

2010 PETOSKEY AUTUMN BLAST RULES
Tournament Headquarters – Click Road Soccer Complex
2325 Click Rd., Petoskey, MI 49770
231-348-9147 or 231-348-2947
Tournament Directors – Gary Hunter and Bruce Platte

1. Length of Games

All preliminary and semi-final games ages U-10 through U-12 will be 50 minutes long (two 25 minute halves)

All preliminary and semi-final games ages U-13 through U-19 will be 60 minutes long (two 30 minute halves)

There will be 5 minutes between halves.

There will be 5 minutes between games.

No stoppage of the clock for injuries.

Final games will be as follows:

U-10 through U-12 60 minutes (two 30 minute halves).

U-13 through U-19 70 minutes (two 35 minute halves).

2. Uniforms and Game Ball

Home team (1st team on the schedule) will change uniforms in case of conflict in colors.

Teams should have an alternate jersey.

All players MUST wear shin guards, which will be covered by their socks.

Hard cast are not permissible, soft cast are permissible with the approval of the referee.

No hats are to be worn by any player.

Each field will have a game ball. This will be provided by the referee, who has the responsibility of the ball while performing referee duties on the field.

3. Substitutions

Substitutions can be made with the permission of the referee only at the following times and under the following conditions:

- a. After a goal is scored, either team may substitute.
- b. Prior to restarting the game with a goal kick by either team, either team may substitute.
- c. On a throw-in either team may substitute as long as the possession team is making a substitution.
- d. At half time, either team may substitute. Referee notification is only required for a goalkeeper substitution at this time.
- e. When play is stopped for an injured player. Only the injured player may be substituted.
- f. For a player who has just received a yellow card, but only if the game has not been restarted.

g. Substitution age limits

1. If the age group is 15 & under, free substitution is allowed.
2. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries. If it does include national teams, then up to six substitutions are allowed.

4. Protest

No protest will be allowed. In ALL cases, the ruling of the referee is final.

5. Ejections

- a. A player that is sent off (RED CARD) for persistent infringement of the laws of the Game after receiving a caution will have to sit out the next game.
- b. A Player/Coach/Assistant Coach/Manager, etc. that is sent off (RED CARD) for serious foul play or violent conduct, or foul or abusive language will have to sit out one tournament game. If the occurrence is during the semi-final game the Player/Coach/Assistant/Manager, will have to sit out the rest of the tournament, or during the final game they will have to sit out the remainder of the final game and their next league game.
- c. The Petoskey Tournament is in agreement with the USYSA Tournament Hosting Agreement, which states:
 1. The issuance of all red or yellow cards and other matters involving the conduct of a team, it's players, coaches or supporters will be recorded by our organization and that this information shall be reported immediately to the home state association, Provincial and/ or national Association for out of country teams and home club or league.
 2. Any Player/Coach/Assistant/Manager, etc. that receives a red card and does not sit out the required number of games starting with his/her next League game.
- d. The field coordinator will pull the pass card and wristband of the effected Player/Coach/Assistant/Manager and turn it in at tournament headquarters. Coaches may pick up the pass card after the required number of games has been sat out. Red Cards issued in the final games will be sent to the MSYSA office for return to appropriate state/club/league.

6. Rules

FIFA rules will apply to all games unless otherwise specified within these tournament rules.

U10 does NOT play off sides.

7. Rules of Play

Division of 6 Teams

1. Two brackets of three teams. Each team will play two games within the bracket. The first and second place team in each bracket will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.

Division of 8 Teams

1. Two brackets of four teams. Each team will play 3 games within the bracket. The group winners will play for the championship.

Division of 9 Teams

1. One bracket of 5 teams and one bracket of 4 teams. Each team in the bracket of 5 teams will play 4 games within the bracket. Each team in the bracket of 4 teams will play 3 games. The group winners will play for the championship.

Division of 10 Teams

1. Two brackets of 3 and one bracket of 4
2. Bracket A and Bracket B will be the 3 team brackets. Each team will play 2 games within the bracket and will be ranked as to their performance over the 2 games. (Ties will be broken according to Performance Ranking Criteria). The top two teams will play in a semi-final match. The second place teams will play each other in a consolation game and the third place teams will play each other in a consolation game.
3. Bracket C will be a 4 team bracket. A round robin competition will be held. After the conclusion of the round robin play, all teams will be ranked as to their performance over the 3

games. (Ties will be broken according to Performance Ranking Criteria). This ranking will determine the Bracket C winner.

