

2022 MISSISSIPPI SOCCER PREMIER CUP CHAMPIONSHIP TOURNAMENT RULES

1.1 GENERAL INFORMATION

A Fees

1. Entry Fees

The \$650 entry fee is required for each participating team.

B Discipline

Tournament discipline will be the responsibility of the **Tournament Committee (TC)**. Failure to comply with requirements could result in a fine, probation, suspension or a combination of these determinations. It is the responsibility of the State Association to enforce all sanctions levied on their teams, players and coaches.

C Team Forms

Teams must complete all forms as required by the tournament and **TC**.

D Late Withdrawal

In the event that a team withdraws from the tournament, a fine will be assessed as follows:

a. **Once Accepted into the event - An additional \$500 fee will be invoiced to the team's home organization.**

Fines must be paid prior to that **organization's** participation in the current **Premier Cup** Tournament.

E Team Rosters

All teams **must review and sign a MSA State approved roster at team check-in. Rosters are frozen 14 days prior to the Premier Cup event.**

F Game Rosters

A copy of the official game roster must be brought to the field each game by those teams having more than 18 rostered players. The game roster will have a minimum of 7 and a maximum of 18 eligible players. Teams will designate their eligible players at the field. Any player(s) serving a suspension must be included in the 18 eligible players on the game roster.

H Registration

1. Team registration date/time will be established by MSA.
2. A team representative must register the team.
3. All teams must present required forms, complete as specified, and their US Youth Soccer player and/or coach passes. The passes must have a current photograph, and be properly validated. The passes must be **produced by the MSA State Office staff**. Teams, players and coaches without their US Youth Soccer passes cannot compete in the tournament.

J Scheduling of Games

1. The **Tournament Director** is responsible for developing the schedule of games.
2. The schedule will be posted 5 days before the competition.
3. All teams are entitled to sufficient rest between games.

Within the limits imposed by these rules and guidelines and by uncontrollable external conditions, the schedule is developed in an objective manner with no favoritism shown to specific teams.

K Participation

1. The top eight (8) qualified teams of each age/gender division will advance as determined through State or Regional League play. These league divisions will be determined prior to each season beginning.
2. Seeding into brackets will be determined by level of league play. Teams finishing highest in the USYS Regional League will receive the #1 slot. The #2 finishing team will be determined by league play and a poll of coaches within the age/gender division.
3. Qualified age/gender divisions from with six (6) teams or less will advance all qualified teams to the State Championship round.
4. Only those teams qualifying through approved State League or Regional League participation may enter the Premier Cup event.

K Qualification to Regional Events

1. The Champion of each age/gender division u13 & older, will advance as determined through State or Regional play based on USYSNCS Rules.
2. The Finalist of each age/gender division u13 & older, will advance to the USYS Regional Presidents Cup as determined through State or Regional play based on USYSNCS Rules.
3. Teams are required to commit to these events prior to acceptance into the MSA Premier Cup.
4. Teams breaking their commitment to either USYS Regional event, will be fined through their home organization and declined to participate in the upcoming MCSL.

1.2 COMPETITION FORMAT

A Format

1. Round-Robin

- a) Each age group will be divided into three or four team sub-groups. The teams in each sub-group will play two-three preliminary round-robin games according to established matrices. Advancement to the final round will be determined by the winner of each group.

2. Finals

- a) Games are single elimination format.
- b) There are no consolation games to determine 3rd and 4th place.
- c) If the score is tied at the end of regulation play, two complete overtime periods will be played at the end of normal playing time. The duration of the overtime periods will be two 10-minute halves for 13U and 14U and two 15-minute halves for 15U and older.
- d) If at the end of the overtime periods a tie still exists, the game result shall be determined by the taking of kicks from the penalty mark in accordance with FIFA rules.

B Game Cards

The official records of the tournament are the game card signed by both team officials at the field and the referee. This is submitted to tournament headquarters.

