



# Lou Fusz Athletic

## Tournament Rules

### Laws of the Game

The tournament shall be played in accordance with the laws of the game as observed by FIFA. Any ruling not covered by FIFA will be in accordance with the Missouri Youth Soccer Association (MYSO) and United States Youth Soccer Association (USYSA) with the following exceptions.

### Player and Team Eligibility

- The tournament is open to competitive select teams and all players must be registered with USYSA, US Club or USSSA and their respective state associations and have current player ID cards with picture.
- All teams from outside of the state of Missouri must have a travel permission form from their state association.
- Required documentation: player cards (USYSA, US Club, USSSA), your state association approved guest player loan forms (if applicable), copies of the state or National Associated verified roster and a notarized copy (if applicable) of medical release form for each player must be presented at registration.
- The **Lou Fusz Soccer Club** will keep a copy of the state roster, guest forms and travel permits. Medical release forms will be reviewed and returned.
- ***This tournament will follow the newly implemented U.S. Soccer guidelines pertaining to field ranges and roster size.***
- ***Team rosters will be comprised of no more than 12 players for 7v7 format games (U9 and U10).***
- ***Team rosters will be comprised of no more than 16 players for 9v9 format games (U11 and U12).***
- ***Team rosters will be comprised of no more than 18 players for 11v11 format games. Teams playing U-17 through U-20 can roster 22 players but can only dress 18 players for any game. Some exceptions to this rule can be made with tournament director's approval.***
- There is a maximum of **six (6)** guest players allowed per team, but the roster size stated above cannot be exceeded.
- A player may play for only one team during the tournament. Exceptions to this rule must first be approved by the tournament director.

### Electronic Check In

- Team check-in process entails minimal documentation to be given to the tournament committee and requires the teams to have the other applicable documentation in their possession during the tournament.
- The required documents that are to be sent to the tournament committee and subsequently retained are noted below. All other documents/passes are to be in the possession of the teams. Each team will be asked to sign and affirm that they have all the necessary documents in their possession in order to comply with the Midwest Cup tournament rules, Missouri Youth Soccer Association (MYSO) rules, and US Youth Soccer Association (USYSA) rules.
- The following items are to be scanned then emailed to the tournament:
  1. Official State Roster
  2. Travel Permit (if applicable)
  3. Guest Player Forms (if applicable)
- If teams are unable to complete the electronic pre-check in, they are required to check in onsite at the tournament one hour prior to their first game.
- After the team is checked in they must report to their field and check in with the Field Marshall 20 minutes prior to game time for card review.
- All identification cards will be collected and reviewed, prior to the game by the Field Marshall. Cards will be held during the game and returned after the game.

### Uniforms

- All players except the goalkeeper must have a numbered jersey that has a different number from all other team players.
- The team listed first will be considered the "home team".
- The home team should wear white or light colors, and will be required to change jerseys in case of a color conflict (as determined by the referee).
- Home teams will be responsible to supply the game ball.
- All equipment shall be subject to the referee's approval.
- All fans must sit on the opposite of the field as the teams.

### Substitutions

- Unlimited substitutions shall be allowed in accordance with USYSA rules.
- A player receiving a "yellow" card does not have to be substituted for.
- No substitutions will be allowed for a player ordered from the field by the referee for misconduct.
- Any player or coach who receives a "red" card shall not participate in the next scheduled game.

- Ejections will be reviewed by the tournament officials, who reserve the right to lengthen suspensions based on the nature of the offense.

### **Scheduling**

- Scheduling shall be the sole responsibility of the Tournament Committee.

### **Game Format & Duration**

<i>Format</i>	<i>Age</i>	<i>Gender</i>	<i>Game Length</i>	<i>Roster Size</i>
7v7	<i>U8 (Playing 7v7 Rules)</i>	<i>Boys &amp; Girls</i>	<i>2 – 25 minute halves</i>	<i>12</i>
	<i>U9</i>	<i>Boys &amp; Girls</i>	<i>2 – 25 minute halves</i>	<i>12</i>
	<i>U10</i>	<i>Boys &amp; Girls</i>	<i>2 – 25 minute halves</i>	<i>12</i>
9v9	<i>U11</i>	<i>Boys &amp; Girls</i>	<i>2 – 30 minute halves</i>	<i>16</i>
	<i>U12</i>	<i>Boys &amp; Girls</i>	<i>2 – 30 minute halves</i>	<i>16</i>
11v11	<i>U13</i>	<i>Boys &amp; Girls</i>	<i>2 – 30 minute halves</i>	<i>18</i>
	<i>U14</i>	<i>Boys &amp; Girls</i>	<i>2 – 30 minute halves</i>	<i>18</i>
	<i>U15</i>	<i>Boys &amp; Girls</i>	<i>2 – 30 minute halves</i>	<i>18</i>
	<i>U16</i>	<i>Boys &amp; Girls</i>	<i>2 – 40 minute halves</i>	<i>22</i>
	<i>U17</i>	<i>Boys &amp; Girls</i>	<i>2 – 40 minute halves</i>	<i>22</i>
	<i>U18</i>	<i>Boys &amp; Girls</i>	<i>2 – 40 minute halves</i>	<i>22</i>
	<i>U19/20**</i>	<i>Boys &amp; Girls</i>	<i>2 – 40 minute halves</i>	<i>22</i>