4. The winner of Bracket C and the winner of the semi-final game between Bracket A and Bracket B will play for the division championship.

Division of 12 teams

1. Three brackets of 4 teams. Each team will play 3 games within their bracket.
2. In divisions where a wildcard team (top second place team) advances to the semi-finals, Bracket A plays Bracket B and Bracket C plays the wild card team. (Ties will be broken according to Performance Ranking Criteria). If the wildcard team is from Bracket C, Bracket A plays the wild card team and the winner of Bracket B plays the winner of Bracket C.

Division of 14 teams

1. Two brackets of 3 and two bracket of 4
2. Bracket A and Bracket B will be the 3 team brackets. Each team will play 2 games within the bracket and will be ranked as to their performance over the 2 games. (Ties will be broken according to Performance Ranking Criteria). The top team in Bracket A and Bracket B will play in a semi-final match against Bracket C and D. The second place teams will play each other in a consolation game and the third place teams will play each other in a consolation game.
3. Bracket C and D will be the 4 team brackets. A round robin competition will be held in each bracket. After the conclusion of the round robin play, all teams will be ranked as to their performance over the 3 games. (Ties will be broken according to Performance Ranking Criteria). This ranking will determine the Bracket C winner and the Bracket D winner.
4. Semi-final games between the Bracket A first place team and the Bracket C first place team and between the Bracket B first place team and the Bracket D first place team.
5. The two winning teams from the semi-final games will play a championship game.

Division of 16 Teams

1. Four bracket of 4 teams
2. A round robin competition will be held in each bracket. After the conclusion of the round robin play, all teams will be ranked as to their performance over the 3 games. (Ties will be broken according to Performance Ranking Criteria).
3. Semi-final games between the Bracket A first place team and the Bracket C first place team and between the Bracket B first place team and the Bracket D first place team.
4. The two winning teams from the semi-final games will play a championship game.

8. Ties (Finals)

Ties will be allowed in preliminary rounds but will not be allowed in semi-finals. During semi-finals, if two teams are tied at the end of the game, two (5) minute overtime periods will be played to their conclusion. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game. The time and field location will be determined by the Tournament Director.

9. Performance Ranking Criteria

The teams will be ranked in order of points earned for wins and ties.

3 points for each win, 1 point each tie and 0 points for each loss.

Among teams with the same number of points, final placing will be determined by the following tiebreaker rules, which will be applied in order.

FIRST TIE BREAKER:

Head-to-Head competition. Not applicable if tie involves more than two teams.

SECOND TIE BREAKER:

If the teams are still tied after head-to-head competition, or if more than two teams have the same number of points earned for wins and ties, 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 3 bonus points per game. However, goals in a game will be subtracted from their bonus point total.

For example:

- a. If team A beats team B by a score of 3-0, they receive 3 bonus points.
- b. If team A beats team B by a score of 3-2, they will only receive 1 bonus point.
- c. If team A beats team B by a score of 6-3, they will receive 0 bonus points.

THIRD TIE BREAKER:

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

FOURTH TIE BREAKER:

Most wins during the preliminary round games.

FIFTH TIE BREAKER:

Penalty kicks. The Tournament Director will determine time and field location.

NOTE: In the event of a forfeit, tiebreaker rules 2,3, and 5 will be based on the teams total points for the tournament for games actually played during the preliminary rounds. In the event of a five-team division, the winner of the division cannot be decided upon if the first place team has received a win due to a forfeit. In which case, a championship game will be played between the first place and second place teams to determine the winner. The Tournament Director will decide on the game time and location.