C Game Balls

Each team shall be able to provide a game ball at each game. The game ball for each age group must meet US Youth Soccer requirements. Once the game begins, a protest cannot be lodged because of an illegal ball.

D Game Periods

13U - 14U - 35 minute halves
15U - 16U - 40 minute halves
17U - older - 45 minutes halves

E Grace Periods

Any team not ready to play at the scheduled start time shall be granted a fifteen (15) minute grace period. Any team not ready to play after this grace period has expired shall be reported to the Tournament Director by the referee. The TC shall decide when a forfeit is declared. A minimum of seven (7) players constitutes a legal team.

F Home Team/Visiting Team

New Policy per USYSNC - Light/Dark – if teams have a conflict – Teams listed first on the schedule are the home team. Please bring both sets of uniforms to the fields. (Home-White/Light colored uniforms and Away team – Dark colored uniforms). If there is a conflict, the home team will be required to change.

G Decorum

Coaches are responsible for the behavior of themselves, their coaching staff, parents/spectators, and their players. Coaches and other team officials shall be subject to all rules pertaining to misconduct contained in this policy, including cautions, ejections and standard suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of US Youth Soccer and the Tournament.

H Team and Spectator Location

The teams will sit on the opposite side of the field from the spectators. ***This may be adjusted as needed by MSA.***

Spectators are to remain on the half of the pitch across from their own team's bench. **No encroachment to an opposing side is allowed by any spectator or team official.**

I Team Bench and Sidelines

- 1) Players and up to **three (3)** club-specific credentialed team officials may be on the bench. The credentials will be issued at registration.
- 2) Non-game day rostered players may sit on the bench and must wear clothing distinct from game-day uniforms.
- 3) Each team may order a maximum of **three (3)** bench passes.
- 4) **Club-specific passes will be presented to the Directors of Coaching. The DOC is included in the max number of three (3) allowed on the bench.**

J Uniforms

1. Each player must wear an official uniform with a number on the back of the jersey.
2. Numbers are not required on goalkeeper jerseys.
3. Duplicate numbers or tape on uniforms is not permitted.
4. **HOME** teams wear **Light** colored uniforms.

At every level of the USYS National Championships competitions, each player, team and team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth soccer or a member directly or indirectly of US Youth Soccer.

(1) A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, team or team official may enter or remain at a field complex where the competition is being held.

(2) After an initial warning, pursuant to (1) above, the name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed before the player, team or team official may enter or continue in the competition.

Each team MUST have 2 (TWO) complete kits onsite including socks. (one light, one dark). Home team is required to wear white/light uniform (including socks). Away team is required to wear dark uniform (including socks). If there is a conflict, the home team will be required to change.

The TC shall decide when uniform color conflicts are an issue.

K Equipment

All players must **wear commercially manufactured shin guards.**

L Player/ Team Official Passes

The referee will review all 18 player passes prior to the beginning of the game. Before each half, the referee or assistant referee (AR) will receive the player passes from a team official for the starting 11 players. When a substitute player enters the game, they will hand their pass to the AR. Player passes will be returned to the team official after each half. It will be the responsibility of the team official to obtain the passes at the end of the game.

Coaches must have their US Youth Soccer pass and Team Bench Credential **around their necks and visible at all times while on the bench.**

If teams' US Youth Soccer passes cannot be produced at the start of a game, the TC will determine appropriate actions.

M Determination of Winners

1) Scoring Method in Round-Robin

In preliminary round-robin games, points will be awarded as follows:

- Win - 3 points
- Tie - 1 point
- Loss - 0 points

There will be no overtime played during the round-robin portion of the tournament. **Maximum points per game is three (3).**

O Tiebreakers

Ties in bracket or round robin play stand except as noted:

- 1) **If the score is tied at the end of regulation time in any Best-of-Three games, or championship games, two overtime periods shall be played to determine a winner. 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 two 10-minute halves for 13U through 14U and two 15-minute halves for all others.**

In the event teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria.

