

## Division III Tournament Rules

**1. FIFA Laws of the Game** - These rules will apply to all competitions except as otherwise provided herein.

### **2. Additional Field Markings / Controls**

**a. Team / Spectator Boxes:** (outside the field of play) Starting 10 yards parallel from the halfway line on either side and running parallel to the touch line going no closer than 10 yards from a line parallel to the front line of the penalty areas on each end.

**b. Restricted Area:** The area between the Team / Spectator boxes are off limits to all participants and spectators. This area is intended to be a buffer between opposing teams.

**c. Team / Spectator Restriction Line (Red Line):** A Single line parallel to each touchline three feet (or one meter) offset of the touchline, shall extend the length of the Team / Spectator Boxes. This line shall be painted red and shall provide a lane for the Assistant Referee and shall also serve as a buffer to keep participants and spectators from entering/ encroaching the field of play. Violations of crossing the "Red Line" shall be treated as "unsportsmanlike" conduct.

**d. Seating:** Teams shall sit on one side of the field and Spectators shall sit on the opposite side of the field. The home team has choice of which end to sit on. Spectators from opposing teams may not intermix and shall be divided by a no man's land equivalent to the size of the center circle on the parents side of the field. Teams and Spectators are required to sit on the same end of the field.

**e. Mechanical Devices:** Coaches or parents may not use any mechanical or artificial noise making devices, such as bullhorns, cowbells, amplifiers, or megaphone during the game.

**3. Game Length** - A regulation game for the following age groups will be:

- U10 - Four 12 minute quarters
- U12 - Four 15 minute quarters
- U14 - Four 17 minute quarters
- U16 - Four 20 minute quarters
- U19 - Two 45 minute halves

**4. Tournament Bracket Scoring System** - Each age/gender group game will be scored:

- 6 points for a win
- 1 point for each goal scored maximum 3
- 1 point for a shut out
- 3 point for a tie
- 0 points for a loss

A match that finishes in 0 to 0 tie in bracket play shall be scored as 4 points.

## **5. Scoring system policies for bracket standings and ties**

All ties stand in Under 10 and above. All ties stand except in the optional quarterfinal games, the optional semifinal games, and the championship games. A winner in the tied exception games will be decided through the play of the specified age group overtime period and, if still tied, kicks from the penalty spot (FIFA application).

The following tiebreakers will be used to determine the winner of bracket play:

- (1) Head to head competition
- (2) Goal differential maximum/minimum of 3 goals per game \*\*
- (3) Least number of total goals conceded
- (4) Kicks from the penalty spot

**Each team has the responsibility to know the time, place, and be ready at the scheduled time.**

\*\* Note: Goal Differential is the difference between total goals scored minus total goals conceded in an individual game. To calculate goal differential, the winning team must score three points higher than its opponent to obtain 3 positive goal differential points, the loser will be awarded an equal number of negative points. A two point difference in the score shall result in the winner obtaining 2 positive goal differential points, the loser will be awarded an equal number of negative points. A one point difference in the score shall result in the winner obtaining 1 positive goal differential point, the loser will be awarded an equal negative point. This is calculated on a "per game" basis.

7-3 would be max goal differential of 3 goals; +3 for the winner, -3 for the loser  
6-0 would be max goal differential of 3 goals; +3 for the winner, -3 for the loser  
6-2 would be max goal differential of 3 goals; +3 for the winner, -3 for the loser  
3-1 would be max goal differential of 2 goals; +2 for the winner, -2 for the loser  
3-2 would be max goal differential of 1 goal; +1 for the winner, -1 for the loser

**1.** If the score is tied at the end of regulation time in any Best of Three games, quarter-final, semi-final, or championship games, overtime periods shall be played. If, at the end of the overtime periods a tie still exists, the game shall be determined by the taking of kicks from the penalty mark in accordance with the FIFA Laws of the Game. The overtime periods are U12 and down two-five minute halves; U14 and up two ten-minute halves.

**2.** The Tournament Championship in a round robin format will be decided through Head to Head competition. In the case of a tie, the tiebreakers listed in section 5 shall be used to determine the Champion.

**3.** The Tournament Champion in a two-team tournament will be determined by a game format set by the Tournament Director. Each scheduled game will be played

with appropriate overtime periods and kicks from the penalty mark, if necessary, to determine a winner.

## **6. Forfeit game policies**

(a) A team who forfeits any game will forfeit ALL games and all of those games played by that team will be scored as to allow the opposing teams a 3 – 0 victory.

A team forfeits a game when it:

- (1) Leaves the field of play without the referee's permission;
- (2) Is not ready to play at the scheduled game time;
- (3) Does not wear an alternate jersey upon the referee's request;
- (4) Does not meet the player participation rule for every tournament rostered player;
- (5) Is disqualified due to unsportsmanlike conduct;
- (6) Does not field the minimum number of field players.

