

## Southside Spring Shootout Tournament Rules & Regulations:

### 2011 FC SOUTHLAND/BELTON PARKS & RECREATION SOCCER TOURNAMENT

#### I. ELIGIBILITY

**Age:** The age groups for this tournament shall be in accordance with the US Youth Soccer age groups for the current seasonal year. Divisions for single age years will be implemented if there are sufficient entries.

**Registration:** All KCML league teams registered with MYSA for spring 2011 season and their recreational team programs will be eligible. Other teams that wish to participate will be considered on a team by team basis. Every effort will be made to pool teams of similar levels in each bracket. B level teams and below will play in their appropriate brackets. Any A level teams will be considered for moving up an age bracket. Decisions will be made based on league standings and familiarity. The tournament committee reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable

All players must be currently registered with their respective US Youth Soccer State Association. All teams from outside the State of Missouri must have an approved "Application for Travel" form.

**Proof of Age:** All players and coaches must have current ID cards. The card must contain a current photo of the coach or player, and must be signed by that individual and laminated. Teams are allowed a maximum of three coaches. If teams fail to present their passes prior to the game, the game will be started, however, if the team cannot present their passes by half time, the game will be declared a forfeit and terminated at that time. All teams must have a representative who is carded to that team present throughout all games. Coaches that have been carded to that club may assist, but a representative who is carded to that team must be present. Failure to have a representative who is carded to that team present through the duration of the game will result in a forfeit against the team.

#### II. CREDENTIALS/TEAM CHECK-IN

All teams must have certified rosters and ID cards issued by an organizational member of the US Soccer Federation (e.g. A State Association, US Club, AYSO, USSSA, etc.) and **Medical Release Forms** approved by the Tournament Committee at the team check-in, which will be held on **June 10<sup>th</sup>, 2011 at the High Blue Wellness Center, 16400 N Mullen Rd, Belton, MO 64012.**

**Time TBD**

All teams must complete the tournament check-in procedures prior to the first game, unless arrangements are made with Tournament Director in advance. Laminated cards must be presented for all players and coaches to one of the game officials before each game. A team representative is responsible for ensuring that the referee returns all cards.

#### III. LAWS OF THE GAME

This tournament will follow USYSA guidelines and FIFA "Laws of the Game", except as modified herein.

##### Game Modifications:

U7/8	5V5	(including keeper)	min of 3 players	20 minute halves	size 3
U9/10	6V6	(including keeper)	min of 4 players	25 minute halves	size 4
U11/12	8V8	(including keeper)	min of 5 players	30 minute halves	size 4
U13/HS	11V11	(including keeper)	min of 7 players	35 minute halves	size 5
		U10 and younger	5 minute halftime		
		U11 and older	7 minute halftime		

**Laws of the Game Modifications:** U8 and younger divisions restart balls out of play on sideline with "kick in".

U10 and younger divisions no offside will be called.

**Substitutions:** Substitutions may be made with referee's approval only. Substitution requests may be given at these times:

1. prior to a goal kick
2. prior to a throw-in for your own team or the non-throw in team if the team taking the throw-in is

- substituting
3. after a goal
  4. prior to the start of the second half
  5. After an injury (one for one)
  6. After a yellow card has been issued (one for one)

#### **IV. DISCIPLINARY MATTERS**

**Cautions and Send-offs:** Any player receiving a caution must be substituted at that time and can return at the next available substitution. Any player that is sent-off will be suspended for the next game played. The Tournament Directors reserve the right to extend any suspensions, upon a review of the violation after receipt of the referee report.

**Coaches and Spectators:** A maximum of three (3) registered coaches will be allowed in the 'technical area'. Teams will be on opposite sides of the field, and spectators will be seated on the same side of the field as their respective team. Coaches are responsible for their spectators. If the referee feels the spectators are disrupting the game, they will instruct the coaches to control the unruly or usher the fans to the parking area. A coach may be issued a red card, and ejected for his/her own and/or their spectators' unsporting or violent behavior. The Tournament Directors reserve the right to suspend the ejected coach or spectators for additional games. If a team does not have at least one coach registered to the team in the technical area, the game will be terminated and that team will forfeit.

**Suspensions may not be appealed.**

#### **V. ROSTER LIMITATIONS**

**Rosters:** An official state roster (SPRING 2011) must be on file with tournament headquarters prior to competition. Players can only play on one team per division in the tournament.

The roster sizes per age group are:

- U7/8 (10 players maximum)
- U9/10 (11 players maximum)
- U11/12 (14 players maximum)
- U13/HS (18 players maximum)

**Guest Players:** A maximum of 3 guest players is permitted in all age groups. Guest player forms must be provided with all players. All guest players must also provide a medical release form. Any use of illegal players will result in a forfeiture of the game and may include termination of participation for the rest of the tournament.

**Forfeits:** A team that fails to field the minimum field of players 5 minutes after the scheduled kick off will forfeit. Any team quitting or leaving the field of play prior to the conclusion of a game shall forfeit that game. A forfeited game will be recorded as a 4-0 victory for the opposing team.

#### **VI. VENUES, DATES, TIMES**

**Locations and Dates:** All games will be played in Belton on June 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup>, 2011 at one of three locations:

- Wallace Park; 16400 Mullen Rd Belton, MO
- Yeokum Middle School; 613 Mill Street Belton, MO
- Southwick Stadium; 801 W. North Ave

Care will be taken to try to keep all division pool, semi-final, and championship games at the same location, but cannot be guaranteed. It is the team responsibility to know correct game times and locations.