- a. Winner of head to head competition (these criteria not used if more than two teams tied.)
- b. Winner of most games.
- c. Goal differential (goals scored minus goals against) with a maximum of four goals per game.
- d. Fewest goals allowed.
- e. Kicks from the penalty mark (as described in National Championships Rule 242 Section 2 (c)).

NOTE: If more than two teams are tied, the sequence will be followed until a team is eliminated/advanced. The remaining teams will then restart the sequence at Point "b" above until the tie is broken.

If FIFA penalty kicks have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the round robin winner. The bye team will be the home team. This is only if there are more than two (2) teams tied after going through the Tie Breakers.

O Advancement

The team earning the most points in each group shall advance to the next round of the tournament.

In the event a team in round-robin competition forfeits any match, the official game scores for all of that team's games will be recorded as 4-0 losses. A team that forfeits a match will be considered to have withdrawn from the tournament.

Per Rule 222 FORFEITS for FAILURE TO COMPLETE from the USYS National Championships Policy:

Section 6. Match Manipulation at the National Championships Series competitions at all levels. Teams failing to compete in the spirit of the competition or are involved in the manipulation of a game result are subject to forfeiture and disqualification from all levels of the competition.

(1) if failing to compete is observed and confirmed, the competition authority representative will give notice to the offending team or teams.

(2) if corrective action is not taken, the team or teams will be subject to disqualification.

Q Unfinished Games

Unfinished game due to any cause shall be replayed providing neither team is at fault and play has not begun in the second half. If play is stopped after completion of the first half, and cannot be resumed as determined by the Tournament Committee (TC), and provided neither team is at fault, the TC may deem the game complete. Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the TC as to whether the game is to be replayed, stand as is, or declared a forfeit.

R Terminated/Suspended Games

Once play has begun, games may only be terminated/suspended by the TC.

1.3 Ejections

A Player Ejection:

1. A player who is sent off from the field must remain in the team bench area until the conclusion of the match. Coaches are responsible for the behavior of their players at all times.
2. The player's pass, together with the completed referee report, shall be turned over to tournament headquarters by the referee.
3. The minimum penalty for an ejection is the player shall not be permitted to play in the immediate next competition match of his or her team. This penalty may be increased at the determination of the Tournament Committee.
4. Any appeal of an increased suspension by the Tournament Committee must be submitted in writing to the Appeals Committee within two hours of notification of increased suspension.
5. If the team of an ejected player allows the player to participate in the game he or she is to be sitting out, that team will automatically forfeit the game.
6. A player is allowed to serve their suspension at the game on the team bench, provided they are not in uniform.
7. A member of the TC or their designee shall notify the player's team representative of the send-off. The player's pass shall be returned to the team representative following the disciplinary period.

B Coach or Credentialed Team Representative:

If a coach or credentialed team official is ejected from any game, must move out of sight and sound of the field and may not coach another team during the time slot for which they were ejected. The ejected coach or credentialed official may not be in sight or sound of the field while serving their suspension.

The minimum penalty for an ejection is a one game suspension to be served in the next US Youth Soccer National Championship Series game played by the team where the ejection was received. The penalty may be increased at the determination of the Tournament Committee. Any appeal of an

increased suspension must be submitted in writing to the Appeals Committee within two hours of notification of the increased suspension. Any other individuals who may be reasonably construed as being associated with a team, such as relatives and spectators, are also subject to the jurisdiction and authority of US Youth Soccer and the Tournament.

C Player and Coach Suspension

Any player, coach or bench personnel who have been suspended may appeal the decision to the Tournament Committee in the event this is a misapplication of the rules. This appeal must be made within two hours of notification of the suspension.

D Substitutions

The number of substitutions shall be unlimited for the 13U and 14U age groups.

