

2008 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.

Registration Of Team/Participant Guidelines

A team is considered by roster sizes as deemed by MSYSA and US Soccer guidelines (11 players for U10 teams, 14 players for U12 teams 18 players for U16, U19 teams and 22 for adult divisions) . The team must have the current season roster at time of registration, signed by their league registrar. Teams can have up to 3 guest players (5 for adult divisions). Other items required at registration prior to the start of the tournament are: Laminated player pass-cards, Risk Management cards for all coaching/training staff (3 maximum per team), notarized medical release forms for all players, MSYSA or USASA approved guest player forms if applicable, and approved permission to travel form if applicable.

Participants Conduct

A Player or Coach who has been ejected from a game for persistent infringement of the laws after receiving a caution will be ineligible to participate in the next scheduled game for his or her team. A Player or Coach who has been ejected from a game for serious foul play, violent conduct, or foul or abusive language shall not be allowed to participate in the remainder of the Tournament. Any Player/Coach/Assistant Coach/Manager who is ejected during the Tournament that does not sit out the required number of game(s) during the Tournament, must sit out the required number of game(s) starting with his/her next League Game. Any Coach who is ejected shall leave the immediate vicinity of the playing area and is prohibited from any further contact, direct or indirect, with the team during the remainder of the game and any other games that his/her team plays in accordance with the rules as listed above. All Cautions and Ejections will be reported to Michigan State Youth Soccer Association and the affiliated home sponsoring organization .

If a Player or Coach is ejected during the Tournament, the Player's/Coach's Pass Card will be held at Tournament Headquarters until the required number of games are played. Pass Cards will be returned after the Player/Coach has sat out the required number of games. The person retrieving the Pass Card must present Tournament officials with identification to receive the Pass Card. In the event the ejection is issued in the team's last Tournament game, the Pass Card will be retained by the Coach to be handled in accordance with their sponsoring league's procedures.

Length of Games

Games will be of the following duration:

- Under 10 (2) 20 Minute Halves, Size 4 Ball
- Under 11 (2) 25 Minute Halves, Size 4 Ball
- Under 12 (2) 25 Minute Halves, Size 4 Ball
- Under 13 (2) 25 Minute Halves, Size 5 Ball
- Under 14 (2) 25 Minute Halves, Size 5 Ball
- Under 16 (2) 25 Minute Halves, Size 5 Ball

- Under 19 (2) 25 Minute Halves, Size 5 Ball

NO playoff games will be played in the U10.

All Semi-Final and Final matches shall be played in two (2) halves that are five (5) minutes longer than round-robin matches.

Game Ball and Uniforms

Game balls shall be provided by the Home team as listed on the schedule. If the ball provided is unsuitable to the Referee, then he/she shall choose a ball from those available. In case of jersey color conflict, the Home team (listed first in the schedule) shall be required to change jerseys.

Time Allowance & Forfeits

All teams shall report to the assigned field at least 30 minutes prior to the scheduled game time. A team shall be allowed a ten minute grace period after the scheduled kickoff before the game is awarded to their opponent. (A forfeit is considered a 1-0 win for the non-forfeiting team). A minimum of seven (7) players constitutes a team. If seven players are present, the game may not be delayed. In no case shall a team that has forfeited a game be declared a group winner or a wild card team.

Suspension of Games

Decisions to suspend games in progress or to suspend the start of games due to inclement weather will be made by the Tournament Committee. If a suspended game cannot be continued, a decision as to the outcome of that game shall be made by the Tournament Committee. In the event that inclement weather prevents continuance or shortening of the Capital Area Classic absolutely NO REFUNDS will be given.

Casts/Splints/ Braces/Jewelry

In accordance with Capital Area Soccer League rules, no player may compete wearing a plaster or fiberglass cast or splint. All braces shall be padded and no exposed plastic or metal parts are permitted. All bracelets, earrings, and other jewelry is prohibited while players are participating in a match.

Pass Cards/League Rosters/Risk Management Cards

LAMINATED USYSA/FIFA or US Club Soccer or accepted regional Player Pass Cards or USASA pass cards must be presented to the Registrar at Registration. Your LAMINATED Player Pass Cards will be needed at check-in prior to the first game. Notarized medical release forms are required at registration and must be in coach's possession during all games. A maximum of 11 players, including 3 guest players will be allowed for the U10 age group. A maximum of 14 players, including 3 guest players will be allowed for U11 and U12 age groups. A maximum of 18 players per team, including 3 guest players, will be allowed for 11v11 youth teams. A maximum of 22 players per adult team, including 5 guest players. All teams must turn in a 2007/2008 Official League Roster at check in. Teams must present an approved MSYSA or USASA Guest Roster for each guest player (obtained online at www.msysa.net or www.usasa.com). No roster changes are allowed after Registration. Coaches, Assistant Coaches and Team Managers must be in possession of a Risk Management Identification Card to be allowed in the team technical area. This card must be presented at team check in.

Coaches and Team

Teams and Coaches must remain on one side of the field and spectators on the opposite side. A maximum of three (3) Coaches or Team Officials per team are allowed on the sidelines. Coaches must remain between the center line and 18 yard mark of the penalty box. REMINDER: Each Coach must be in possession of a Risk Management Card to be on the team side of the field.

Standings and Points

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

Scoring - Points will be awarded in the following manner

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

Ties will be allowed except for all playoff games. If two teams are tied at the end of a playoff game, two (2)-five (5) minute overtime periods will be played. If the game is still tied, penalty kicks will be taken in accordance with FIFA rules to decide the game. WILDCARD teams needed for divisions of 3 or 5 groups will be determined by total points by using rankings within the division. Tie breakers will be determined by the standings and points criteria listed below. Wildcard teams will not play against a team from their own bracket; they will play a team from the next alphabetical group within the division.

In case of ties in point standings, the following (in order) will be used to determine the division winner:

1. Winner of head to head competition
2. Team with most wins
3. Highest goal difference (goals for minus goals against, maximum of four (4) goals per game)
4. Least number of goals scored against (actual count)
5. Bonus point -1 point for each shutout
6. Penalty point - deduct two (2) points for each red card
7. Penalty kicks will be taken in accordance with FIFA rules.

Reporting Scores

Both coaches must sign the official scorecard following the completion of the match. A field marshal will be responsible for returning scorecards to Headquarters.

Substitutions

Substitutions may be made:

- Prior to a throw in your favor.
- Prior to a goal kick by either team.
- After a goal is scored by either team.
- After an injury, a bench player may be substituted for the injured player.

Substitutions may only occur after the referee has stopped play and acknowledges the injury. The opposing team may also substitute a like number of players.

- At half time.
- After a caution has been administered, the cautioned player can be substituted upon coach request. The opposing team may also substitute a like number of players.

Protests

No protests or appeals will be allowed, except in the case of an invalid player. The ruling of the Referee is final. The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament and its decision is final.