

KC Select Soccer Club

Tournament Rules and Policies

Updated:12/01/2008

This tournament will follow USYSA guidelines except as modified herein. All players and coaches must be registered with USYSA through their State Association or through an affiliate of US Soccer. The proper State Rosters, Player Passes, Medical Waivers, Player Loan Agreements, Travel Permits and Proof of Insurance will be required. All disputes, outside the field of play, will be ruled upon by the Tournament Director, whose decision will be final. Protests must be put in writing and accompanied by a \$50.00 fee, refundable if upheld, within one hour of the games end.

1. TEAM ACCEPTANCE - The tournament committee reserves the right to accept or reject any team application. Should a team be accepted, then choose to withdraw from the Tournament, see Refund Policy below.

2. TEAM ELIGIBILITY - This tournament shall be open to all teams comprised of properly registered youth players and are in good standing with a USYSA state youth association or a US Soccer affiliate. Teams not registered with the Missouri Youth Soccer Association (MYSA) must provide travel permits at check-in. Each team must provide the following at check-in (no copies will be accepted):

- Official State Roster and 2 copies of official State Roster
- Original Player Passes/cards
- Original Guest Player Loan forms (if applicable)
- Original Medical waivers, notarized
- Proof of Insurance
- Travel Permit from your registering State if the team is outside Missouri

3. ROSTER LIMITATIONS

U7-U8 (4v4 or 5v5) – 10 which may include three guest players

U9-U10 (6v6 or 8v8) – 14 which may include three guest players

U11-U12 (8v8 or 11v11) – 14 or 18 which may include three guest players

U13-U18 (11v11) – 18 which may include five guest players

No player is allowed to play on two teams in the same age/gender divisions in the same tournament. Girls teams are not allowed to play in boys divisions.

4. PLAYER/ COACH ELIGIBILITY - All players and coaches must be legally registered to USYSA through their respective state association or US Soccer. Player and Coach passes must be current, valid, verified, laminated and with photo attached. Player Medical Waivers must be original, notarized forms. Coaches or Trainers will be required to present a valid ID to be allowed on the team bench. If a coach is ejected, an assistant may conduct the team. If there is no assistant, the game will be forfeited. No team will be allowed to participate without a properly registered representative.

5. GUEST PLAYERS – A maximum of three (3) guest players will be allowed per team with the proper paperwork for U7 – U12. A maximum of five (5) guest players will be allowed per team with the proper paperwork for U13 – U18. All guest players must have original player passes, original notarized medical waiver, and original signed loan forms.

6. AGE GROUPS – Age groups will be as listed by USYSA with the August 1st cut off. Teams will be permitted to play up in age groups provided that proper credentials are provided demonstrating the team's past results are consistent with the age group requested. Girl's teams are not allowed to play in boys divisions. Based on whether the tournament is a Fall (boys) or a Spring (girls) tournament, the U14 age group may be classified as U14/U15. The tournament will allow 5 players to be U15 by State age matrix, while the player is attending 8th grade. Proof of each U15 player's school grade must be provided at check-in. The Tournament Committee has full discretion on team acceptance, player exceptions and seedings.

7. TEAM CHECK-IN – All teams are requested to attend the team check-in prior to the tournament. Check in will be posted on the Tournament website. Any changes to the schedule or any other tournament details will be passed onto the teams at check-in and posted on the Tournament website. The tournament will not be held responsible for not passing on information to any team that does not attend the check-in. It is highly recommended, therefore, that a team manager, coach or representative be present at the check-in the day before the Tournament.

8. PRE-GAME PROCEDURE - Field Marshals will conduct the pre-game check-in when appropriate, in order to minimize delay between games. The referee will review the results of the check-in with the field marshal and make the final ruling on any questions. Only at this pre-game 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 pre-game 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 the center official.

9. TEAM BENCHES – Teams will be situated on opposite sides of the field and the spectators will be on the same side of the field as their team. Coaches are responsible for the behavior of Team spectators.