In the 15U – 19U age groups, a maximum of seven (7) substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game. Substitutions may be made with the consent of the referee, at the following times:

1. Prior to a throw-in in your favor.
2. Prior to a goal kick by either team.
3. After a goal by either team.
4. After an injury by either team when the referee stops play.
5. At half time.
6. When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game

Per Rule 242 Playing Rules Section 3 (subsection 3) Medical Substitution from the USYSNC National Championships Policy:

(3) If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events' Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

E Player Equipment

The referee is the sole judge of allowed player equipment as prescribed by the FIFA Laws of the Game

1.4 PROTESTS

All questions relating to the qualifications of the competitors or interpretation of the rules, or any dispute or protest shall be referred to the Tournament Committee.

A Validity

To be valid and eligible for consideration:

1. All protests relating to the ground, goal posts, bars or other appurtenances of the games shall be entertained only if a written objection has been lodged with the referee and the opposing coach prior to the start of the game.
2. All protests must be filed in writing with the Chair of the Tournament Committee or his/her representative within two hours of the completion of the game in protest and must include:
3. A fee in the amount of \$300. This fee may be in cash, cashier's check or money order. Personal checks will not be accepted. Checks or money orders must be made payable to Mississippi Soccer Association.
4. Full particulars of the grounds on which the protest is lodged.

B Timing

1. Game situations
Notification of protest must be received by the chair of the Tournament Committee or his/her or designee within two (s) hours of the completion of the game being protested.
2. Non-game situations
Notification of protest must be received by the chair of the Tournament Committee or his/her designee within two (2) hours of completion of the last game in the bracket or division in question, whichever is latest.

C Procedures

The committee shall immediately upon the receipt of a protest notify the team against which the protest is made and shall give a copy of the protest and all particulars to that team, which will then have the right to defend its case, with or without witnesses. A written response must be made within two (2) hours of notification.

A plea of ignorance to the rules and policies of the MSA Premier Cup, US Youth National Championship Series and/or the US Youth Soccer Southern Regional Championships is not sufficient grounds for protest. Judgment decisions of the referee are not subject to protest.

The committee shall compile the necessary information to hear the protest from all available sources, before the protest is heard. This shall include, but not be limited to, coaches, field marshals, referees, assessors, witnesses if necessary, etc. All materials will be treated with confidentiality.

After compiling the necessary information, the committee will meet to conduct the protest hearing. The decisions of the committee shall be binding on all parties.

The Tournament Committee will notify the parties of the committee's decision.

Per Rule 226. PROTESTS AND APPEALS from the USYSNC National Championships Policy:

Section 3. (a) An appeal of a decision regarding a protest may be appealed as provided by US Youth Soccer Article XVII(3). Any such appeal must be filed within 2 hours of receiving the decision—

(1) if a decision of the State Cup Championships Committee, with the Chairman of that Committee who shall immediately notify the Chairman of the National Championships Committee; or

(2) if a decision of the Regional Championships Committee, with the Chairman of that Committee who shall immediately notify the Chairman of the National Championships Committee; or

(3) if a decision of the National Championships Committee, with the Chairman of that Committee who shall immediately notify the Board of Directors.

Section 7. Match Manipulation: An appeal of the decision regarding Match Manipulation may be appealed as provided by US Youth Soccer Article XVII(3). Any such appeal is subject:

1. If the State or Regional Championships Committee determines that a team is guilty of Match Manipulation, the Chairman of the committee shall immediately notify the Chairman of the Nationals Championships committee; or

2. If the National Championships Committee determines that a team is guilty of Match Manipulation, the Chairman of the committee shall immediately notify the Board of Directors.

1.5 APPEALS

The decisions of the Tournament Committee and Protest Committees may be appealed to the Tournament Appeals Committee. The appellant shall bear the burden of showing that the decision being appealed is clearly erroneous. No new evidence may be presented to the Appeals Committee unless circumstances have materially changed, or new facts are discovered that were unavailable at the time of the original hearing.