(b) The forfeiting team, who plays all scheduled games, will forfeit its performance bond to MSA and may be subject to further penalties.

(c) The forfeiting coach, organization and team, who do not play all scheduled games will suffer the following automatic penalties:

(1) The Coach and/or Team Manager will be suspended for one calendar year, starting on the Monday after the completion of the tournament. These individuals may appeal this action through the MSA disciplinary and Appeals process.

(2) The Organization will be fined a minimum of \$500, at the discretion of the tournament committee, which will be payable within (30) days of the tournament completion date.

(3) The Team will forfeit its performance bond to MSA

(4) If the application of this rule causes two or more teams to change positions for first and/or second place in the final preliminary round robin bracket play standings, the tie breakers in paragraph 5, these rules, shall be applied to the affected teams to determine who qualifies for semifinals and/or championship games in the tournament schedule.

(5) Should any team lose the opportunity to finish as Overall Best Second in group play for advancement from bracket play because a team has forfeited, they shall face the Second Overall best Second team in Kicks from the Penalty spot to decide who advances.

## **7. Tournament Responsibilities of each Coach and their team**

(a) To comply with all published tournament rules (see paragraph 7)

(b) To wear an alternate jersey when it is the home team if color conflict should occur and the Game Referee requests a jersey change. The home

team is listed first in the game schedule. T-shirts with taped or written numbers will be acceptable as the alternative jersey.

(c) To remain in an area 10 yards either side of the midfield line regardless of the existence of a marked area during the play of a game.

(d) To choose his team's field end & side when they are the home team.

(e) To furnish a game ball if requested and selected by the referee. The correct ball sizes are Size #4 (U10 and U12), and #5 (all others)

(f) To be responsible for its players, parents, and spectators behavior including no allowance or toleration of foul and abusive language.

(g) To insure that no team member or parent use any mechanical or artificial noise making devices, such as bullhorns, cowbells, amplifiers, or megaphone during the game.

### **8. Player Participation rules and disciplinary policies**

(a) Every U10 through U16 player except absent, ill, injured, disciplined, or suspended players must play 50% of each tournament game.

(b) Every U19 player except absent, ill, injured, disciplined, or suspended players must play in each half of each tournament game.

(c) An injured or cautioned U10 through U16 player who is removed from a game will be considered to have played the entire quarter.

(d) The disciplinary action for player participation rule violations is expulsion of the team from the Tournament.

(e) The team coach must accomplish the following responsibilities to help administer this participation rule:

(1) Report excepted-category players to the MSA Tournament Director at team registration when known and as soon as possible prior to other affected games.

(2) Complete the MSA distributed game cards for each tournament game with player names and jersey numbers in numerical order (lowest to highest).

(3) Turn the properly completed game card into the Referee before the start of the game.

### **9. Substitution and game restart policies**

(a) U10 through U16 substitutions for any player will be made during half time and the two-minute break at the end of the first and third quarters. Other allowed substitutions are an injured player at the time of the injury that requires their removal from the game; and a yellow carded player incident when the coach chooses to remove the cautioned player.

(b) If the coach substitutes for an injured or yellow carded player in an U10 through U16 game, the player may not re-enter the game until the next quarter substitution period. After the two-minute substitution break at the end of the first and third periods, U10 through U16 games will be restarted in the second and fourth quarters at the substitution stoppage point (throw-in, goal kick, etc. ). The quarter break will be taken at a natural stoppage within a one to two minute window of the scheduled minutes for a game quarter. Teams may leave the field during this break but the game will be resumed exactly two minutes after the stoppage of play.

(c) U19 substitutions are unlimited and may be made at the following times:

- (1) Prior to your teams throw in
- (2) Any goal kick
- (3) After any goal
- (4) Player injury for either team
- (5) A yellow-carded player
- (6) Half time

(d) A coach will not replace an ejected player from the game (red card). The player must sit the next game/games depending on the nature of the foul and must do so in the red card tent if designated by the Tournament Director.

(e) An ejected (Red Carded) coach must leave the game premises. The coach may not coach the next game, but may be present on the field and must do so in the red card tent if designated by the Tournament Director.

## **10. Protest policies**

(a) A team or its representative cannot protest any matter associated with either the tournament or its games

(b) The Tournament Director has the authority to resolve a clearly substantiated violation of the tournament rules or Laws of the Game, which is reported to them. The Director may take the following actions in resolving a valid violation:

- (1) Replay a game in its entirety
- (2) To forfeit a game in which a team plays an unauthorized player
- (3) To disqualify a tournament team from further participation due to unsportsmanlike conduct
- (4) To disqualify individual team members, coach, or team manager from further or selected tournament participation due to unsportsmanlike conduct

(c) By definition, unsportsmanlike acts are not in accordance with the rules of fair play or reasonable personal conduct. Such acts include, but are not limited to, starting or participating in an individual team fight or team brawl; damaging, destroying, or stealing another team's property; harassing, taunting, physically abusing or verbally abusing referees, tournament officials, opposing players, other team managers, and other team coaches.

