

## 2010 St. Clair Shores Waterfront Invitational SCSWI Tournament Rules

1. **General:** Except as noted in this set of tournament rules, FIFA rules will apply in all games. NO PETS ARE ALLOWED AT FIELD LOCATIONS PER CITY ORDINANCE, violators will be asked to leave venue. Game time slots are; Friday: 5:00 pm-10:30 pm; Saturday: 7:00 am-10:30 pm; Sunday: 8:00 am-6:00 pm. Please plan accordingly. Preliminary games are: 1 game Friday & 2 games Saturday or 3 games Saturday depending on field availability. All Sunday games are championship games. The tournament committee guarantees no scheduling conflicts for coaches who head coach two (2) teams.
2. **Tournament Responsibility:** The tournament director and tournament committee reserve the right to decide on all matters pertaining to the operation of the tournament, and their judgment is final.
3. **Player and Coach Conduct:** Coaches and players are expected to conduct themselves within the spirit of the laws of the game. Players/coaches will sit out red cards as follows:
  - 2 game suspension: serious foul play, violent conduct, spitting at an opponent or another person, denying an obvious goal scoring opportunity, foul and abusive language.
  - 1 game suspension: second caution in the same game.

Any participant that has received a red card during the tournament and has not sat out the required number of games during the tournament must complete his/her suspension starting with the next league game. All red and yellow cards will be reported to the State Association and Leagues as required by MSYSA tournament rules. Player/coach passcard will not be returned until appropriate paper work is completed. Unsporting conduct on the part of any tournament participant may, at the discretion of the tournament committee, result in ejection from the tournament. Casts are allowed but MUST be padded and deemed safe by tournament committee and game officials.

4. **Risk Management:** All coaches, assistant coaches, and managers must supply the Tournament Committee with proof of compliance with the MSYSA risk management mandate, AYSO similar form, or state organization equivalent form at team registration, and be able to present such proof to the tournament director at any time during the tournament. This proof can be in the form of a risk management pass card, or letter from the MSYSA or similar state organization verifying clearance. No coach or administrator will be allowed on the sideline without such proof. Maximum of three non-player personnel are allowed on the team sideline during games.
5. **Age Groups:** Teams must register using roster for Fall-2010 or Spring-2011 season. There is no minimum age. Players must be born on or after August 1<sup>st</sup> of the divisional year in which they are participating per MSYSA rules. Canadian teams must abide by this requirement. Please contact registrar for definition.
6. **Player Pass Cards:** Michigan players are required to be registered with MSYSA, and coaches must present pass cards issued by MSYSA or an affiliate at team registration. Any Michigan player who is not registered with the MYSYA through an affiliated league must present at tournament registration a Guest Player Pass Card issued by MSYSA. Out-of-state players must present a pass card issued by the appropriate State Association. AYSO, CYO, and SAY players may present their respective official pass cards.
7. **Team Rosters:** SCSWI Tournament roster, official league roster and approved MSYSA Guest Player Roster (if applicable) must be presented at team registration. Rosters will include all required information on each player and coach. No changes to the roster will be permitted after roster is verified at team registration. A player may only be rostered on one team in the tournament per state rules. View at: [www.michiganyouthsoccer.org](http://www.michiganyouthsoccer.org)

Roster Limits/field players:

- Under 9/10: 11 players / 6v6
- Under 11/12: 14 players / 8v8
- Under 13/14/15: 18 players / 11v11
- Under 16/17/19: 22 players / 11v11 / only 18 players may dress for any game, preliminary, semi final, or final.

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Guest players allowed:

- Under 9/10/11/12: 3 maximum
- Under 13/14/15/16/17/19: 5 maximum

8. **Pre-tournament Team Registration:** A coach or manager **must** register their team between 3:30 p.m. and 5:00 p.m. St. Clair Shores Civic Arena, 20000 Stephens, Friday, August 20. Map is on website: [www.scswi.com](http://www.scswi.com).

Coaches must present:

- Player pass cards
- SCSWI tournament roster
- Official league roster
- MSYSA Guest Player Roster (required for ALL guest players)
- Medical release forms (do not need to be notarized)
- Risk Management or similar documentation for each coach, manager and trainer.