1. An appeal must be filed in writing with the Chairman of the Appeals Committee or their representative within two hours of notification of the Conduct or Protest Committees decision and include:
 - A fee in the amount of \$500. This fee may be in cash, cashiers check or money order. Personal checks will not be accepted. Cashiers checks and money orders must be payable to US Youth Soccer Region III.
2. Ignorance
 - A plea of ignorance to the rules of the competition is not sufficient grounds for appeals or protests.
3. Judgment decisions
 - Judgment decisions of the referees are not subject to appeal or protest.

1.6 LAWS OF THE GAME

Except as otherwise provided herein, the rules of US Youth Soccer and FIFA Laws of the Game shall apply.



Concussion Procedure and Protocol For US Youth Soccer Events

Concussion: a traumatic brain injury that interferes with normal brain function. Medically, a concussion is a complex, pathophysiological event to the brain that is induced by trauma, which may or may not involve a loss of consciousness (LOC). Concussion results in a constellation of physical, cognitive, emotional, and sleep-related symptoms. Signs or symptoms may last from several minutes to days, weeks, months or even longer in some cases.

CONCUSSION SIGNS, SYMPTOMS, AND MANAGEMENT AT TRAINING AND COMPETITIONS

Step 1:

Did a concussion occur?

Evaluate the player and note if any of the following signs and/or symptoms are present:

- (1) Dazed look or confusion about what happened.
- (2) Memory difficulties.
- (3) Neck pain, headaches, nausea, vomiting, double vision, blurriness, ringing noise or sensitive to sounds.
- (4) Short attention span. Can't keep focused.
- (5) Slow reaction time, slurred speech, bodily movements are lagging, fatigue, and slowly answers questions or has difficulty answering questions.
- (6) Abnormal physical and/or mental behavior.
- (7) Coordination skills are behind, ex: balancing, dizziness, clumsiness, and reaction time.

Step 2:

Is emergency treatment needed?

This would include the following scenarios:

- (1) Spine or neck injury or pain.
- (2) Behavior patterns change, unable to recognize people/places, less responsive than usual.
- (3) Loss of consciousness.
- (4) Headaches that worsen
- (5) Seizures
- (6) Very drowsy, can't be awakened
- (7) Repeated vomiting
- (8) Increasing confusion or irritability
- (9) Weakness, numbness in arms and legs

Step 3:

If a possible concussion occurred, but no emergency treatment is needed, what should be done now?

Focus on these areas every 5-10 min for the next 1 - 2 hours, without returning to any activities:

- (1) Balance, movement.
- (2) Speech.
- (3) Memory, instructions, and responses.
- (4) Attention on topics, details, confusion, ability to concentrate.
- (5) State of consciousness
- (6) Mood, behavior, and personality
- (7) Headache or “pressure” in head
- (8) Nausea or vomiting
- (9) Sensitivity to light and noise

Players shall not re-enter competition, training, or partake in any activities for at least 24 hours. Even if there are no signs or symptoms after 15-20 min, activity should not be taken by the player.

Step 4:

A player diagnosed with a possible concussion may return to US Youth Soccer play only after release from a medical doctor or doctor of osteopathy specializing in concussion treatment and management.

Step 5:

If there is a possibility of a concussion, do the following:

- (1) The attached Concussion Notification Form is to be filled out in duplicate and signed by a team official of the player’s team.
- (2) If the player is able to do so, have the player sign and date the Form. If the player is not able to sign, note on the player’s signature line “unavailable”.
- (3) If a parent/legal guardian of the player is present, have the parent/legal guardian sign and date the Form, and give the parent/legal guardian one of the copies of the completed Form. If the parent/legal guardian is not present, then the team official is responsible for notifying the parent/legal guardian ASAP by phone or email and then submitting the Form to the parent/legal guardian by email or mail. When the parent/legal guardian is not present, the team official must make a record of how and when the parent/legal guardian was notified. The notification will include a request for the parent/legal guardian to provide confirmation and completion of the Concussion Notification Form whether in writing or electronically.
- (4) The team official must also get the player’s pass from the referee, and attach it to the copy of the Form retained by the team.

