

2009 MID-ATLANTIC CUP TOURNAMENT

RULES AND REGULATIONS

FIFA LAWS OF THE GAME

All matches played during this tournament will be played in accordance with FIFA Laws of the Game including modifications as published below.

AGE GROUPS, ROSTER SIZE & NUMBER OF GUEST PLAYERS

The age group structure as established by USYS will govern. All players (including guest players) must have been born on or after the specified date for their age classification. All age groups are allowed a maximum of three (3) Guest Players (Guest Players must be affiliated and in good standing with their State Association and/or US Club Soccer).

Under 7- August 1, 2001	Roster 10 (6v6)
Under 8- August 1, 2000	Roster 12 (6v6)
Under 9- August 1, 1999	Roster 12 (7v7)
Under 10- August 1, 1998	Roster 14 (8v8)
Under 11- August 1, 1997	Roster 14 (8v8)
Under 12- August 1, 1996	Roster 14 (8v8)
Under 13- August 1, 1995	Roster 18
Under 14- August 1, 1994	Roster 18
Under 15- August 1, 1993	Roster 18
Under 16- August 1, 1992	Roster 18
Under 17- August 1, 1991	Roster 22
Under 19- August 1, 1989	Roster 22

GAME LENGTH & BALL SIZE

U-7 and U-8	20 minute halves	Size 3
U-9 and U-10:	25 minute halves	Size 4
U-11 and U-12	30 minute halves	Size 4
U-13 and U-14	30 minute halves	Size 5
U-15 and U-16:	35 minute halves	Size 5
U-17 & High School/U19:	40 minute halves	Size 5

FIELD DIMENSIONS

U7-U9	40 yards x 50 yards
U10-U12	50 yards x 75 yards
U13+	75 yards x 115 yards

Field dimensions may vary slightly depending on conditions determined by turf management

GOAL DIMENSIONS

U7-U9	6.5 feet x 12 feet
U10-U12	6.5 feet x 18.5 feet
U13+	8 feet x 24 feet

POINTS & TIE BREAKING CRITERIA

Win = 3 points

Tie = 1 point

Loss = 0 points

Bonus points = Will be awarded to winning teams, up to a maximum of three (3), based on goal differential and used for purposes of breaking ties. (A team winning 3-0 or 6-3 would receive a maximum of three (3) points. A team winning 3-1 would receive 2 bonus points.)

- A. Head to head competition (only for ties between two teams)
- B. Most wins
- C. Bonus points

- D. Least goals allowed
- E. FIFA penalty kicks

In the event of a tie among more than two teams, once a tie is broken by the above system, and if ties among remaining teams still exist, those ties are broken by starting again at the top of the tie-breaking system (Step A).

TIE GAMES

All Round Robin games ending in a tie will stand. Semi-final and Final games that end in a tie will result in two (2) five minute overtime periods (no sudden death). Semifinal and final games still tied after two overtime periods (5 minutes each) will be decided by FIFA Penalty Kick from the mark.

PLAYOFFS & STANDINGS

Teams with the greatest amount of points after preliminary matches have ended will advance to the Semi-Finals or Finals of the tournament. Standings will not be kept in the U7-U12 age divisions.

FORFEITS

In no case shall a team which forfeits a game be eligible to play in the Finals. If an apparent winner forfeits a game, the team with the next best record shall be named the winner. A forfeit in the preliminary round will be recorded as two (2) points for the win and the score will stand at the time of the forfeit. If the score is 0-0 at the time of the forfeit, the score will be recorded as 1-0. Games that are forfeited and never started play are recorded as 1-0 and the winning team will receive two (2) points for the win. Bonus points are not applied in the case of a forfeit.

AWARDS

Participation awards will be given to all teams in the U7-U12 age divisions. First and second place awards will be given to teams playing in the U13 and older age divisions.

FAILURE TO SHOW

A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is awarded to their opponent. The minimum numbers of players that constitute a team are listed below. If the minimum number of players is present, the game will not be delayed:

- A. 11v11 – minimum of seven (7) players
- B. 8v8 – minimum of six (6) players
- C. 7v7 – minimum of five (5) players

OFFSIDE

Offside will only be called for U11 and older age divisions.

PLAYER, GUEST PLAYER & TEAM ELIGIBILITY

Participation in the Mid-Atlantic Soccer Tournament is open to teams consisting of rosters no larger than those listed above and meeting the age limit of the specified division. Each team must be registered with a national soccer association affiliated with USYS/USSF and must present a **club and/or state roster**.

The **only** acceptable proof of age for **non-recreational** teams will be a valid USSF, State, or National registration card that includes a **signature and a photograph of the player**. Players who do not present valid player passes **will not play**. Any team fielding an ineligible player will be disqualified and its tournament fee will be forfeited.

Recreation teams/players are not generally issued player passes. Therefore, a recreation team/player must provide proof of age for all players in the form of a copy of a birth certificate or Passport.

