



2023 Petoskey Autumn Blast Tournament Rules

Petoskey Youth Soccer Association

tournaments@petoskeysoccer.com • www.petoskeysoccer.com

Click Road Soccer Complex, 2325 Click Road, Petoskey, MI 49770

1. RULES of PLAY

- a. FIFA Rules will apply to all games unless otherwise specified within these tournament rules.
- b. There will be NO coin toss for preliminary games. The first team listed on the game schedule is the home team. Home team will start with the ball while the visitor will decide which end to defend. All championship games will be started with a coin flip with choice of side going to the winner of the coin flip (away team calls).
- c. All divisions are subject to change at the discretion of the tournament director & staff.
- d. All players in the U11 age group or younger may not accidentally or purposefully head the ball. An accidental or purposeful header shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. For a U11 player playing up (competing in U12 or higher), it is the responsibility of the coach and parent/legal guardian to ensure that he or she is educated to not head the ball during play. If the U11 player heads the ball while playing up, play will continue so the normal flow of the game is not disrupted.
- e. U9/U10 games will utilize a build-out line on each half of the field, equidistant between the top of the penalty area and the midfield line. The Build-Out Line promotes playing the ball out from the defensive third in a less pressured setting.
 - i. When the goalkeeper has control (with his/her hands) of the ball during play, the opposing team MUST move behind the Build-Out Line until the ball is released (put in play) by the goalkeeper.
 - ii. Once the opposing team is behind the Build Out Line the goalkeeper can pass throw or roll the ball into play (punts or drop kicks are NOT allowed.) After the ball is put into play by the goalkeeper, the opposing team can cross the Build-out Line and play resumes as normal.
 - iii. The opposing team MUST move behind the Build-Out Line for a goal kick restart and may only cross the Build-Out Line once the ball is in play.
 - iv. A goalkeeper may choose to lay the ball from his or her hands before the opponent has retreated behind the Build-out line. In this case, the "six second rule" is not applied, as the goalkeeper has willingly decided to quickly release

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the ball in to play. If a goalkeeper has the ball in hi/her hands and is clearly waiting for opposing team to retreat behind the Build-out Line, the six second period should be started Only once the opposing team has retreated behind the Build-out Line. This allows for the goalkeeper's team to have the time and space to play out of the back without immediate pressure.

2. LENGTH of GAMES

- a. All Preliminary, Semi-final, and Final games:
 - i. U9 through U12 will be 50 minutes long (two 25 minute halves)
 - ii. U13 through U19 will be 60 minutes long (two 30 minute halves)
 - iii. There will be 5 minutes between halves
 - iv. There will be 5-15 minutes between games
- b. NO stoppage of the clock for injuries (referee discretion for serious injury)

3. FIELD of PLAY

- a. U9-U10
 - i. Play 7v7 (including GK) format
 - ii. Center referee & 2-AR's provided
 - iii. Game ball is provided for each field and remains with the referee
 - iv. Field Size: maximum (yards) 65x45
 - v. Ball Size: 4
 - vi. Goal Size (feet): 6.5 x 18.5
 - vii. Penalty Area: 12 yards
 - viii. Build out Line equidistant between the top of the penalty area and the midfield line.
- b. U11-U12
 - i. Play 9v9 (including GK) format
 - ii. Center Referee & 2-AR's provided
 - iii. Game ball is provided for each field and remains with the referee
 - iv. Field Size: maximum (yards) 80x55
 - v. Ball Size: 4
 - vi. Goal Size (feet): 7 x 21
 - vii. Penalty Area: 14 yards
- c. U13-U19
 - i. Play 11v11 (including GK) format
 - ii. Center Referee & 2-AR's provided



- iii. Game ball is provided for each field and remains with the referee
- iv. Field Size: maximum (yards) 120x80
- v. Ball Size: 5
- vi. Goal Size (feet): 8 x 24
- vii. Penalty Area: 18 yards

4. UNIFORMS

- a. Home team will change uniform in case of conflict in colors
- b. Teams MUST have an alternate jersey or color to wear
- c. ALL players MUST wear shin guards, covered by their socks
- d. No hats are to be worn by any player (winter caps are permissible with no brim, embellishments, or metal)
- e. All Jewelry must be removed
- f. Hard casts are not permissible. Soft casts are permissible with the approval of the referee
- g. All Jerseys on the team MUST be matching AND have player numbers on them designated to that specific player listed on the roster/game card.

