



MC United Tournament Rules

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

1. REGISTRATION & ELIGIBILITY

- NO onsite roster registration is required for the tournament. Teams must complete the necessary roster entry and digital medial waivers for each player. Roster check-ins are typically completed before the beginning of each game. Approved club rosters must be provided to officials at these times that cover all players participating in that game; this may include multiple approved club rosters if the team includes club pass or guest pass players.
- All out-of-state teams traveling with USYS passes must have a travel permit. A WYSA Medical Event Release form must be completed for each out-of-state player participating. These forms must be present at the tournament and available for inspection (if necessary).
- All teams with guest players must have a completed USYS tournament guest player form present for each guest player. Players from within the club are not considered guests and the guest player form is not required; they may be added to the tournament roster and their approved club roster will suffice.
- All players must be on a state-approved club roster that is presented to field marshals or referees for pre-game inspection.
- No player shall be allowed to register for more than one team or switch from one team to another during the course of the tournament (without written approval from the tournament).

2. LENGTH OF GAMES & ROSTER SIZE

GAME DURATION:

U9 - U10	(7 v 7).....	2 x 25 minutes
U11 - U12	(9 v 9).....	2 x 25 minutes
U13 - U14	(11 v 11).....	2 x 30 minutes
U15 - U19	(11 v 11).....	2 x 30 minutes

- Games will be running time and have a 5-minute halftime.
- The tournament does not require the referee to add time to any game. Referee or Tournament staff decisions in these matters are final.

MAXIMUM ROSTER SIZE:

U9 - U10	14 players
U11 - U12	18 players
U13 - U19	22 players (only 18 can play per game)

3. GAME PROCEDURES

All parents and spectators are required to sit on one side of the field opposite the players.

Coaches are expected to stay in a technical area close to their team's bench during the game. Teams are allowed a maximum of three (3) coaches on the bench. Each coach in the technical area must be licensed and is responsible for his/ her team and spectators at each game.

- Home team is listed (H) and the away team is listed as (A) on the tournament schedule. If this is not clearly listed, the home team is the team on top of the bracket or schedule view.
- Home teams must wear their **light**-colored jerseys, Away teams must wear their **dark**-colored jerseys. ***In the event of a conflict, the home team must change jerseys.***
- Home team is responsible to provide three (3) game balls.
- No coin toss – Teams defend their bench side in the first half and switch sides at halftime. The home team kicks-off in the first half and the away team kicks-off in the second half.
- Off-sides rule will be enforced at all ages.
- For U9 and U10, buildout lines will be used. The attacking team may enter the build out zone when the ball is released.
- All U9 - U12 divisions shall use a #4 ball. U13 - U19 divisions shall use a #5 ball.
- U9 - U10 games will be played 7 v 7 on small fields; U11 - U12 games will be played 9 v 9 on intermediate size fields, and U13 - U19 will be played 11 v 11 on full size fields.

The MC United 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 a group winner.

4. TOURNAMENT SCORING/TIE BREAKING

Games in the preliminary round will be scored as follows.

WIN - 3 points

TIE - 1 point

LOSS – 0 points

These points will determine placement for playoffs or awards if a 4-team bracket. Following group play, in the event of a tie the following criteria will be used to break the tie:

TIE BREAKERS: To decide group placement after preliminary round

1. Head-to-Head (disregard with 3-way tie)
 2. Team with most wins
 3. Goal Differential (max of 4 per game)
 4. Fewest goals allowed
 5. Most goals scored (max of 4 per game)
 6. Kicks from the mark
- 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-team divisions. Points (and tie breakers if necessary) will determine placement for awards after the 3 group games.
 - 5-team divisions will consist of 4 group games or 2 group games and a playoff (as necessary). Points (and tie breakers if necessary) will determine placement after the 4 group games if it is a round robin format. If a 5-team division is scheduled to have a playoff a bracket will be populated in the tournament software.