## **11. Game conduct and Uniform Policies**

(a) The game referee will enforce MSA policy regarding the use of directed or non-directed foul play or abusive language on the field of play.

(b) All coaches and assistant coaches shall wear an identification tag as provided at the coaches meeting conducted by the tournament officials. Only one coach and two assistants are allowed ID tags.

(c) All participating players must meet the following uniform standards in order to play in a tournament game.

(1) All players must wear the same uniform including shirts, shorts, and socks except the goalkeeper. Some minor exceptions can apply to alternate jerseys. Any hardship exceptions to this rule must be requested in writing and approved by the Tournament Director prior to the first tournament game.

(2) All players must wear commercially manufactured shin guards under their pulled up socks.

(3) Shirts must be tucked in

(4) Warm ups will be allowed under the shorts in adverse weather conditions or on fields of play rendering them necessary

(5) Sliding or Bicycle shorts may be worn under shorts if they are the same color as the predominant color of the team shorts and not extend farther than the top of the knee.

(6) The Game Referee will determine if a player's uniform complies with this uniform standard.

(7) A player, who does not play due to non-compliance with this uniform standard, is not an exception to the player participation requirement.

## **12. Other Tournament Policies**

(a) The Tournament Director has the sole discretion and authority to deal with any matter that is not covered in these rules

(b) Only credentialed team members will be allowed to discuss any team issues with the tournament director(s). The Team managers and/coaches are responsible for all its team managers and parents behavior. Code of Ethics sanctions will be enforced where necessary.

(c) Tournament directors will use a standardized playing format for all age/gender groups unless the number of entered teams in a specific age/gender group requires a different format. The playing format shall not include cross bracket games in an age division, except semifinal games, in the American Cup State Championships excluding the District Tournaments.

(d) The USYS short-sided game rules, as amended by MSA, will apply to all respective age groups.

(e) The game referee will report all game ejections to the Tournament Headquarters on their turned in game card.

(f) Individual awards will be presented to eighteen players and two coaches of each age/gender group champion and runner up teams.

(g) The consumption of alcoholic beverages will not be allowed on or near the playing fields.

(h) The game referee may suspend a game due to adverse weather conditions or to protect players when game play or crowd becomes uncontrollable. If after suspending play, the situation does not improve within a reasonable time period, the referee shall report the suspended nature of the game to the Scorer's table and turn in their game report.

(i) Only the coaches/ team managers of the suspended game(s) shall meet with the Tournament Director to ascertain a restart status. The Coaches/ team managers shall meet at a location as designated by the Tournament Director (as indicated at the coaches meeting). No additional parents or players are allowed in this area/location.

(j) The Tournament Committee reserves the right to reach an outcome in a suspended game necessary to determine a proper bracket or round robin finish. The Tournament Committee will decide if a game is to be terminated, if the referee suspended it due to weather and/or safety considerations. If it cannot be restarted within sixty (60) minutes from the stoppage time, the following termination policies shall apply to the game.

(1) If one half (1/2) of the match has been completed prior to the stoppage, the score at the time of the stoppage shall stand. The game will not be replayed in the tournament.

(2) If less than one half (1/2) of the match has been completed at the time of the stoppage, the match will be replayed in its entirety on either the same day or the next available playing date.

(3) A second stoppage of play due to weather conditions shall result in the termination of the game on that day. The two (2) preceding policies then will be applied to this game.

(k) In the case of continuous inclement weather or unsafe field conditions, the remaining Tournament games may:

(1) Be shortened – The Tournament committee may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.

(2) Be rescheduled (time and location to be determined by the Tournament Committee)

- (3) Proceed to mini-game format of the "Taking of Kicks from the Penalty Mark". (Time and location to be determined by the Tournament Committee)
- (4) Be canceled if there is no chance of advancement

If the Tournament Committee rules that during the preliminary round a mini-game format of the "Taking of Kicks from the Penalty Mark" will be done due to inclement weather or unsafe field conditions, the following rules will apply:

- (1) Each team will take a maximum of five (5) penalty kicks
- (2) At the end of (5) kicks, the game will be scored as a complete game. Each goal scored will count as a goal and may end in a tie. For example: at the end of kicks, a score of 5-3 will be scored as a game score of 5-3
- (3) In the overall standings for Division I and II, 3 points will be given for the win, 1 point for a tie and 0 points for a loss; Division III – 6 points for the win, 3 points for a tie plus 1 point for each goal scored up to 3, 1 point for a shut out.

**13. Reducing the Risk of Blood-borne Infections** - See Policy 101, Section 11

**14. Pets:** No pets shall be allowed on or near the tournament premises. The only exception to this rule is for certified assistance animals. Certification must be presented upon request. Spectators / participants who bring pets to the tournament will be required to remove the animal from the premises immediately