5. SUBSTITUTIONS

- a. Substitutions can be made with the permission of the referee only at the following times and under the following conditions:
 - i. After a goal is scored, either team may sub
 - ii. Prior to restarting the game with a goal kick by either team, either team may sub
 - iii. On a throw-in either team may sub, as long as the possession team is making a substitution.
 - iv. At half time, either team may substitute. Referee notification is only required for a Goalkeeper substitution at this time.
 - v. When a play is stopped for an injured player. Only the injured player may be substituted.
 - vi. For a player who has just received a yellow card, but only if the game has not been restarted.
- b. Substitution Age Limits:
 - i. If the age group is U15 and under, free substitution is allowed.
 - ii. If the age group is U16 and older, free substitution is allowed providing the tournament is not an official completion (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.

6. PROTEST

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

7. 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 or violent conduct, or foul or abusive language will have to sit out the remainder of the game and one tournament game after the game that resulted in the infraction.
- c. The Petoskey Tournament is in agreement with the USYSA Tournament Hosting agreement, which states:
 - i. The issuance of all red or yellow cards and other matters involving the conduct of a team, its 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.
 - ii. The field marshal 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.
- d. Spectators, Parents, Fans are expected to conduct themselves in a responsible manner. Inference or disruption to a game WILL NOT be tolerated. Conduct such as dissent, threats, taunting, instruction to injure or foul or use vulgar and/or abusive language is PROHIBITED. Any person(s) in such action will be asked and/or escorted from the tournament grounds.
- e. Any assault/abuse of referees will be reported to the State Association.

8. TIES (FINALS)

- a. Ties will be allowed in preliminary rounds.
- b. Ties WILL NOT be allowed in Semi-finals and 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; NO "Golden Rule" is allowed. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game.

9. REFEREES

- a. Referees for all games will be selected and scheduled by our 2023 USSF certified Club Assignor.
- b. All Referees will be assigned to the tournament thru Game Officials.
- c. All Referees must show proper photo identification to verify identity to the Club Assignor.
- d. All Referees must check in at the Tournament headquarters at specified scheduled time to collect tournament information, schedule and game balls.

10. PERFORMANCE RANKING CRITERIA

- a. The teams will be ranked in order of points earned for wins, ties and loss. Point structure will be:
 - i. WIN = 3 Points
 - ii. TIE = 1 Points
 - iii. LOSS = 0 Points
- b. Among teams with the same number of points, final placing will be determined by the following tiebreaker rules, which will be applied in order:
 - i. FIRST TIE BREAKER- Head-to-Head Competition. Not applicable if tie involves more than two teams.
 - ii. 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.
 1. For example:
 - a. If team A beats team B by a score of 3-0, team A receives 3 BP.
 - b. If team A beats team B by a score of 3-2, team A receives 1 BP.
 - c. If team A beats team B by a score of 6-3, team A receives 0 BP.
 - iii. 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 scored against them will be determined as having the better record.
- iv. FOURTH TIE BREAKER- Most wins during the Preliminary round games.
 - v. FIFTH TIE BREAKER- Penalty Kicks. The tournament director and head referee will determine time and field location.
- c. 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 and Head Referee will determine the game time and field.
- d. QUARTERFINAL
- i. In the event that a bracket requires a quarterfinal game; this may represent one or both team's third game.
- e. WILDCARD
- i. In divisions where a Wildcard team advances to the semi-finals, Bracket 1 (A1) plays the Wildcard team (X2). AND Bracket 2 (B1) plays Bracket 3 (C1).
 - ii. Revisions will be made and bracket adjustment will be arranged so the wildcard team will not play the winner of the bracket they came out of.

11. TEAM & SPECTATOR SIDELINES

- a. The teams and coaches will be stationed on one side of the field with the spectators on the opposite side of the field from the players.
- b. ONLY banded and approved/listed team officials are allowed on the sidelines with the players. All others must remain in the spectator section.
- c. ONLY three (3) team officials will be approved/banded per team.

12. PLAYER ELIGIBILITY

- a. Effective on August 1, 2016, the CALENDAR BIRTH YEAR bracketing will be used at all tournaments. All teams and players MUST comply with the following formats; The 2023-



2024 season is considered applicable for the 2023 Autumn Blast.