5. DETERMINING A WINNER IN A SEMI FINAL / CHAMPIONSHIP

During group competition, games can result in a tie. In the event of a tie in semi-final, third place and championship games, the following will occur:

- In the event that kicks from the mark (penalty kicks) must be used, USYSA/FIFA rules will be followed. Teams will designate five players to take alternate penalty kicks: the best of five is the winner. Only those players on the field of play at the end of the match are eligible to take penalty kicks.
- If teams are still tied after 5 kicks, the remaining players will take alternate penalty kicks in sudden death fashion to determine a winner.

6. AWARDS

First and second place awards will be presented immediately after the last game for U11+ divisions. Participation awards will be awarded to all U10 and under players.

7. EQUIPMENT

- Shin guards are required to be worn by all players; socks must be pulled over.
- In accordance with the IYSA, Rule 007, which endorses FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." Sports goggles are strongly recommended instead of glasses.
- Casts and Orthopedic devices may be worn only if fully covered by foam and elastic bandage, and the player is allowed to play with the consent of the Tournament director. Casts and orthopedic devices must be inspected prior to participating in the tournament. No metal parts may be exposed. Only devices designed for sport play may be worn.
- No jewelry may be worn by any player (earrings, watches, necklaces, etc.).
- All field players on a team must have the same type of jersey, unless approval has been granted by the Tournament director. All jerseys must have a unique number on them.

8. FORFEITS / FAILURE TO SHOW

- Five players (5) constitute a team for U9 - U10, six players (6) for U11 - U12, and seven (7) players for U13 - U19. Games will commence on time if the minimum numbers of players are present. A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled start time. In the event of a forfeit, the winning team will be awarded a 4-0 win. Any team that forfeits a game may not advance to the semi-final or final round.
- Use of a suspended player will result in forfeiture of the match in which the suspended player was used. Coaches and team managers should be aware that playing a player who received a Red card in the previous match will result in a forfeit for their team.

9. SUBSTITUTIONS

- Substitutions shall be unlimited, but made only at the following times:
 - At any stoppage, as allowed by the referee.
 - An injured player may be substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.
- The referee has the right to not allow a substitution in the final 5 minutes of the 2nd half, if, in the referee's opinion, a team is using the substitution to waste time.

10. PROTESTS

All referee decisions are final. No protests will be heard on any judgment calls by the referee.

11. EJECTIONS / CAUTIONS

- All Red cards and Yellow cards will be reported to the Tournament director.
- Any player receiving a Red card will automatically be suspended for a minimum of one (1) game. In the case of referee assault or abuse, the Tournament director shall have the authority to impose additional penalties to a player, team staff, team or club.
- All players receiving three (3) Yellow cards during the tournament will be suspended one (1) game.
- The throwing of a punch is an automatic removal from the tournament.
- A coach who receives a Red card will receive a minimum of a one (1) game suspension plus possible intervention by the tournament committee and the state association.
- In the event of an ejection to a player, coach, or spectator, the “out of sight and out of hearing” rule will be applied. Violation of the rule may result in the individual(s) being banned from the entire event, forfeiture of a game, or dismissal from the remainder of the event (no refunds).
- No substitution can be made for a disqualified player for that game.

12. REFEREE ABUSE / TEAM CONDUCT

- MC United tournaments have a **ZERO TOLERANCE POLICY** for referee abuse and harassment and such behavior will not be tolerated during the tournament. Referee abuse by a player, a coach or a fan will be reported to the offending club promptly following the end of the game. The player, coach, or fan will be removed from the soccer complex and will not be allowed to return. 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.

- The following may result in a loss of a point to a team in the standings: persistent or egregious violation of the Zero Tolerance Policy regarding referee abuse, verbal or physical confrontation with opposing team's players/ coaches/ spectators, approaching a referee at halftime/ postgame and persisting with questions or complaints, or failure to cooperate with tournament officials with regard to tournament and park rules.
- 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.

13. 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.
- No refunds will be given if a team drops out of the tournament after their registration and payment has been processed. The team may receive a credit entry for a future MC United tournament.