



MC United Tournament Rules

All games will be played in accordance with FIFA/USYSA/WI Youth Soccer with the modifications noted below.

REGISTRATION / TEAM COMPOSITION

- U9-10 (7 v 7), roster size 14, each team may not have more than 4 players that would be considered guest players.
 - U11-12 (9 v 9), roster size 18, each team may not have more than 6 players that would be considered guest players. Only 16 players may be eligible per game, they don't need to be the same for each game but the 4 players that are not playing must be in street clothes.
 - U13+ (11 v 11), roster size 22, each team may not have more than 6 players that would be considered guest players. Only 18 players may be eligible per game, they don't need to be the same for each game but the additional players that are not playing must be in street clothes.
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- ***No roster changes will be approved during the tournament, without the consent of the tournament director.***
 - ***No player will be permitted to play on more than one team unless pre-approved by the tournament director.***
 - ***Guest players must have the necessary release form from their state association. Club pass players do not need the release form, a copy of the team's roster they play for is required.***

LENGTH OF GAME / GAME PROCEDURES

- Teams must check-in at the fields 15 minutes prior to the start of the game and have proper paperwork.
- Home team is listed first on schedule and will be required to change uniforms in the event of a color conflict with away team or officials. Referees shall have final approval on all equipment. Casts must be approved by the tournament staff.
- A coin toss will determine who kicks off and who defends what side.

U9-10: 2 x 25 (running time with five-minute halftime), Offside and build out line will be enforced

U11-12: 2 x 25 (running time with five-minute halftime)

U13-15: 2 x 30 (running time with five-minute halftime)

U16+: 2 x 30 (running time with five-minute halftime)

The Tournament Committee reserves the right to:

1. Relocate or reschedule any game.
2. Reduce the duration of a game.
3. If half of a game has been played before the termination, the game stands as a completed match and will be scored accordingly.
4. Cancel the tournament due to weather or other unforeseen conditions which are not conducive to tournament play.
5. Cancel a preliminary game that has no bearing in deciding group winner.

UNIFORMS & EQUIPMENT

- Shin guards are required, and socks must be pulled over.
- Casts must be approved by tournament director and referee coordinator prior to tournament.
- No jewelry allowed (taping over piercings will not be allowed).
- All players must have the same type of jersey, unless approval has been granted by the tournament director. All jerseys must be tucked in and have a unique number on them.

SUBSTITUTIONS

- May be allowed prior to a throw-in in favor of your team, prior to goal kicks by either team, following a goal by either team, following an injury for either team or at half time. Subs may also be made for your team on the opposing team's throw-in if the opposite team also has a sub ready.
- A player with blood on their uniform or body must be removed from play. The bleeding must be stopped, injury covered, and uniform must be blood free before they may return to play.

FORFEIT / FAILURE TO SHOW

- A game will be forfeited if a team is more than 10 minutes late to the start of a match. A minimum of 5 players for U9/U10, 6 players for U11/U12 and 7 players for U13 and up constitutes a team. If a team cannot continue to play with at least the minimum number of players, the game will be forfeited.
- A forfeit of a game will be scored as 4-0 win. The tournament director has absolute discretion to resolve all matters concerning forfeits.
- No team having a forfeit may advance to playoff/championship match.

SCORING

- Ties in round robin will stay a tie.
- Ties in playoff games will go directly to kicks from the mark (see below, kicks from the mark).
- There is no championship game for 4 or 5 team brackets.

Win: Six (6) points

Tie: Three (3) points

Loss: Zero (0) points

Shutout 1 Point (Unless score is 0-0)

**One additional point per goal scored
(up to 3)**

TIE BREAKERS: To decide group winners

- A. Head-to-Head (disregard with 3-way tie)
- B. Team with most wins
- C. Goal Differential (max of 4 per game)
- D. Fewest goals allowed
- E. Most goals scored (max of 4 per game)
- F. Kicks from the mark

KICKS FROM THE MARK

In the event of a tie, in a semi or championship game, the game must be decided by “kicks from the mark”. NO overtime will be played. The tournament will follow FIFA guidelines. Each team will select five (5) players to kicks from those that were on the field at the end of regulation. Each team will alternate kicks, order determined by a coin toss before kicks begin, if still tied after the first five, teams will alternate 1v1 until a winner is decided.

WILDCARD GAMES

Some divisions (7-team divisions) have Wildcard berths. The Wildcard team will be decided after the preliminary round play is completed. In a 7-team division, the team with the most points after Saturday will earn the #1 seed. The team with the 2nd most points will earn the #2 seed & so on until seeding of the 7 teams is completed. The Quarter-Final matchups will be #2 vs #7, #3 vs #6, #4 vs #5 – unless the teams have already played each other on Saturday, then matchups will be changed to avoid that. The 3 winners of the Quarter-Final games will join the #1 seed in the Semi-Finals.

REFUNDS

If games are discontinued or cancelled due to inclement weather or adverse field conditions, a refund may be issued after incurred tournament expenses have been paid.

PROTESTS

All referee decisions are final. No protest will be heard on any judgment call by the referee.

DISCIPLINE

Players

- All send-offs and cautions will be reported to the proper personnel.
- Any player receiving a send-off will automatically be suspended for a minimum of one (1) game. The tournament committee has final decision on suspension length.
- All players receiving three (3) cautions during the tournament will be suspended one (1) game.

Coaches & Spectators

- Harassment of officials will not be tolerated. Referees may temporarily stop games or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a game suspension, the Tournament Director will decide the outcome of the game.

· Coaches are responsible for the conduct of players, parents and spectators at the fields, hotels and other locations for the duration of the tournament. If the tournament committee receives complaints regarding conduct of any player or person associated with your team, the Tournament Director may ask any/all people to stay away from the tournament, and/or ask the team to leave the tournament, and/or ban the team from future tournaments.

AWARDS

· First and second place awards will be presented immediately after the last game for U11+.

Participation awards will be awarded to all U10 and under players

ENTRY FEES 2024:

9U/10U \$400

11U/12U \$500

13U-19U \$600

Multi-team discount:

\$100 off / team (10+ registered teams)

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