10. In divisions where a **wildcard team** advances to the semi-finals, Division I(A1) play Division II(X1) and Division III(C1) plays the wild card team(X2). If the wild card team is from Division III(C1), Division I(A1) play the wild card team(X2) and Division II(X1) plays Division III(C1)
11. The teams and Coaches will be stationed on one side of the field with designated "Home" and "Visitors" signs, and the spectators for both teams will be stationed on the opposite side of the field from the players.
12. **Coach and team check in** – Player Passes - Medical Releases – Risk Management
Valid (2010-2011) USSF/Provincial Player pass card for each player, current (2010-2011) notarized medical releases, coach's risk management card, official team roster, and tournament roster must be presented at coach check in. Canadian teams must also provide completed approved Provincial form. All teams must have in their possession at all games a notarized current medical release form. Non-MSYSA and non-USYSA affiliated teams do not have the benefit of tournament insurance and must submit proof of insurance before the start of the tournament.
All players and coaches must check-in at the team check-in tent at least 45 minutes prior to the start of his/her first game for equipment inspection and wrist banding. Each player and coaches must bring his/her player pass card and be fully dressed to play, including shin guards, cleats, and game jerseys. For each subsequent game, coaches only must check in at least 30 minutes prior to game time, and bring risk management cards, player pass cards and tournament roster. According to the MSYSA rulings, all coaches **MUST** show their risk management card issued by MSYSA. Team officials from other State Associations must provide their respective State Association's risk

management or Kid Safe clearance documentation. Only coaches or managers with this card will be allowed on the sidelines.

The field coordinator will hold pass cards and your tournament roster until all the proper post game paperwork has been completed. Coaches are required to review the score indicated on the scorecard and sign the scorecard after each game and return it to the field coordinator. Once a scorecard is signed and turned in; the score is final and will not be changed.

13. Forfeits

A maximum 5-minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A minimum of 7 players constitutes a team and only less than 7 players present may delay the start of the game. A forfeit will be recorded as a 1-0 score. The team, which is responsible for a forfeit, will not advance in the tournament.

14. Maximum number of players

- a. U-10 playing 6v6 with 11 maximum roster
- b. U-11 and U-12 playing 8v8 with 14 maximum roster
- c. U-13-U16 playing 11v11 with 18 maximum roster
- d. U-17-U19 playing 11v11 maximum roster size is 22, but only 18 can play in any one given game.

15. Three **guest players** may be added to your official league roster so long as these players have current (2010-2011) player pass cards, medical release form and approved guest player form found at www.msypsa.net.

16. Players outside the state of Michigan are required to have an approved **permission to travel** form.

17. You may play for only one team in the tournament.

18. **Mercy ruling:** Once into the second half of play, if a team has a ten point advantage the game will be stopped by a mercy ruling.

19. All schedules are final unless changed by the Tournament Committee.

20. Inclement Weather

Regardless of weather conditions, coaches and their teams **MUST** appear on the field of play, ready to play their scheduled game. Failure to appear will result in forfeiture of the game. Only referees and /or the Tournament Director can shorten, cancel or postpone a game.

Inclement weather before game:

In cases of severe weather conditions before play, referees and/or the Tournament Director may reduce the length of the game by 50%.

Inclement weather during game:

The referee and/or Tournament Director shall determine when weather conditions require the **SUSPENSION** of any game. The Tournament Director and/or Tournament Committee shall determine when any game shall be terminated. All games stopped because of weather shall be considered suspended until a decision is made to terminate the game. The decision to terminate any game shall be made considering factors including the condition of the fields, time of day, impact on overall schedule, etc.

Any Suspended game that is resumed shall begin play at the point in the game when play was stopped and continued until completed. Coaches will be advised of any game time reduction prior to resuming play.

Any game that is terminated in the first half shall be considered official and will be decided as follows:

Team up by 2 goals or more shall be awarded a win, and the score at that time will stand.

Score difference of 1 or less will be scored as a tie, with the goals against the team behind being the score. (If 2-1, the final score will be recorded as a 1-1 tie.)

Any game terminated in the second half will be considered official and the score at that time will stand.

21. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final.

22. Cancellation of the Tournament/Fines/Penalties

In the event that the Tournament Committee cancels the tournament one week prior to the first day of the tournament, the tournament fee will be refunded. A portion of the registration fee will be returned based on expenses (to be decided by the tournament committee) if the tournament is cancelled one week or less prior to the start of the tournament. There will not be any refund due to cancellation or shortening of games once the tournament has begun. If a team is selected by the Tournament Committee, but is unable to complete the tournament registration process, within the dates and times outlined in the acceptance letter, the team will forfeit the tournament fee, and will not be eligible to participate in the tournament. Any player(s) who appears on a team roster, but does not have a player pass card(s); will not be allowed to participate in any tournament game.

NOTE: 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.

**PYSA'S POLICY ON PETS: It's not that we don't love pets...WE DO!
Unfortunately, it's a health concern for our kids, coaches and referees.
Come and enjoy our games, but PLEASE leave your pet at home. Pets and
their owners will be asked to leave.**