***In some cases 'Trapped' players will be allowed to play with teams, 1 year younger, up to the amount of players allowed in the tournament guest player policy.***

The Tournament Director may change the duration or length of games, subject to the following: a) inclement weather, b) delay from relocation and/or rescheduling of any games, c) may cancel any games in the preliminary rounds which have no bearing on deciding group winners, d) may modify rules for tie breaks due to inclement weather delays.

### **Point System**

The following point system will be used to determine winners within each division throughout preliminary games:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal (3 goal maximum)
- 1 point for a shutout
- 10 points maximum per game**

### **Tie Breakers**

If two or more teams are tied during group stage, the below procedures shall determine group winner. In 4 and 6 team brackets, the top two point earners advance to final, **regardless of bracket side**. In 8 team brackets, the winner of A will play winner of B:

- Winner of head-to-head competition
- Goal differential (3 goal maximum per game)
- Fewest goals allowed
- Number of shutouts
- Penalty kicks per FIFA rules

## Overtime Rules

- There will be no overtime periods for any games played during this tournament.
- In the event of a tie at the end of regulation of a semi final or final, teams will go directly into Penalty kicks.

## Game Reports

- The center referee and an official from each team must sign the game report.
- The game report will be used for score verification.

## Forfeits

- Any team that fails to report for play ten minutes after the scheduled game time shall forfeit the game (as determined by the referee).
- Any team that abandons a game prior to its conclusion shall forfeit the game.
- A team that forfeits a game shall not be allowed to move on in play.
- The team declared a winner by forfeit shall be awarded a win by the score of 3-0.

## Ejections

- Any player or coach ejected from a game will be ineligible for the team's next game.
- Any player or coach ejected for fighting can be subjected to ejection from the remainder of the tournament.
- Player's and coach's cards will be retained by the tournament director and returned after the suspension has been served.

## Protests

- Protests may be made only by the designated coach.
- Protests must be submitted in writing and submitted in duplicate with \$100 cash to the Tournament Director.
- No protests will be heard concerning judgment calls made by all referees.
- Any protest concerning player eligibility must be made prior to the start of a game by notifying the Field Marshall and Referee.
- All protests must be made within 60 minutes after the end of the game in question.
- Protests will be ruled on by the Tournament Committee by the start of the participants' next game.
- The protest fee of \$100 is not refundable if the protest is not upheld.

## General Rules

- **Trophy presentation for the 1<sup>st</sup> place team.**
- 1st and 2nd place teams will receive individual medals.
- Bringing of personal alcoholic beverages on tournament fields or at tournament facilities will not be allowed.
- No warming up in the goal mouths.
- Please keep children away from goals. No climbing on goals.
- No pets allowed at the complexes.

## Refund Policy

- Entry fee deadline **is 5 weeks prior to tournament kick off date.**
- **Teams which withdraw after acceptance will forfeit their entry fee.**
- Complete cancellation of the tournament shall result in a refund of 70% if no games are played. If teams play 1 game, the refund will be up to 50% of the entry fee. If they play two games, the refund will be up to 20%.
- Travel costs incurred by teams accepted into the tournament are not the responsibility of the host club.
- Teams travel at their own risk.

## Weather Contingency

- We will do whatever possible to play all games as scheduled. Should the rain and/or lightning be so severe that we must use this weather contingency, the Tournament Committee may use any of the following rules at their discretion:
  - Preliminary round play games will be shortened as deemed necessary
  - If rain does not permit time to shorten games, then 11v11 FIFA style penalty kicks to determine preliminary round games will be used. If tied at the end of 11 shooters then the same 11 will shoot in a sudden-death round. **(7v7 and 9v9 games will follow the same format)**
  - Semifinals and finals will be played at full length if at all possible.

Please consult the tournament website for additional information.

Confirmation of acceptance or non-acceptance will be provided approximately 5 weeks before kickoff date of tournament.

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