

Missouri City United Soccer Association

30 Th Annual Friendship Tournament

Tournament Rules & Guidelines

1. **FIFA Rules will apply except as noted.**

2. Eligibility

All players must be registered on the team making application and have the proper USYSA/STYSA ID Card (2011). A proper ID card has the player's signature and picture attached to the back and is laminated. **A player roster signed by your Club Registrar is required. Medical Release forms are required for each player. All teams should have ID cards and medical release forms in their possession at all times during the tournament for inspection.**

3. Registration

To register submit the tournament application form along with initial team roster signed by your club registrar and full payment prior to the entry deadline. **No team will be considered registered unless full payment is received.**

4. Protests

All Referee decisions are final. No protests are permitted.

5. Illegal Players

A team playing an illegal player will be disqualified and not permitted to continue tournament play. All prior and future tournament games involving the team will be scored as forfeits. An illegal player is defined as one not listed on the initial roster or revised roster approved at check-in at the Coaches meeting prior to tournament play. No Division I or Super 2 players are allowed.

6. Discipline

Red and Yellow Cards point deductions will count in the team's final round robin point total. First Yellow Card per match – no deduction, each additional Yellow Card in the same match – one (1) point deduction per Yellow Card received. Each Red Card – three (3) point deduction plus any ejected player, coach, assistant coach or manager must not participate in the next scheduled game, even if said game is a Championship Game. The person sent off must leave the field area within two (2) minutes of receiving the Red Card or the game will be abandoned by the Referee and will be scored as a forfeit. Any player receiving two (2) Red Cards will be suspended from further participation in the tournament.

7. Substitutions

- A. Prior to a throw in by either team.
- B. Prior to a goal kick by either team.
- C. After a goal by either team.
- D. After an injury by either team when the Referee stops play.
- E. At half-time.
- F. When the Referee stops play to caution a player, only the cautioned player may be substituted.

8. Schedule

The schedule is final as published. No changes will be allowed.

9. Game Time

Teams must be at the field at least thirty (30) minutes prior to their scheduled starting time. If a team is not ready to play at the scheduled time, the team will forfeit that game. If both teams are not ready, then both teams will forfeit the game and receive (0) zero team points.

10. Uniforms

In the event of a uniform color conflict, the team designated as the home team must change jerseys. No hard cast, padded or otherwise. NO EXCEPTIONS. No jewelry of any kind (i.e. rings watches, necklaces, hair accessories).

11. Score Cards

The winning coach (or team representative) is responsible for turning in the game score card to the site headquarters. In the event of a tie, the home team coach is responsible for turning in the score card. The score card must be turned in within one (1) hour of completion of the game. If a score card has not been received for a game after two (2) hours, the game will be scored as a forfeit for the team which failed to turn in the score card.

12. Awards

Unless announced otherwise, the first and second place teams in each bracket will receive awards.

13. Bracketing

Brackets will be filled on a first come first serve basis. Every consideration will be made to place all teams in an evenly matched bracket. The Bracketing Committee reserves the right to combine age groups to fill a bracket if necessary.

14. MATCH PLAY – QUALIFYING GAMES

A. **Playing Time:** See Chart Below.

B. **Scoring:**

- Six (6) points for a win
- Three (3) points for a tie
- Zero (0) points for a loss
- One (1) bonus point for a shutout
- One (1) bonus point per goal scored by each team, with a maximum of three (3) goal points per game
- Max total points per mini-game is ten (10).
- A zero to zero (0-0) tie will be scored as four (4) points for each team.

C. **Forfeits**

A forfeit will be scored as a one to zero (1–0) game or eight (8) points. A team abandoning a game in progress will automatically forfeit that game.

D. **Advancement**

- The team(s) with the highest point total in each pool advances to the next round (semi-final or final).
- In brackets with only one (1) pool, the teams with the two highest point totals advance to the final round.
- Some pools will advance wild card teams. The team with the highest number of points, after the pool winners are determined, is the wild card team.