**Inclement Weather:** The Referees, Field Coordinators, and/or the Tournament Director have the right to stop games due to weather.

Games interrupted in the first half:

- a. will continue if time permits
- b. If time does not permit, a 0-0 tie will be awarded.

Games interrupted after the completion of the first half:

- a. will continue if time permits
- b. If time does not permit, the score at the time of stoppage will stand.

**Shortening of games:** In the event that conditions exist to necessitate rescheduling, delay, or

cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

## **VII. EQUIPMENT**

**Uniforms and Equipment:** Each team must provide matching uniforms with a different number on the back of each player's shirt. In the event of both teams having similar colors, the referee may require the home team to change their appearance. Shin guards are mandatory with all rigid materials covered completely by the socks. All athletic shoes are allowed except those with toe and/or metal cleats.

**Match Ball:** Each team must furnish a regulation sized ball to the referee prior to the start of the game. The referee will then select the game ball.

All player equipment is subject to referee approval.

Tournament conforms to the KC Metro Soccer League equipment rules

## **VIII. TOURNAMENT**

**Tournament Format:** The following formats will be used throughout the tournament:

Divisions with 4 or 5 teams – there will be one pool with each team playing against each other.

The Champion and Finalist will be determined by points awarded based on game results.

Divisions with 6 teams – There will be 2 pools of 3 teams each. Each team will play the other two in its pool and one crossover game. The top team in each pool will advance to the final.

Divisions of 8 teams – There will be 2 pools of 4 teams, with the top teams in each pool advancing to the final.

**Home Team:** The home team is the first team listed on the schedule.

**Team Benches:** Both teams will be situated on opposite sides and the spectators will be on the same side of the field. Coaches are responsible for the spectators' behavior. Dissent will not be tolerated. Only registered team officials (with a current risk management approved MYSA card) will be allowed inside the technical area.

**Pre-game Procedure:** Field Marshals or Referees will conduct the pregame check-in when appropriate, in order to minimize delay between games. The referee may review the results of the check-in with the field marshal and make the final ruling on any questions. Only at this pregame procedure may a player be challenged by an opposing manager/coach. Challenged players will be noted by the Referee on the Referee game report, but will be allowed to participate in the game so long as they have valid, verified player passes and are listed on the validated roster. A player who arrives at the playing field after the pregame procedure may enter the game once the game officials verify the player is eligible, and with the permission of the center referee. A late-arriving player may be challenged at the time he is allowed to participate by bringing to the attention of the center official.

**Post-game Procedure:** We ask that, as a mutual courtesy, both teams congratulate each other after every game.

MVP awards (See Section X below)

The Referee or Field Marshals will ensure the return of all player passes to each team

Referee will complete the Game Report and deliver it with any incident reports to the Tournament Director.

Manager/coach of both teams will confirm the score with the referees

Manager/coach of both teams will ensure that their sideline area is clean and that all trash is in containers

### **Point System:**

3 points for a Win

1 point for a Tie

0 points for a Loss

**Tie-Breakers:** only to decide which teams are in advancing to final games or to award a champion

1. Winner of the head-to-head match (if applicable).
2. Team with the least amount of goals scored against.
3. Team with best goal differential (goals for minus goals against) 5 goal per game maximum
4. Team with least amount of cautions and/or send-offs
5. FIFA style penalty "Shootout" to be scheduled at the discretion of the Tournament Director

**Tournament Headquarters:** Tournament headquarters will be at the High Blue Wellness Center

#### **IX. SEMI-FINAL AND FINAL GAMES**

**Shootout:** in the event of a tie in a final game, a FIFA style penalty kick shootout will determine the winner. 5 attempts per team, alternating. The penalty takers must be the players that were on the field at the end of regulation. If tied after 5 each, one new player from each team will attempt, until the tie is broken.

#### **X. AWARDS**

**Champions and Finalist:** Individual awards and team trophy will be given 1st and 2nd place for all divisions.

**MVP Medals:** Teams will receive medals to be awarded to the “Most Valuable Player” for each team for every game, including pool games.

Please use this process:

At the conclusion of each game, teams are responsible for choosing a player from the **opposing** team as that team’s MVP. Teams then use their own MVP medals to present to the other team player. Players can be awarded only one MVP medal during the tournament. Basis of selection can include skill, sportsmanship, determination, etc.

#### **XII. REFUNDS**

**Refund Policy:** The Tournament Committee, and/or host affiliate will not be responsible for any expenses incurred by any team, due to the cancellation in part or whole of this tournament or due to any team being removed from the tournament.

Refunds:

1. Teams not accepted will receive a full refund
2. Teams withdrawing after the registration deadline, as listed on the tournament application, will forfeit entire entry fee
3. Tournament cancellation prior to the commencement of the event will result in a refund less \$100 (to cover fixed costs including, but not limited to medals/trophies, printing/ mailing, tournament facility rental, and equipment rental).
4. Tournament cancellation after the tournament begins will result in refunds for guaranteed games not played at a rate of \$25.00 per game

**If two rounds of games have been played, no refunds will be given**

#### **XII. MATTERS NOT PROVIDED FOR**

All disputes, outside the field of play, will be ruled upon by the Tournament Directors, whose decisions will be final.