Coaches will receive:

- Tournament programs, patches, and wristbands
- Sponsored material
- Presale T-shirts (if applicable)
- Participation awards (if applicable)

9. **Wristbands:** Coaches will be given enough wristbands at team registration for all players and approved sideline personnel. Referees will check for wristbands at the field before the start of each game. It will be each player's and coaches responsibility to keep their wristband on throughout the tournament. If a wristband should become damaged or come off during the course of the tournament, it must be replaced at the check-in tent. At no time will any player or coach be allowed to participate in a game without the proper wristband or with a wristband that has been altered or taped. Deliberate tampering or transferring of a wristband is grounds for disqualification of the player and/or the team.
10. **First Pre-Game Check In:** At least 30 minutes prior to the start of a team's first scheduled game, the entire team is required to report to the check-in tent at the appropriate tournament site. Coaches must present player pass cards for each player at this time; they will receive referee pay cards, game sheets and instructions on what to do with these items. Player pass cards will be held by the field coordinator during each game and returned to the coach or manager at the post-game check-out (see section 12. Post Game Check-out).
11. **Subsequent Pre-Game Check-In:** To check in for subsequent games, only the coach or manager will be required to report to the check-in tent at least 30 minutes before the game to present player pass cards and pick up game sheets and referee pay cards. Player pass cards will be held by the field coordinator during each game and returned to the coach or manager at the post-game check-out (see section 12. Post Game Check-out).
12. **Post-game Check Out:** Coaches must turn in completed/signed game sheet and provide all information on red/yellow carded players to the check-in tent immediately at the end of each game; teams who do not do so may forfeit subsequent games.
13. **Uniforms and Game Ball:** Home team (1<sup>st</sup> team on the schedule) will change uniforms in case of conflict in colors. Teams must have an alternate jersey. All players MUST wear shin guards, which will be covered by their socks. No hats may be worn by the players; the only exception is goalkeepers at the discretion of the referee. The Field Marshall shall provide the game ball. The tournament ball must be used at all games. Under 9/10/11/12 age groups will use a size 4 ball; Under 13/14/15/16/17/19 will use a size 5 ball.

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14. **Length of games:** All games have a 5-minute halftime. The clock will start at game time as stated in the schedule of games. Exceptions to this are noted in the section titled "Inclement Weather".

Preliminary games and semi-finals:

- U9-U14: 50 minutes, consisting of two 25-minute halves.
- U15-U19: 60 minutes, consisting of two 30-minute halves.

Championship games:

- U11/12: 60 minutes, consisting of two 30-minute halves.
- U13/14: 70 minutes, consisting of two 35-minute halves.
- U15-19: 80 minutes, consisting of two 40-minute halves.

15. **Game Clock:** The referee will keep the official time of games. The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Due to the time allowed for completion of all games the clock runs continuously. The Tournament Director may shorten halves at his discretion to keep games on schedule.

16. **Coaches and Teams:** Coaches and teams must be on one side of the field and spectators on the opposite side. A maximum of three (3) non-player personnel per team is allowed on team sideline. All must wear wristbands.

17. **Substitutions:**

A. Cautioned players **MUST** be substituted for immediately and may not re-enter until the next legal chance for a substitution.

B. Substitutions may be made:

- 1) On any throw-in. Exception: opposing team may only substitute if team in possession of the ball substitutes
- 2) Before any goal kick
- 3) After any goal is scored
- 4) At the beginning of any period of play
- 5) Any time in case of injury (1 for 1)
- 6) On yellow card (to replace a cautioned player (1 for 1))

18. **Inclement Weather:** Unless tournament play has been suspended due to severe weather conditions, coaches and their teams **MUST** appear at the field of play ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only the Tournament Director may cancel a game before it begins.

Suspension of play prior to completion of 1<sup>st</sup> half: Should play be suspended due to severe weather prior to completion of the 1<sup>st</sup> half, the Tournament Director may reduce the length of the game. If suspension continues past the scheduled starting time of the next game, the Tournament Director reserves the right to declare the game complete and score will stand.

Suspension of play after completion of 1st half: Should play be suspended due to severe weather conditions after completion of the 1<sup>st</sup> half, the Tournament Director reserves the right to declare the game complete and score will stand.

Notification of severe weather: Should severe enough weather occur during tournament play that the Tournament Director suspends play, a seek shelter warning will be issued by the sounding of air horns. All fields must be cleared immediately.