10. MATCH BALL – The Home team shall furnish a regulation game ball to the referee prior to the game. U7-U8 age groups will use a size 3 ball, U9-U12 age groups will use a size 4 ball and U13 and above will use a size 5 ball.

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11. UNIFORMS AND EQUIPMENT – Each team must provide matching uniforms with a different number on the back of each player's shirt. Home teams are recommended to wear white, or light colored jerseys. In the event of both teams having similar colors, the referee may require the Visitor team to change their appearance provided that the Home team has complied with wearing a white or light colored jersey. Home teams are listed first on the Schedule. 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. All player equipment is subject to referee approval.

12. SUBSTITUTIONS - Substitution may be made only with the Referee's permission at the following times:

- a. Prior to a throw-in by your team.
- b. Prior to a throw-in by the opposing team, provided that the opposing team is also substituting.
- c. After a goal by either team.
- d. At half time or the beginning of overtime periods.
- e. After an injury, by either team, when the referee stops play.

Substitutes may enter field of play only after receiving permission from the referee.

13. CASTS/ORTHOPEDIC BRACES – These may be used if at the discretion of the referee they are not dangerous to any of the players on the field.

14. DURATION OF THE GAME - the duration of games will be as follows:

Age Group Duration

U15 – U19 - 2 x 35 = 70 mins

U12 – U14 - 2 x 30 = 60 mins

U9-U11 - 2 x 25 = 50 mins

U7-U8 - 2 x 20 = 40 mins

15. OVERTIME – There will be no overtime periods in pool play. Pool play games will end in a tie. Semi-Finals or Finals will be decided by 2 – five minute overtimes, no golden goal, and teams switch sides at the overtime midpoint. The games will go to FIFA penalty kicks if a tie still exists after the 2 - 5 minute overtime periods.

16. SHOOT-OUT – In case of a tie after overtime FIFA style penalty kick shoot outs will determine the winner.

17. FORFEITS - A minimum of 2 players less than the allowable number field players per age group constitutes a team. A 5-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner or wild-card for advancement purposes. Winning teams as a result of forfeits will be automatically awarded a score of 3 to 0 for the match.

18. CONTROL OF SIDELINE CONDUCT - Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The field marshals or tournament director have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary action brought about by other authority. A maximum of three registered coaches will be allowed on the bench. Coaches are responsible for their spectators. If the referee feels the spectators are disrupting the game, they will instruct the coaches to control them or usher them to the parking area. A coach may be ejected for his/her own and/or their spectators for additional games. If a team does not have at least one of their registered coaches on the bench, the game will be terminated and that team will forfeit.

19. PROTEST - Protests must be put in writing and accompanied by a \$50.00 fee, refundable if upheld, within one hour of the games end. All disputes will be resolved by the Tournament Director. These decisions will be final. Please note that under no circumstances may a referee's decision, issuance of a red or yellow card, or coach or team ejection be reviewed or overturned.

20. DELAY OF START - Any team delaying the start of a scheduled game by more than 5 minutes without authorization from the tournament director shall forfeit the game to the opponent. Forfeits will be recorded with a score of 3 to 0.

21. POST-GAME PROCEDURE - We ask that as a mutual courtesy, both teams congratulate each other after every game. The following procedures should also be used:

- The Referee or Field Marshals will insure 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 Headquarters.
- Manager/coach of both teams will confirm the score with the referees
- Manager/coach of both teams will insure that their sideline area is clean and that all trash is in containers.

22. RED CARDS AND TEAM DISCIPLINE - A red-carded player or red-carded team representative will automatically miss the next scheduled game, but depending on the severity of the unacceptable conduct, the Tournament Director may recommend suspension up to the duration of the Tournament. Further disciplinary action by the State Association or National Association may be recommended.