E. **Tie Breakers**

In case of a tie, the pool winners and/or wild card teams will be determined per the following order:

- Results of head-to-head competition.
- Goal Difference: team with highest goal difference (number of goals scored - number of goals scored against = goal differential).
- Fewest goals allowed
- Coin Toss by Tournament Director or Field Supervisor assigned to field site.

15. CHAMPIONSHIP (Semi-Finals and Finals) GAMES

- A. **Playing Time:** See chart below.
- B. **Scoring:** In semi-final game, winning team advances to final.
- C. **Forfeits:** A team abandoning a championship game will automatically forfeit that game.
- D. **Tie Breakers:** If a championship game results in a tie, two (2) five (5) minute overtime periods will be played in their entirety. If still tied, FIFA Penalty Kick Rule will be applied immediately following overtime play.

16. U7/U8 Guidelines

- All players will receive a participation award at conclusion of final game
- All teams will be scheduled for a minimum of 3 games
- Field Size is approximately 50 yards by 70 yards
- 7 v 7 with Goal keepers
- Substitutions per above
- Only exaggerated off-sides will be called by the referee
- All free kicks are indirect ****No penalty kicks****
- Scores will be annotated in game bracket but **No** standings will be kept

17. Referees

Licensed referees will be scheduled for each game & should arrive ten (10) minutes before game time. The scheduled game time, if possible, should not be delayed for any reasons.

18. Rain-Out Procedures

The Tournament Director will have jurisdiction over field playability, cancellations and rescheduling. Every effort will be made to play as many games as possible. In the event of a total rain-out, no make-up date will be set. **A fifty percent refund will be given in the event of a total rain-out.** In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director. It will be the individual responsibility of the coach to check at Tournament headquarters to learn of schedule changes. If at least half of a game has been completed and conditions prohibit continuation, that game will be considered complete and the score at the time of the stoppage will be the final score. Trophies will be awarded based on games completed. **No refunds will be given once the tournament games begin.**

19. Withdrawals

There will be no refunds for teams withdrawing from the tournament after the registration deadline. A non-refundable fee of 25% will apply for teams withdrawing prior to the entry deadline. A full refund will be issued to teams that which we are unable to bracket.

20. Tournament Check-in

Coaches are required to check-in with:

- Final Player Roster (signed by team's club registrar)
- Player Medical Release Forms (properly signed by parents or guardians)
- Player Cards (laminated, signed by club registrar & player, with picture)

Date: Friday, October 7Th, 2011, between 6:30 p.m. and 9 p.m. at Old Hickory Inn Barbecue in Missouri City, Texas. Game times and rules are subject to change and should be verified by the coaches at check-in.

21. Other Items

No alcoholic beverages or glass containers are permitted at any of the tournament sites. Use of Tobacco products (cigarettes or chew) are **NOT** permitted at any of the Tournament fields. Park in designated areas only. Help keep the grounds clean **DON'T MESS WITH TEXAS**—put litter in designated trash containers.

MOST OF ALL - HAVE FUN AND GOOD LUCK TO ALL TEAMS!

Player Information, Fees, Format, Playing Time

Age	Max Players (including guests)	Guest Players	Registration Fee	Minimum Players to Start a Game	Format	Match Play & Semi Finals		Finals	
						Half (min)	Halftime (mins)	Half (min)	Halftime
U7/ U8	12	3	\$300.00	5	7V7	4 - 10's	2 qtrs - 5 half		
U9	12	3	\$325.00	6	8V8	25	5	25	10
U10	12	3	\$325.00	6	8V8	25	5	25	10
U11	12	3	\$400.00	6	8V8	25	5	30	10
U12	14	3	\$400.00	6	8V8	25	5	30	10
U13	18	3	\$425.00	7	11V11	30	10	35	10
U14	18	3	\$425.00	7	11V11	30	10	35	10
U15	18	3	\$425.00	7	11V11	30	10	35	10
U16	18	3	\$425.00	7	11V11	35	10	40	15
U17	18	3	\$425.00	7	11V11	35	10	40	15
U18	18	3	\$425.00	7	11V11	35	10	40	15
U19	18	3	\$425.00	7	11V11	35	10	40	15