

2011 MISSOURI MULE SOCCER TOURNAMENT

OFFICIAL RULES

GENERAL

1. The Tournament will include up to 100 competitive/recreational coed and girls teams in the following age groups:

Boys/Coed Teams: <8(born after 8-1-03), <9 (born after 8-1-02), < 10 (born after 8-1-01), <11 (born after 8-1-00), <12 (born after 8-1-99), <13 (born after 8-1-98), <14 (born after 8-1-97);

And Girls Teams in the following age groups: <8 (born after 8-1-03), <9 (born after 8-1-02), < 10 (born after 8-1-01), <11 (born after 8-1-00), <12 (born after 8-1-99), <13 (born after 8-1-98), <14 (born after 8-1-97), <15 (born after 8-1-96), <16 (born after 8-1-95), <17 (born after 8-1-94), <18 (born after 8-1-93), <19 (born after 8-1-92).

2. Team registration fees are: **\$525.00 (11v11: U12-U19); \$475.00 (8v8: U10-U12); \$375.00 (6v6: U9-U10); \$250 (5v5: U8).**

3. Matches will be played at **Hidden Valley Sports Complex, Blue Springs, MO 64015** and additional sites in Jackson County, MO during Friday, October 28, Saturday, October 29, and Sunday, October 30, 2011.

4. **Team Check-In** will be held at a local business prior to the tournament:

A team check-in must be completed prior to the team's first match. If the manager/coach is unable to attend formal check-in, then the team must complete check-in at the venue of their first match **at least one hour prior to their first match.** Coaches or managers must provide the following items at Check-In:

- ** A Copy of the Official State/League Roster (Tournament retains),
- ** Registration Cards for all players including guest players (returned),
- ** Registration Cards for all coaches/managers if issued by home State (returned),
- ** State approved Travel Permit (Tournament retains),
- ** Guest Player Agreement-State Form (Tournament retains),
- ** Original (notarized) Medical Release Forms for each player (returned).

Valid Registration Cards from the State or from the league will provide proof of age and will be used to validate game cards. Game Cards, completed by each coach/manager listing each player's name and number, will be given to the Field Monitor or a Match Official prior to each match.

PROCEDURES

1. Teams will play three, matched opponents in their Division of their age group. Each Division will play three-matches in the **Round Robin**. Subsequent to Round Robin play, the two teams with either the highest points within a four-team division or the highest points within a designated pool or the winners of semi-final matches will compete in a **Final** match. The winner of the Final match will be awarded a **1st Place Team Trophy/Plaque**. Players participating in the **Final** match in each Division will be presented with an **Individual 1st or 2nd Place Award**. U-15 and above will also be awarded an MVP of each **Final** match.
2. In the **Round Robin**, the team listed first is the **Home Team** and will provide a game ball if one is not provided by the Tournament Field Monitor. The Team gaining the most points in the **Round Robin** will be **Home Team** in the **Final Match** or, in the case of equal points, the team listed first in the team list.
3. **Finals** will begin with a formal player/official march-on and the National Anthem.
4. The **Tournament Director** will match teams based on age, skill level and requested placement.
5. All players must be registered and in good standing with their State Association of the USYSA (in Missouri, MYSA or MYSA Clubs/Leagues). Coaches and managers will be registered, licensed and carded within the rules of their State Association. Team rosters are limited to 18 players or team size limits specified on the approved MYSA tournament application. **Three guest players** are allowed for each team. In no case may more than 18 players participate with any one team during the tournament.
6. Players are allowed play on multiple teams during the tournament as either a rostered or guest player. The only restriction is that a player **shall not play** for teams that are bracketed within the same tournament division. In other words, a player cannot play for two teams that **may play each other** during a Round Robin/Semi/Finals match.
7. Players must play in their own age group or up. No player can play down unless they qualify based on their legal age. **MISSOURI MULE Exception:** Players who are a) in the 8th grade, b) required to play Under-15 due to their legal age, and c) registered to play in on an Under-15 team, may play in an Under-14 Division. Further, Teams playing in MISSOURI MULE Under-14 Divisions **shall have no more than three (3) Under-15, 8th Grade players** included on the team's tournament roster.
8. Each team must have an **adult**, properly registered as a coach by their State Association, on the touchlines to be in charge during all match play. This adult must have access to each player's Registration Card and Medical Release form. All players are the responsibility of the Club and the Club's coach/manager during the entire tournament.
9. **Each Team, player, coach, manager, or spectator shall participate at his or her own risk.** The MISSOURI MULE Invitational, The Summit Soccer Club, Blue Springs Soccer Club, Blue Springs Park District, Blue Springs School District, The City of Blue Springs, MO, The City of Independence, MO, The City of Kansas City, MO, The City of Lee's Summit, Lee's Summit Park District, Jackson County, MO, MYSA, USYS, Tournament Sponsors or any authorized representative, agent, or employee thereof shall not be responsible for any liability in connection with the tournament for personal injuries or property loss in connection with travel to or from, or participation in, this Tournament.
10. All matches will be played in accordance with the **FIFA's Laws of the Game** as modified by USYSA and this Tournament. All activities regarding the conduct of the match and The Laws of the Game, including players' equipment, is the sole discretion of the match Officials. *Their decisions are final.* Questions about tournament points/schedules and accommodations can be directed to the Tournament Director, Field Marshals or Field Monitors.
11. **Both teams will bench on the same side of the field and the opposite side from their spectators.** Coaches are limited to their half of the field. Spectators may be seated or standing at least 2 yards off the Touch Lines.