Season	2016-2017	2017-2018	2018-2019	2019-2020	2020-2021	2021-2022	2022-2023	2023-2024	2024-2025
Birth Year									
2020									
2019									U6
2018								U6	U7
2017							U6	U7	U8
2016						U6	U7	U8	U9
2015					U6	U7	U8	U9	U10
2014				U6	U7	U8	U9	U10	U11
2013			U6	U7	U8	U9	U10	U11	U12
2012		U6	U7	U8	U9	U10	U11	U12	U13
2011	U6	U7	U8	U9	U10	U11	U12	U13	U14
2010	U7	U8	U9	U10	U11	U12	U13	U14	U15
2009	U8	U9	U10	U11	U12	U13	U14	U15	U16
2008	U9	U10	U11	U12	U13	U14	U15	U16	U17
2007	U10	U11	U12	U13	U14	U15	U16	U17	U18
2006	U11	U12	U13	U14	U15	U16	U17	U18	U19
2005	U12	U13	U14	U15	U16	U17	U18	U19	
2004	U13	U14	U15	U16	U17	U18	U19		
2003	U14	U15	U16	U17	U18	U19			
2002	U15	U16	U17	U18	U19				
2001	U16	U17	U18	U19					
2000	U17	U18	U19						
1999	U18	U19							

13. COACH CHECK IN

- a. COACH CHECK IN- This check in takes place online SportsForm, prior to tournament weekend.
 - i. Items needed at Coach Check In include:
 1. Valid Player Pass Cards (current season).
 2. CDC Heads-Up Concussion Certificate on ALL Coaching staff and team officials present. (must be no older than 3 years).
 3. SafeSport Certification on ALL Coaching staff and team officials present.
 4. Parent and Athlete Concussion Information Sheet for ALL players listed on the Tournament Roster.
 5. Valid Risk Management on ALL Coaching staff and team officials present.
 6. Official League Team Roster (current season).
 7. Completed Tournament Roster; can print from petoskeysoccer.com.



8. Completed required parent signed liability waiver; can print from petoskeysoccer.com.
9. Completed and Approved Provincial form (Canadian Teams only)
10. Non- MSYSA teams must present their organizations equivalent to the MSYSA Risk Management card.
11. 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.

14. TEAM CHECK IN

- a. ALL players & coaches must check in at the Team Check In tent 45 min-one hour prior to the start of his/her FIRST game of the weekend for equipment inspection, photo to player validation and wrist banding. Each player needs to be fully dressed in uniform (head to toe) upon arrival at check in. Every player needs to be in numbered jersey corresponding with the jersey number stated on the tournament roster. Coach must have present and ready to submit these items:
 - i. Approved Tournament Roster (from Coach Check In)
 - ii. All Player pass cards
- b. After your initial check in at Team Check In, for each subsequent game, coaches only (no players) must check in 30 minutes prior to game time with the three above listed items.
- c. The Field Marshall at Team Check in will hold pass cards and tournament roster until all the proper post game paperwork has been completed and returned to Team Check in tent. Coaches are required to review the score indicated on the scorecard at the end of the game, sign the scorecard with final scores and immediately return it to Team Check in for posting. Game scores will not be posted until scorecards is returned to the tent. Upon return of your scorecard, you will receive your pass cards. Once a scorecard is signed and turned in, the score is final and will not be changed.
- d. **SafeSport Compliance**
 - i. All Adult members must obtain RM clearance and also complete the 'Core SafeSport Training' by the earlier of 1) prior to regular contact with a Minor Participant; or 2) within the first 45 days of the Covered Adult taking on the role giving them access to Minor Participants. The SafeSport Trained requirement is considered valid for one year and a SafeSport Refresher course is available on the Safesport.org website in order for Covered Adults to maintain their SafeSport Certification.

15. FORFEITS

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- a. 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.
 - i. **MAXIMUM NUMBER OF PLAYERS**
 - 1. U9-U10 will play 7v7 with a maximum roster of 12
 - 2. U11-U12 will play 9v9 with a maximum roster of 16
 - 3. U13-U19 will play 11v11 with a maximum roster of 22 (limited to 18 players benched per game).

16. GUEST PLAYERS

- a. Five (5) guest players may be added to your official league roster so long as these players have current player pass cards, medical release form, and approved guest player form found at www.michiganyouthsoccer.org

17. CO-ED TEAMS

- a. Co-ed Teams will always play in the boys divisions. Restrictions and allotments will be reviewed case by case at the discretion of the tournament director.

