

CAPITAL CITY CUP TOURNAMENT RULES AND REGULATIONS

RULES

FIFA rules will apply to all games unless otherwise specified

LENGTH OF GAMES

All games will start at the scheduled time with a 5-minute break between halves. Games may be shortened at the discretion of Tournament Officials. Game lengths are as follows:

<u>DIVISION</u>	<u>GAME LENGTH</u>	<u>BALL SIZE</u>
U-9 & U-10	50 minutes (two 25 minute halves)	#4
U-11 & U-12	50 minutes (two 25 minute halves)	#4
U-13, U-14, U-15 & U16	60 minutes (two 30 minute halves)	#5
U-17, U-18	70 minutes (two 35 minute halves)	#5

UNIFORMS

All teams must have an alternate set of jerseys. In the event of conflict of jersey colors, the home team, (first team listed on schedule) will change uniforms. All players must wear shin guards, which will be covered by their socks. Casts, splints and body braces made of hard substances must be covered on all outside surfaces with no less than ½ inch thick padding to protect the injury. Safety of player's equipment (like a cast) is the referee's decision.

MATCH FIELDS

All games will be played at the Kenneth Hope Soccer Complex in Lansing, Michigan. All fields are at the same location. All venues are alcohol, pet and smoke free.

PRE-GAME CHECK IN

All teams are required to check their teams in at least 60 minutes before their first game at the tournament tent. Each team must submit to the tournament a designated team contact and cell number will be required to facilitate emergency conditions. All teams are required to have their player passes checked at their scheduled field at least 20 minutes prior to each game by the Field Coordinator assigned to that field. Coaches are required to bring notarized medical release forms to all games. Each player must have a valid youth player pass. Senior division player passes will not be accepted under any circumstances.

RISK MANAGEMENT

All coaches, assistant coaches, managers and any other volunteer on the sideline of the players must have a valid risk management card. Risk management cards must be presented at team registration and at any time when requested by the Tournament Director. Team officials from state associations other than Michigan must provide their respective state association's risk management or kid safe clearance documentation.

MAXIMUM NUMBER OF PLAYERS

<u>DIVISION</u>	<u>GAME</u>	<u>MAXIMUM ROSTER</u>	<u>GUEST PLAYERS</u>
U-9 & U-10	6 v 6	11	3
U-11 & U-12	8 v 8	14	4
U-13 thru U-15	11 v 11	18	4
U-16 thru U-18	11 v 11	22	4

TEAM ROSTERS

A regular team roster based on the 2009/10 seasonal year (8/1/09-7/31/10) must be on file with each team's application. A final tournament roster must be submitted at the time of tournament registration including any guest players. Player's names cannot be added once the tournament begins. Guest players must have a valid players pass card, a medical release form and an approved MSYSA guest player form (available from www.michiganyouthsoccer.org). Guest players from other than Michigan need to use the guest player form available from their state association. Players can only be registered with one team and cannot switch teams.

SCHEDULES AND SCORES

Following the conclusion of a game both coaches are required to sign the official scorecard attesting to the final score. The coach of the winning team (or the first team in the event of a tie) is required to return the scorecard to the registration tent within 45 minutes after the game. Coaches are responsible for checking the accuracy of scores reported on the Official Scoreboard.

COACHES AND MANAGERS

Teams shall take the same side of the field for their benches. Parents and spectators shall take the opposite sideline from the teams. No spectators are allowed behind the goal areas. The home team is located on the north side of the midfield line and kicks off to begin the game. The visiting team is located on the south side of the midfield line. A maximum of three (3) coaches per game is allowed. Teams must have a rostered coach or manager on its sideline. Coaches may not cross the centerline. Coaches are responsible for the conduct of the team, parents and supporters. Tournament officials reserve the right to suspend or terminate games as they deem necessary.

SUBSTITUTIONS

Substitutions are to be made from the centerline. Substitutions can be made under the following conditions:

Before a throw-in in your favor, or if both teams are substituting before either teams throw-in.

After a goal by either team

Prior to a goal kick by either team

For a player who has received a caution, but only if the game has not been restarted. The opposing team may substitute one for one.

Between halves (referee notification of substitution of goalkeeper is required)

After an injury to either team (one for one)

EJECTIONS

- Three yellow cards to any one player during the tournament will result in ineligibility for the next scheduled tournament game
- One red card ejection will eliminate that player from the remainder of the game in which he/she is red carded and at least one more game as determined by the Tournament Committee based on the gravity of the incident.
- No substitutions can be made for the red-carded player during the red-carded game.
- Abusive language is cause for ejection.
- Any player, coach, assistant or manager who does not sit out the related number of games during the tournament must sit out the required number of games starting with his/her next scheduled league game.
- Any coach who plays a red-carded player who has not sat out the required game(s) will cause his/her team to forfeit games in which the ineligible player participates. All red and yellow cards will be reported to the applicable state association and league pursuant to MSYSA tournament regulations.