MODIFICATIONS

1. The following match times apply:

<u>AGE GROUP</u>	<u>ROUND ROBIN</u>	<u>FINALS</u>
Under 8 (5v5)	20-minute halves	20-minute halves
Under 9/10 (6v6)	25-minute halves	25-minute halves
Under 10/11/12 (8v8)	30-minute halves	30-minute halves
Under 12 (11v11)	30-minute halves	30-minute halves
Under 13/14 (11v11)	35-minute halves	35-minute halves
Under 15/19 (11v11)	35-minute halves	35-minute halves

2. Under 8 matches will use a size 3 ball; U9/U10/U11/U12 matches will use a size 4 ball; all other matches will use a size 5 ball.
3. ***Free Substitution is permitted for both teams at the centerline at anytime there is stoppage of play due to scoring of a goal, goal kick, or throw in. However, before a throw in, free substitution for both teams is permitted only when the team with possession is substituting. (U8 Exception - Substitutions: Anytime ball is out of play with the permission of the Referee.)***
4. Cautioned players must leave the field of play and can be substituted for (if there are no substitutes available, the cautioned player's team will play SHORT). A cautioned player that has been sent off may return to play at first substitution opportunity for that player's team.
5. **Shin Guards** are mandatory; slide shorts are permitted; and soft helmets are permitted for goalkeepers. Casts, knee braces, orthopedic appliances may be permitted if all hard surfaces, edges, and hinges are sufficiently padded to meet the approval of the Head Match Official. Uniform color conflict will be resolved by the Home Team by changing jerseys or wearing colored pennies. All player equipment is subject to Referee approval.
6. **Under 8 Division** matches will be played 5v5 (four field players – **plus a goalie** per team) using reduced goals. **Under 9/10 Division** matches will be played 6v6 (five field players plus a goalie per team) using reduced goals. **Under 10/11/12** matches will be played with 8v8 (seven field players plus a goalie per team) using reduced goals. **Under 12 & Under 13 through Under 19** will be played with 11v11 (ten field players plus a goalie per team).
7. No shootouts or extra periods will be played in Round Robin play. Final and semi-final matches ending in a **tie** will be decided by **FIFA Penalty Kicks** involving players from each team challenging the opposing goalkeeper in a one-on-one situation. The order of kicks will be determined by a coin flip, with the winning captain choosing for the team to kick first or second. Five players will have chances in alternate order. Goalies will start on the goal line in accordance with FIFA rules. **Teams playing 11v11** will designate, in shooting order, 10 shooters from the players and goalkeepers playing during the match. (**8v8 matches** will select seven shooters **6v6 matches** will select five shooters; see Modifications #9 for Under 8). The penalty kicks continues through the first five players from each team until one team has an insurmountable advantage. If the teams are tied after the first five penalty kicks attempts, the penalty kicks continue with the same selected shooters, in order, until one team is ahead after an equal number of attempts. The rotation of shooters continues and will be repeated, in order, until a winner is determined. A final point will be awarded to the team winning the shootout contest. (Note: Each team will designate a goalkeeper prior to the first Penalty Kick being taken. Once Penalty Kicks begin, goalkeeper substitution will occur only as the result of injury to a team's designated goalkeeper. If one team substitutes a goalkeeper for injury reasons, the opposing team shall have the option to also substitute a goalkeeper prior to the next penalty kick being taken; regardless of the which team is shooting.)

