

TBAYS Autumn Classic 2009
Tournament Director
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TOURNAMENT RULES

Check-In – Teams will be given check-in appointment times which will be posted on the website one week prior to the tournament. Teams must check in on Friday, Sept. 18, 2009 between the hours of 4:00 - 7:30 PM **or at their assigned time** at the Keystone Soccer Complex, 712 Keystone Rd., Traverse City MI and must be registered prior to the first game. Only one team official with the necessary paperwork is required for team check-in. Player passcards will be checked at the field prior to each game.

1. Rules of Play

- Rules of play shall be administered by FIFA "Laws of the Game " except as modified by the USSF, USYSA, TBAYS, and MSYSA. In accordance with MSYSA guidelines there will be no off-sides calls in U10 games.

- All decisions concerning pairing, schedules, etc. are solely at the discretion of the tournament committee.

2. Eligibility

- League rosters must be for the 2009-2010 playing season.

- Your league accepts as participants' any and all eligible youth (subject to reasonable terms of registration).

- The tournament is open to currently registered USSF and Canadian league association teams.

- picture id cards issued by the team's Federation Organization Member (USYS, AYSO, MSYSA, etc.) must be presented to the registrar when teams check-in for tournament play and must be available to the referee prior to each game.

- All team officials who intend to be on the sideline must show Risk Management cards at check-in and have them available at the field.

- Teams must provide permission to travel if from outside the state of Michigan.

- Tournament rosters may carry no more than 22 players for U16 & up (only 18 players on the sideline per game), 18 players for U13-16, 14 players for U12 and 11 players for U10.

- A maximum of 4 guest players will be permitted per team (3 players for U10).

- Players may only register with one team for the tournament.

- No roster changes will be allowed during the course of the tournament.

- Teams must have medical release forms for all rostered players.

3. Protests

- No protest or appeals will be allowed.

4, Ejection/Send Off

Refer to the USSF 7 Sending-off Offenses (red card) following

- Any player or coach who receives a red card for items 1, 2, 3, or 6 shall be suspended for the remainder of the tournament.
- Any player or coach who receives a red card for items 4, 5, or 7 shall be suspended for the remainder of that game and the next USSF sanctioned game.
- Any player, coach, assistant coach, or manager who has received a red card during the tournament and did not sit out the related number of game(s) during the tournament must sit out the required number of game(s) starting with their next league game

4a. Cautionable Offenses—(yellow card) refer to the USSF Cautionable Offenses on page 6

- Ejection and Cautionable Offenses will be reported to the league using their USSF offense number.

5. Inclement Weather

- Regardless of weather conditions, coaches and their teams must appear on the field of play ready to play. Only referees and/or Tournament Director can cancel or postpone a game.

- In the event of severe weather, the Tournament Committee has the authority to change the duration of games or any other function of the tournament. Game shortening, rescheduling or cancellations due to weather will not result in refunds.

6. Duration of Games - Qualifier Games

U9 – 6x6 format No champions declared. Matches will be 40 minutes in length with a 5 minute half time.

U10 - 6X6 format No champions declared. Matches will be 40 minutes in length with a 5 minute half time.

U12 – 8x8 format No champions declared. Matches will be 50 minutes in length with a 5 minute half time.

U13 – Adult - Matches will be 60 minutes in length with a 5 minute half time.

7. Ball Size

-U9, U10, U11, U12 - size 4 U13 through Adult - size 5

8. Substitutions

Substitutions may be made with the consent of the referee at the following times under the following conditions:

- prior to a throw-in, by the team in possession
- prior to a goal kick, by either team
- after a goal, by either team
- after an injury, by either team, when the referee stops play
- at half time
- after a caution, the cautioned player may be substituted. The opposing team may substitute as well if the cautioned player was substituted.

9. Division Rankings

- Points: Win - 3 pts., Tie - 1 pt., Loss - 0 pt.

A. Division Tiebreakers
Head to Head Competition (Not applicable if tie involves more than 2 teams)

B. Bonus Point System

If the teams are still tied after head to head competition, the tournament will use a bonus point system. A team will receive a bonus point for each goal scored up to and including the third goal. No team can receive more than three bonus points per game. However goals against in a game will be subtracted from their bonus point total. For example:

If team A beats team B by a score of 3-0 they receive 3 bonus points.

If team A beats team B by a score of 3-2 they receive 1 bonus point.

If team A beats team B by a score of 6-3 they receive 0 bonus points.

C. In cases where the above spread does not differentiate between teams, goals against each team will be totalled. The team having the fewest goals scored against them will be determined as having the better record.

D. Most wins during the preliminary games.

E. Goals scored by each team will be totalled. The team having the most goals will be determined as having the better record.

F. Kicks from the Penalty Mark. 5 V 5. The Tournament Director will determine Time and Field locations. FIFA/USSF shootout laws will apply.

10. Forfeits

- A maximum 5 minute grace period will be allowed after the scheduled kick-off time. - After the 5 minute grace period a forfeit will be awarded to the opposing team. Forfeit score is 1 -0. - If a game is forfeited after play has begun the actual score will only apply to the advantage of the team winning by forfeit. - A minimum of 7 players (11v11 play) is required to constitute a team.

11. Play-Off Ties (Quarter, Semis, & Finals)

If two teams are tied at the end of a play-off game, 2 five-minute overtime periods will be played. If a game is still tied after the overtime period, kicks from the penalty mark will be administered as per FIFA Laws.