19. **Forfeits:** A maximum of 5 minutes grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent. The minimum number of players constituting a team is as follows: 7 players (U13 and above), 5 players (U11/12), 4 players (U9/10); if this number of players is 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 play in semi-final or final games. All forfeited games will be recorded as a 3-0 win for the opposing team.

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20. **Protests:** No protest or appeals will be allowed. In all cases, the ruling of the referee is final. The Tournament Committee will engage in discussion of rules and rules interpretation with coaches only, not players, parents or other team supporters. Coaches are responsible for explanation of rules and rules interpretation to their team and its supporters.
21. **Cancellation:** In the event that all or a portion of the tournament is canceled for any reason, the tournament organizers are under no obligation to issue refunds or distribute awards.
22. **Ties:** Ties will be final in preliminary rounds and (1) point awarded to each team. During semi-finals and finals, if teams are tied at the end of regulation, two (5) minute overtime periods will be played. These overtime periods will be played as golden goal, i.e., the first team to score wins. If the score is still tied at the completion of the second (5) minute overtime, penalty kicks will be taken according to FIFA rules to decide the game.
23. **Scoring to Determine Advancement Past Preliminary Round:** The teams within a division will be ranked in order of points earned for wins and ties. Three (3) points for each win, one (1) point for each tie, and zero (0) points for each loss.
24. **Performance Ranking Criteria:** Among teams with the same number of points, final placing will be determined by the following tie breaker rules which will be applied in order. The Tournament Director will complete a tie-breaker worksheet and a committee member will meet with coaches of tied teams for discussion of the worksheet. Coaches of tied teams will be asked to sign the worksheet indicating understanding of the tiebreaker rules and associated calculations, and accepting responsibility for communicating results to their team prior to receiving their player pass cards.

First Tiebreaker - Head to head competition (not applicable if the tie involves more than two teams).

Second Tiebreaker - If the teams are tied after head to head competition, ties will be broken based on the number of credits earned in preliminary round competition. Teams will receive one credit for each goal scored in a victory up to and including the fourth goal. However, credits will be reduced by the number of goals allowed. Losses and ties earn zero (0) credits. For example:

- A. If team A beats team B by a score of 3-0, team A receives three (3) credits; team B receives zero (0) credits.
- B. If team A beats team B by a score of 3-2, team A receives one (1) credit; team B receives zero (0) credits.
- C. If team A beats team B by a score of 6-3, team A receives one (1) credit; team B receives zero (0) credits.
- D. If team A ties team B with the score of 3-3, team A receives zero (0) credits; team B receives zero (0) credits.

Third Tiebreaker - In cases where the Second Tiebreaker (credit total) does not differentiate between teams, goals against will be totaled for preliminary round competition, and the team having the fewest goals against will be determined as having the better record.

Fourth Tiebreaker - In cases where the Third Tiebreaker (fewest goals against) does not differentiate between teams, number of goals scored will be totaled for preliminary round competition, and the team having most goals scored will be determined as having the better record.

Fifth Tiebreaker - In cases where the Fourth Tiebreaker (number of goals scored) does not differentiate between teams, the number of yellow and red card violations received in preliminary round competition will be totaled, and the team with fewer violations will be determined as having the better record.

Sixth Tiebreaker - In cases where the Fifth Tiebreaker (number of red/yellow violations) does not differentiate between teams, the tie will be broken by kicks from the penalty spot per FIFA rules at a time and place to be set by the Tournament Committee.

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25. **Selection of Wild-Card team (if necessary):**
- Non-division group winner with the most points
  - Head to head between tied teams
  - Credit tie breakers (see second tie-breaker above)
  - Fewest goals against
26. **Championship Awards:** Awards will be presented to teams participating in championship games and to the winner of round-robin divisions (U11-U19)
27. **U9/10/11/U12 age groups - Exhibition Rules and Exceptions:** The players and coaches of teams participating in the U9, U10, U11 and U12 divisions will abide by all guidelines set forth in this document, with the following exceptions:
- A. All players will receive participation medals.
- B. Under 9/10 only:
- Any ball punted over the half-line will result in a throw in by the opposing team at the half-line.
  - No offside offense
  - No goal kick. Goalie release from their penalty area.
28. **Contact Information:** Tournament Director – Dan DeSantis (586) 775-2463. PO box 303, St. Clair Shores, MI; 48080. All other contacts are on the website at <http://www.scswi.com>