any games requiring a result to determine progression (e.g., semi-final, final) will be decided by coin toss. Home team will call the flip.

## **CANCELLATION**

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.

## **RISK MANAGEMENT**

We adhere to the MSYSA Risk management policies. These can be found at the MSYSA website (<http://www.msypa.net/riskmanage.html>). MSYSA registered teams will be required to present risk management cards for coaches, assistant coaches and team managers.

## **SITE RULES**

**No alcohol, smoking or pets are allowed on the premises during the tournament. Please leave these items at home.**