MODIFICATIONS (continued)

- 8. Both teams will bench on the same side of the field and the opposite side from their spectators.**
Coaches are limited to their half of the field. Spectators may be seated or standing at least 2 yards off the Touch Lines.
- 9. U8 (5v5) Rule Modifications:**
- ** Minimum number of players for a team to start or continue a match is 3.
 - ** There is NO offside.
 - ** All Free Kicks are indirect.
 - ** Corner Kicks are indirect.
 - ** There is NO Throw-in. An indirect kick is awarded at the spot the ball crosses the sideline.
 - ** There are NO Penalty Kicks during match play or finals; U8 FINALS matches that end in a tie will result in both participating teams being declared "*co-champion*".
 - ** The Penalty Spot is six (6) yards out from the center of the goal line.
- 10. U9/U10 (6v6) Rule Modifications:**
- ** U9/10: Minimum number of players for a team to start or continue a match is 4.
 - ** There is NO offside.
- 11. U10/U11/12 (8v8) Rule Modifications:**
- ** U11/12: Minimum number of players for a team to start or continue a match is 5.

POINTS

1. The following **points** will be awarded to each team during the **Round Robin** play to determine the teams progressing to the final match with each Age Group and Division.
 - ** **6** points for a **win**
 - ** **3** points for a **tie**
 - ** **NO** points for a **loss**
 - ** **1 point** for a **shut out** (except in the case of a zero/zero tie or forfeit)
 - ** **Minus 1 point** for each **red card** issued to team players or coaches

2. In case of a **tie** with respect to **point scores earned during round-robin play**, the selection of a team(s) that will progress to a **Semi-Final or Finals Match** will be determined by following the **tie-breaking protocol** in descending order (i.e. starting with #1: Head to Head):
 1. **Head to Head** competition results.
 2. **Most Number of goals** scored up to three per match.
 3. **Least Number of goals** scored against.
 4. Least number of **red and yellow cards** to players or coaches.
 5. Most number of **shutouts**.
 6. Total Number of **goals scored minus goals scored against**.
 7. Total number of goals scored **minus goals scored on penalty kicks**.
 8. **Single Coin Flips** (The Team calling the Flip will be determined by a preceding blind drawing to determine which team will call the flip; with the visiting team drawing first. The winner of the drawing will then choose either to call the flip or defer the call to the opposing team.)
 9. **In a case of a three-way tie**, all three teams will be evaluated together using the tie breaking protocol to determine a “first place” team among the three teams. If “single coin flips” is required to break a three-way tie, all three teams will flip a coin simultaneously. The “first place” team will be the team **who’s “coin flip” does not match the other two teams**. In cases where a “single coin flips” does not determine a winner, **additional “single coin flip” rounds will be used until a winner can be determined**.
 10. In a case of a three-way tie where the “first place” team has been determined and a second place team must be determined from the remaining two teams, **the two remaining teams will be evaluated against the tie breaking protocol in descending order starting with #1: Head to Head**.
 11. A **“Wildcard Team”** is a semi-final qualifying team with the next most points from Round Robin play that has not placed in a semi-final match based upon group/pool record.

3. Matches will be *terminated* if both assigned teams are not present at scheduled match times. If only one team is present, that team will be declared the winner (1-0) and will be awarded **6** points. A team is considered present if, seven players and a MYSA registered adult are ready for play at the start for a 11v11 match (see **Modifications** #9-11, page 4, regarding U12 and below matches playing less than 11v11, for minimum number of players requirement).

4. **If a Semi-Final or FINALS Match is not played**, the winner of the match will be determined between the two teams scheduled for that Match. Of those two teams, the team that has earned the most points from round-robin and semi-final matches (if played) will be declared the Match WINNER.

5. In the event that a round robin match is not played **for reasons other than a single team forfeit**, the match will be declared a zero/zero tie and each scheduled team will be awarded 3 points.

CONDUCT

The TOURNAMENT DIRECTOR, the sponsoring Clubs, and the Sponsors are striving to create an atmosphere of Excitement and Enrichment for our youth through the Positive support of soccer. All participants are requested to contribute to the MISSOURI MULE SOCCER TOURNAMENT in a manner conducive to the benefit of children.

Thank you.