12. Equipment

Shin guards covered by socks are mandatory. All players on a team must wear the same uniforms which are numbered. Goalkeepers are an exception to this rule. Jerseys must be tucked in. In the event of a color conflict, the home team must change its uniform color

13. Home Team

- The first team listed on the game schedule is the home team

14. Coaches and Teams

-All coaches must register with tournament officials and provide full name, address, phone number, and risk management cards.

-During the match (including half-time period) no more than two coaches may be on the team side of the field and said coaches must remain in their team's technical area unless granted permission to leave the technical area by the Referee (example: allowed by Referee to attend to an injured player).

15. Referees

- All games will be officiated under the approved USSF system. Please forward the name of any USSF certified referee associated with your league/club who may be interested in officiating.

16. Risk Management

-We adhere to the MSYSA risk management policies (www.msysta.net). Registered teams will be required to present risk management cards for coaches, asst. coaches, and team managers.

17. Spectators

-Spectators are guests of TBAYS. Their conduct shall not interfere with the notion of fair play nor cause the game of soccer to fall into disrepute. Conduct such as dissent, threats, taunting, instruction to injure or foul, and use of vulgar and/or abusive language is prohibited. If in the opinion of the Referee or Tournament Officials(s) if any of the above occurs, the offender may be removed from TBAYS facilities for the match or through the entire tournament.

18. Awards

-U9-U12 Participation awards for all players.

-U13-U19 Round Robin or Playoff format with finalist and championship recognition.

19. Cancellation Policy

- In the event of tournament cancellation, 90% of the registration fee will be refunded. No refunds will be made for cancellation of games after the tournament is underway.

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7

SENDING-OFF OFFENSES

A player is sent off and shown the red card if when committing any of the following seven offenses:

1. is guilty of serious foul play (**SFP**)
2. is guilty of violent conduct (**VC**)
3. spits at an opponent or any other person (**S**)
4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her own penalty area) (**DGH**)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick (**DGF**)
6. uses offensive, insulting or abusive language and/or gestures (**AL**)
7. receives a second caution in the same match (**2CT**)

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7

CAUTIONABLE OFFENSES

A player is cautioned and shown the yellow card when committing any of the following seven offenses

(mandatory cautions are shown in bold print):

1. is guilty of unsporting behavior (**UB**)

(The following actions are examples only and are not a complete list.)

a. Commits a direct free kick foul in a reckless manner

b. Commits a direct free kick foul while tackling for the ball from behind without endangering the safety of an opponent

c. Commits a tactical foul designed to interfere with or impede an opposing team's attacking play (e.g., pushing an opponent, blatantly holding an opponent or an opponent's uniform, handling the ball deliberately)

d. Commits an act deemed by the referee as bringing the game into disrepute (e.g., aggressive attitude, inflammatory behavior, or taunting)

e. Handles the ball deliberately to score a goal

f. Fakes an injury or exaggerates the seriousness of an injury

g. Fakes a foul (dives) or exaggerates the severity of a foul

h. Interferes with or prevents the goalkeeper from releasing the ball from the hands into play

i. Verbally distracts an opponent during play or at a restart

j. Unfairly distracts or impedes an opponent performing a throw-in

k. Changes jerseys with the goalkeeper during play or without the referee's permission (both players must be cautioned)

l. Engages in trickery to circumvent the goalkeeper's limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)

m. Makes unauthorized marks on the field.

2. shows dissent by word or action (**DT**)

a. Verbally or through action disputes or shows contempt for an official's decision

b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision

3. persistently infringes the Laws of the Game (**PI**)

a. Repeatedly fouls or participates in a pattern of fouls directed at an opponent

b. Violates Law 14 again, having previously been warned

c. If playing as goalkeeper, wastes time, having previously been warned or

penalized for this behavior

4. delays the restart of play (DR)

- a. Kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent
- b. Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent
- c. Fails to restart play after being instructed to do so by the referee or hinders the restart of play
- d. Excessively celebrates a goal
- e. Fails to return to the field upon conclusion of the midgame break, fails to perform a kick-off when signaled to do

so by the referee, or fails to be in a correct position for a kick-off

5. fails to respect the required distance when play is restarted with a corner kick or free kick (FRD)

- a. Does not retire at least ten yards away from an opponent's free kick
- b. Does not retire at least ten yards away from an opponent's corner kick

6. enters or re-enters the field of play without the referee's permission (E)

a. Having previously been substituted (unless the rules of competition allow such return)

b. After having previously been instructed to leave the field to correct equipment

c. After having previously been given permission by the referee to leave the field due to an injury

d. After having previously been instructed to leave the field due to bleeding or blood on the uniform

e. As a substitute, without having received a signal to do so by the referee

7. deliberately leaves the field of play without the referee's permission (L)

a. To place an opponent in an apparent offside position

b. Other than through the normal course of play

The actions listed above assist in defining the scope of the basis for a caution and can provide a useful guide in identifying the specific behavior which the Laws of the Game consider unacceptable. It is critical, however, for Referees to distinguish between those relatively few actions for which a caution is mandated by the Laws of the Game and the remaining actions for which a caution is discretionary.

Referees who are faced with an action which might be characterized under more than one misconduct category should select one to record officially as the reason for the caution but include a description of any other misconduct category which might also apply.