References:

Kissick MD, James and Karen M. Johnston MD, PhD. “Return to Play After Concussion.” Collegiate Sports Medical Foundation. Volume 15, Number 6, November 2005. [http://www.csmfoundation.org/Kissick -
return to play after concussion - CJSM 2005.pdf](http://www.csmfoundation.org/Kissick-_return_to_play_after_concussion_-_CJSM_2005.pdf). April 22, 2011.

National Federation of State High School Associations. “Suggested Guidelines for Management of Concussion in Sports”. 2008 NFHS Sports Medicine Handbook (Third Edition). 2008 77-82. <http://www.nfhs.org>. April 21, 2011



Possible Concussion Notification For US Youth Soccer Events

Today, _____, 2____, at the

_____ [insert name of event], _____

[insert player's name] received a possible concussion during practice or competition. US Youth Soccer and Staff want to make you aware of this possibility and signs and symptoms that may arise which may require further evaluation and/or treatment.

It is common for a concussed child or young adult to have one or many concussion symptoms. There are four types of symptoms: physical, cognitive, emotional, and sleep.

If your daughter or son starts to show signs of these symptoms, or there any other symptoms you notice about the behavior or conduct of your son or daughter, you should consider seeking immediate medical attention:

- | | | |
|----------------------------------|-------------------|---------------------------------------|
| - Memory difficulties | - Neck pain | - Delicate to light or noise |
| - Headaches that worsen | - Odd behavior | - Repeats the same answer or question |
| - Vomiting | - Fatigued | - Slow reactions |
| - Focus issues | - Irregular sleep | - Irritability |
| - Seizures | Patterns | - Less responsive than usual |
| - Weakness/numbness in arms/legs | - Slurred speech | |

Please take the necessary precautions and seek a professional medical opinion before allowing your daughter or son to participate further. Until a professional medical opinion is provided, please consider the following guidelines:

- refraining from participation in any activities the day of, and the day after, the occurrence.
- refraining from taking any medicine unless (1) current medicine, prescribed or authorized, is permitted to be continued to be taken, and (2) any other medicine is prescribed by a licensed health care professional.
- refraining from cognitive activities requiring concentration cognitive activities such as TV, video games, computer work, and text messaging if they are causing symptoms.

If you are unclear and have questions about the above symptoms, please contact a medical doctor or doctor of osteopathy who specializes in concussion treatment and management. Please be advised that a player who suffers a concussion may not return to play until there is provided a signed clearance from a medical

doctor or doctor of osteopathy who specializes in concussion treatment and management.

Player's Team: _____

Age Group: _____

Player Name: _____ Gender: _____

Player Signature: _____ Date: _____

Parent/ Guardian Signature: _____ Date: _____

Team Official Signature: _____ Date: _____

By inserting my name and date and returning this Notification Form, I confirm that I have been provided with, and acknowledge that, I have read the information contained in the Form. If returning the signed Form by mail, send it to the following address: 9220 World Cup Way, Frisco, TX 75034. If returning this Form by email, send it to the following address: nationaloffice@usyouthsoccer.org.

US Youth Soccer

Notification: Yes No If yes, method and recipient: _____

References:

Kissick MD, James and Karen M. Johnston MD, PhD. "Return to Play After Concussion." Collegiate Sports Medical Foundation. Volume 15, Number 6, November 2005. http://www.csmfoundation.org/Kissick_-_return_to_play_after_concussion_-_CJSM_2005.pdf. April 22, 2011.

National Federation of State High School Associations. "Suggested Guidelines for Management of Concussion in Sports". 2008 NFHS Sports Medicine Handbook (Third Edition). 2008 77-82. <http://www.nfhs.org>. April 21, 2011.

Children's National Medical Center. "Safe Concussion Outcome, Recovery & Education (SCORE) Program." Adapted by Gerard Gioia, PhD; Micky Collins, PhD; Shireen Atabaki, MD, MPH; Noel Zuckerbraun, MD, MPH. <http://www.childrensnational.org/score>. June 27, 2011.