Tim Maret, Tournament Director

1. Participants, coaches, and players represent their respective Clubs and should maintain a positive reputation of good sportsmanship. Players and coaches will conduct themselves within the **Gentlemen's Conduct** concepts of soccer during match play. Match play will include a team-to-team handshake at the Center Circle upon conclusion. All Tournament Officials and participants will be treated with respect! **NO ALCOHOL OR ILLEGAL SUBSTANCES WILL BE PERMITTED WITHIN ANY SOCCER PARK. POLICE WILL BE CALLED.**
2. Spectator involvement should be limited to positive cheering and applauding.
3. In the unlikely event of conduct inappropriate to the goals of the Tournament or youth soccer, the following procedures may be invoked by match Officials or the Tournament Director.
 - If spectators interfere with a match, Officials may instruct the coach that play will be interrupted until such interference has subsided. However, the match clock will not be stopped during such interruptions.
 - Teams causing match termination by match Officials for inappropriate behavior by players, coaches, or spectators, will not be permitted to play in final round competition.
 - Coaches will not be awarded yellow cards. Only red cards will be given. Red-carded coaches will be removed from the game and venue until completion of that match. They are prohibited from being on the team side of the field during that team's next match. There will be no coaching from the parent side.
 - Offenses by players or coaches resulting in the award of a red card by match Officials will result in an automatic suspension from the current match and from the next tournament match. In addition, the Tournament, sponsoring Clubs or State Association may convene a disciplinary hearing to consider additional disciplinary actions in accordance with State procedures.
 - When a player or coach is awarded a red card, the match official will pull the player or coach pass and return it to the match scorer until such time that individual is allowed to return to a game.
4. **Protest** on referee discretionary calls will not be permitted or upheld. Protest over Tournament scoring, Tournament procedures, etc., may only be submitted by the designated coach or manager and must be in writing presented to Tournament Director, Field Marshall, or Field Monitor prior to the team's next match or the beginning of the Final Divisional match. Protest will only be accepted with a \$100.00, **non-refundable**, filing fee. The protest committee will be made up of the Tournament Director, and the Field Marshals, or their designees. The Director and Field Marshals' interpretation of the Tournament Rules as applied to any situation will be final.
5. The MISSOURI MULE Invitational Soccer Tournament is interested in improving services to participants. Your suggestions for changes in format, rules, scoring or tournament goals are welcome to a Field Marshal, Field Monitor, or the Tournament Tent.
6. ***NO ANIMALS will be allowed in the tournament area due to facility rules. Coaches are asked to inform their members of the rule prior to the tournament. Spectators with animals will be asked to immediately remove the animal from the tournament area. (Note: Please obtain prior approval from tournament director in regards to guide dogs.)***

INCLEMENT WEATHER AND REFUND POLICY

1. **RAIN INFORMATION:** A Tournament Information Hotline will be established to allow coaches, managers, and players to check for rain delays or schedule changes. Teams are expected to keep current of any schedule changes by calling the Hotline or checking with the Tournament Tent.
2. Match **delays, terminations, or cancellations due to inclement weather** are at the discretion of the Match Officials or the Tournament Director. Matches terminated after starting due to inclement weather will be counted as completed. Points will be determined based on the match score at the time of termination. Rescheduling of delayed or canceled matches may be attempted during the duration of the tournament if time and pitch permits.
3. Termination of the Tournament due to inclement weather will be at the discretion of the Tournament Director and field owners. No rescheduling of the Tournament or individual Tournament matches outside of the prescribed dates will be possible.
4. The following Policy concerning **refunding of tournament fees** applies:
 - No Refund of Protest filing fee regardless of the outcome of the protest.
 - Team withdrawal after application acceptance - No Refund
 - Termination of Tournament two weeks or more prior to scheduled dates-Full Refund
 - Termination of Tournament at any time within two weeks of scheduled tournament dates -Refund of application fees less \$150 per team (to cover non-refundable expenses).
 - Termination of Tournament during scheduled dates;
 - One match played - \$100 Refund
 - Two matches played - \$50 Refund
 - At any other time - No Refund
 - Unplayed game due to forfeiture - No Refund
5. The MISSOURI MULE Soccer Tournament, the Summit Soccer Club, Blue Springs Soccer Club, Blue Springs Park District, Blue Springs School District, The City of Blue Springs, MO, The City of Independence, MO, The City of Kansas City, MO, The City of Lee's Summit, Lee's Summit Park District, Jackson County, MO, MYSA, USYS, Tournament Sponsors or any authorized representative, agent or employee thereof shall not be responsible for any expenses incurred by any team if the event is canceled in whole or in part.