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23. POINT SYSTEM -

- 6pts. Win
- 3pts. Tie
- 1pt Each goal scored with a maximum of 3 for both teams
- 1pt Shutout (In the event of a 0-0 tie, each team will receive a total of 4 points)
- 1pt Each red card issued

24. TIE BREAKERS – If at the conclusion of the preliminary rounds a tie breaker is needed the following criteria will be utilized:

- i. Head to head (not used if more than two teams are involved in the tie breaker)
- ii. Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1)
- iii. Most shut-outs
- iv. Fewest goals allowed
- v. FIFA style Penalty Kicks

25. SHORTENING OF GAMES. - In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

26. REFUND POLICY - The Tournament Committee, and/or host Club will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Complete tournament cancellation 2 weeks prior to the commencement of the event will result in a full refund of the entry fee. Complete Tournament cancellation due to weather or other uncontrollable circumstances will result in 75% refund of the entry fee (due to covering fixed costs such as tournament director/referee assignor fee, medals/trophies, printing/mailing, tournament facility rental, and equipment rental). Team cancellations prior to the registration deadline will result in a refund of the entry fee less a \$75 administrative fee. Team cancellations after the registration deadline of the event will result in no refund of the entry fee, unless a replacement team can be found for a full entry fee. Once the tournament begins, refunds for guaranteed games not played will be given at a rate of \$50.00 per game not played.

27. TOURNAMENT FORMAT – The following formats will be used throughout the tournament:

- i. Divisions with 4 teams – There will be one pool with each team playing against each other. The two top teams in points will advance to the Finals.
- ii. Divisions of 5 teams – Each team will play against each other (4 games each). The highest two point totals are awarded first and second place. Ties in total points are subject to the Tie Breaker rules as set forth above.
- iii. Divisions of 6 teams – There will be 2 brackets of 3 teams each. Each team will play the other two in its bracket. The third games will be played as follows: The highest point total in group A will play a semifinal game against the second highest point total in group B. The highest point total in group B will play a semifinal game against the second highest point total in group A. The two semi-final winners will play in the finals. There will be a consolation game for the two teams with the lowest point total from pool play.
- iv. Divisions of 8 teams – There will be 2 brackets of 4 teams. No cross-over game, with the top teams in each bracket meeting in the Finals.
- v. Divisions of 10 teams – There will be 3 brackets – one with 4 teams and two with 3 teams. Each team in a three team bracket will play the three teams in the other three team bracket (to avoid any crossover disputes). The top team in each bracket will advance to the semi-final along with a wild-card team (the highest second placed team). The bracket winner with the most points will play the wild card. However, the wild card team will not play a team that they played in the preliminary rounds. Therefore, if the bracket winner with the most points has already played the wild card team in prelims, then the bracket winner with the second highest point total will play the wild card team. The two semi-final winners will play in the Finals.
- vi. Divisions of 12 teams. There will be 3 divisions of 4 teams with a wild-card advancing to the semi-finals. The bracket winner with the most points will play the wild card. However, the wild card team will not play a team that they played in the preliminary rounds. Therefore, if the bracket winner with the most points has already played the wild card team in pool play, then the bracket winner with the second highest point total will play the wild card team for the semi-finals. The two semi-final winners will play in the Finals.
- vii. Division of 14 teams. There will be 4 brackets – 2 with 4 teams and 2 with 3 teams. No wild card. Each team in the three team brackets will play the three teams in the other three team bracket. A bracket winner plays B bracket winner, C bracket winner plays D bracket winner in the semi-finals. The two semi-final winners will play in the Finals. No wild-cards will be awarded.
- viii. Division of 16 teams. 4 brackets of 4 teams. A bracket winner plays B bracket winner, C bracket winner plays D bracket winner in the semi-finals. The two semi-final winners will play in the Finals. No wild-cards will be awarded.

28. LIABILITY DISCLAIMER - The KC Select Soccer Club, MYSA, USYSA, Tournament Sponsors or any authorized representative, agent or employee of these shall not be responsible for any expense incurred by any team or person if the event is cancelled in whole or in part for any liability for personal injury or property loss in connection with traveling to or from, or participating in the tournament. Every team, player and spectator shall participate at their own risk. The Tournament Director's interpretation of the rules and policies as applied to any situation shall be final.