- A. A player may compete for only one team participating in the tournament.
- B. Teams will not be permitted to play up an age group.
- C. Under no circumstance may any recreational team use a travel player who is carded to a competitive team (unless the recreation team is playing in the competitive division in the tournament)
- D. Teams should be prepared to present the official tournament roster and player passes/proof of age at any time during the tournament.
- E. Teams and players must be in good standing with the USSF.
- F. Permission to Travel Forms are not required.

CONDUCT

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
- B. Any player receiving three (3) yellow cards in the tournament will sit out the next game following receipt of the third yellow card. This will apply to play-off rounds and final matches.
- C. Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- D. Any player, coach, or team official ejected from a game for violent conduct (physical contact) shall result in suspension of the player, coach or team official for the remainder of the tournament as decided by the game official. Any player, coach, team official or parent exhibiting or threatening violence to anyone (player, coach, referee, spectator or tournament official) will call for immediate expulsion from the tournament.
- E. In accordance with the USYS Tournament Hosting Agreement, all red cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office.
- F. **ALCOHOLIC BEVERAGES ARE NOT PERMITTED IN THE PARK AND/OR FIELD COMPLEX**
- G. **MECHANICAL NOISE MAKERS ARE PROHIBITED**
- H. **PETS ARE NOT PERMITTED AT THE SOCCERPLEX**
- I. **SMOKING IS PROHIBITED AT THE SOCCERPLEX AND SURROUNDING PARK**

PROTESTS

No protests will be entertained.

GAME & SCORE REPORTING

The referee of each game will forward to the appropriate field marshal his/her official written match report which includes the final score, the name and number of each coach, player, or person sanctioned at the field, and reason for the caution/ejection. The field marshal will ensure that the scores of each game are reported to Tournament Headquarters in a timely manner for score posting.

SUBSTITUTIONS

Unlimited substitutions (with the referee's permission) will be allowed at the following times:

- A. after a goal
- B. at the beginning of the second half or at the beginning of an overtime period
- C. at a goal kick for either team
- D. at a throw-in by the team in possession
- E. at a stoppage of play for an injury on a one-for-one basis for the injured player
- F. to replace a cautioned player (other team may also substitute a like number)

UNIFORMS AND EQUIPMENT

- A. No metal cleats
- B. No jewelry
- C. Hard hair accessories such as clips are prohibited. Use soft "scrunchies" or rubber bands.
- D. All players are required to wear shin guards in accordance with FIFA Laws of the GAME.
- E. Players must wear numbers on the back of their jerseys that correspond with the team's official roster.
- F. Where uniform colors are similar, the home team must change to an alternate jersey. The home team is listed first on the schedule

TEAM BENCHES AND SPECTATORS

- A. Both teams will take the same side of the field.
- B. In 11v11 matches all other supporters will take the opposite side.
- C. In small-sided matches, teams and spectators take the same side of the field, however, coaches and spectators must stay on their team's half of the field until the completion of the game.
- D. Coaches may not go beyond the penalty box lines.
- E. No coaches or spectators are allowed on the field or behind the goal line during the game with the exception of injuries.
- F. Coaches are responsible for their bench and their parents/spectators.

G. Only three (3) properly credentialed team officials are permitted on the sidelines with their players.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- A. Relocate or reschedule any game(s)
- B. Change the duration of any game(s)
- C. Cancel any preliminary game(s) that have no bearing on the selection of winners
- D. Preliminary games terminated after one half of play because of weather shall be considered official at of the time of termination.

Regardless of weather conditions, it is the responsibility of all affected teams to monitor the status of their games and to appear with their team ready to play as scheduled by the Tournament Director if and when games are restarted. Once a decision is made to suspend or cancel a game, that decision is final. Teams that continue to play may be suspended from the tournament.

LIGHTNING DETECTION AT THE SOCCERPLEX

The Maryland SoccerPlex has a lightning detection system on-site. The purpose of the system is to protect patrons using the facility when dangerous storms pass through. When dangerous conditions exist, the following steps will take place:

- A. Horns will sound for 15 seconds.
- B. The 15-second blast indicates ALL patrons must immediately go to their cars.
- C. The 15-second horn will blast when dangerous conditions have been identified, even if you do not see lightning, you must go to your car.
- D. When dangerous conditions no longer exist, the horns will blast 3 shorter bursts.
- E. You may return to the field after the 3 shorter blasts have sounded.

GENERAL

- A. Under no circumstances will the Tournament Committee, the Maryland SoccerPlex or MSYSA be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game(s) is cancelled in whole or part.
- B. The Tournament Committee's interpretation of these rules shall be final.
- C. The Tournament Committee reserves the right to decide on all matters pertaining to this Tournament.
- D. Any team that disregards any decision made by the tournament committee will be removed from the tournament and forfeit all of its games.