18. CLUB PASSCARDS

- a. A "club" is defined as an organization providing soccer to youth player that is either a direct member of MSYSA or that registers players in MSYSA through an affiliate member. At no time shall an affiliated member who functions as a "scheduling" league also be considered a club. In the case where a club sets up one or more satellite clubs in the state, those satellite clubs will be considered as different clubs. The only exception to this is if a special request is approved by the Petoskey Tournament Director.

19. OUT OF STATE GUEST PLAYERS

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



20. DUAL ROSTERING

- a. Following MSYSA rule update to Rule 3.6 C. Dual Rostering in 2023, you may play for up to two teams in the tournament, this includes guest players.
- b. Player must be dual rostered pre-tournament. (Last minute dual rostering will not be allowed once tournament begins)
- c. Player must designate which team is primary in case of semifinal or final conflict
Designate this at check-in and or via email via tournaments@petoskeysoccer.com

21. INCLEMENT WEATHER

- a. Only referees and/or the Tournament Director can shorten, cancel or postpone a game. The tournament will follow US Soccer's position statement that indicates when lightning is seen, the tournament will count the time until thunder is heard. If this time is thirty (30) seconds or less, seek shelter. Wait thirty (30) minutes or more after hearing the last thunder before resuming activities.
 - i. Inclement weather before game: In cases of severe weather conditions before play, referees and/or Tournament Director may reduce the length of the game by 50%, or terminate the game entirely.
 - ii. Inclement weather during game: The referee and/or Tournament Director shall determine when weather conditions require the SUSPENSION of any game. The Tournament Director or Tournament Committee shall determine when any game shall be terminated.
- b. 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 of:
 - i. Safety of players and officials
 - ii. Condition of fields
 - iii. Time of day
 - iv. Impact on overall schedule
- c. Any suspended game that is resumed shall begin play at the point in the game when play was stopped and continued until complete. Coaches will be advised of any game time reduction prior to resuming play.
- d. Any game that is TERMINATED in the first half shall be considered official and will scored as follows:
 - i. Team up by 2 goals or more shall be awarded a win, score stands as is.
 - ii. If the score difference is of 1 or less, will be scored as a tie, with the goals against the team behind being the score. (if the score is 2-1, the final score will be recorded as 1-1 tie)



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

22. DEFINITION OF CLUB

- a. A 'club' is defined as an organization provided soccer to youth players.
- b. At no time shall an affiliated member of MSYSA who functions as a 'scheduling league' also be considered a club.
- c. In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the tournament if the teams and players from the satellite club are registered with the main club and their registration software account.
- d. The only exception to 'C' above is if all the following criteria are met:
 - i. The main club and satellite club have the same Board of Directors
 - ii. The main club and satellite club have the same Tax ID Number.
 - iii. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.

23. CANCELLATION OF THE TOURNAMENT/FINES/PENALTIES

- a. In the event that the tournament committee cancels the tournament within (7) days of the first day of the tournament, the tournament fee will be refunded.
- b. In the event that the tournament committee has to cancel the tournament within the six days prior to the start of the tournament, 50% of the tournament registration fee will be refunded.
- c. There WILL NOT be any refund due to cancellation or shortening of games once the tournament has begun.
- d. If an accepted registered team is unable to complete the tournament registration and check in 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.
- e. Any player(s) who appear on a team roster, but does not have a player pass card(s); WILL NOT be allowed to participate in any tournament game.

24. COVID-19 REFUND POLICY

- a. In the event that the tournament has to be cancelled due to Covid-19 circumstances, Petoskey Youth Soccer Association will refund 100% registration fees to teams. Credit card fees will not be refunded.

**25. OTHER**

- a. The games 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.
- b. All schedules are final unless changed by the tournament committee.
- c. Tournament Rules are subject to change with or without notice.

26. PYSA's POLICY ON PETS

- a. It's not that we don't love pets...WE DO! Unfortunately, it's a health & safety concern for our players, coaches and referees.
- b. Come and enjoy our games, but PLEASE leave your pet at home. Pets and their owners will be asked to leave.

27. PYSA's POLICY ON DRONES

- a. Drones are not allowed, unless arranged and approved by the tournament staff.