PROTESTS

No protests or appeals are allowed. Referee decisions are final.

TIES

Ties will be allowed to stand in preliminary rounds. For semi-final or final games, if the score is tied at the end of regulation play, two five (5) minute overtime periods will be played in their entirety (no sudden death endings). If the score is still tied at the end of the second five (5) minute overtime, penalty kicks will be taken in accordance with FIFA rules to determine the outcome of the game.

CONDITIONS OF PLAY

- A round robin or preliminary competition will be held.
- At the conclusion of the round robin play, all teams will be ranked within their group based on results of preliminary games. Ties will be broken according to the "Performance Ranking Criteria". This ranking will provide seeding for championship matches, 3rd place matches, etc.
- In the case of a Division with 6 teams, two divisions of 3 teams will be formed with the top two teams meeting for the final, the next two teams for the third place match, and so on. In a group with just a single group of four (4) teams, the top two ranked teams after round robin play will play in the finals and the 3rd and 4th teams will meet for the 3rd place game

PERFORMANCE RANKING CRITERIA

Teams will be ranked in order of points earned for wins and ties (3 points for each win, 1 point for each tie, 0 points for each loss). Among teams with the same number of points, final placing will be determined by the following tie-breaker rules which will be applied in the order outlined below.

First Tie Breaker: Head to head competition (not applicable if tie involves more than two teams)

Second Tie Breaker: If teams are still tied after head to head competition, a bonus point system will be used. A team will receive a bonus point for each goal scored up to 3 goals. No team can receive more than 3 bonus points per game. However, each goal allowed up to 3 goals in a game will be subtracted from their bonus point total.

Third Tie Breaker: In cases where the above point system does not differentiate between teams, goals against each team will be totaled. The team having the fewest goals scored against them will be determined as having the better record.

Fourth Tie Breaker: Most wins during the preliminary round.

Fifth Tie Breaker: Goals scored by each team will be totaled. The team having the most goals will be determined as having the better record.

Sixth Tie Breaker: Penalty kicks.

FORFEITS

A maximum of five (5) minutes grace period will be allowed after a scheduled kick-off time before a game is awarded to an opponent (weather or tournament delays not included). A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed. Any team leaving the field during play will result in a forfeit. In no case shall a team, which has forfeited a game, be declared a bracket or wild card team winner. All forfeited games will be recorded as a 3 to 0 win for the opposing team with maximum bonus points.

BLOOD SAFETY RULE

If during the course of a game a player is witnessed to have an open sore or wound, the referee will require the player to leave the field. As in the case of an injury, the player can be substituted. The opposing team, if desired, may substitute (one for one). The referee will determine the player's status for return only after complete clean up (including uniform) has been accomplished.

INCLEMENT WEATHER

In the unlikely event that adverse weather necessitates reducing game length to complete the tournament by Sunday afternoon, the tournament committee will establish action steps to modify schedules and game lengths as necessary. Unless tournament play has been suspended due to severe weather conditions, coaches and their teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the Tournament Director can cancel or postpone a game.

Severe weather before games: in cases of severe weather conditions before play, the Tournament Director may reduce the length of play by 50%.

Severe weather during games: should a game's progress be terminated due to severe weather conditions after 20 minutes of play, the game will be considered official and the score at that time will stand.

Notification of severe weather: should severe weather occur during tournament play and the Tournament Committee suspends play, a seek shelter warning will be issued by sounding of air horns. For the safety of players and spectators, please adhere to this warning and clear the fields quickly and safely.

TOURNAMENT CANCELLATION

In the event of tournament cancellation, accepted teams will be refunded 50% of their team entry fee.

U-9, U-10, U-11 AND U-12 RULES

The player and coaches participating in the U-9, U-10, U-11 and U-12 divisions are subject to all tournament rules with the following exceptions:

- All teams must be registered with the USYSA
- The teams may be co-ed
- Three person crews are planned for U-11 and U-12 age groups.
- Offside rule will not be enforced in U-9 and U-10 and club linesman maybe used. If needed, each team will provide one linesman.

There are no semi-final or final games (U-9 & U-10). Finals games will be played for U-11 and U-12 divisions. All players and coaches will receive participation awards following the team's last game. A team trophy will be awarded to first and second place in the U-11 and U-12 divisions.