



## Houston Memorial Day Cup 2016

### Rules of Competition

#### **DEADLINE – May 16th 2016**

TOURNAMENT HEADQUARTERS: Katy Park – 24927 Morton Road Katy, TX 77493.  
Contact: Gregg Munslow – Tournament Director – 713-939-7473

**TOURNAMENT WEBSITE:** [www.albionhurricanes.org](http://www.albionhurricanes.org)

#### **TEAM CHECK-IN:**

ALL TEAMS MUST CHECK IN

This can be done in 3 ways:

Online - This deadline is May 26th by 5pm or contact [ahfccheckin@albionhurricanes.org](mailto:ahfccheckin@albionhurricanes.org) for further details.

Manual Check - This will be held at the AHFC office located at - 3911 Campbell Road Houston, TX, 77080. You will be able to manually check your teams in from Tuesday March 29<sup>th</sup> until Thursday May 26<sup>th</sup> 2016, during the clubs' office hours of 10-2pm, Tuesday to Thursday.

On site Check in - Teams can also check in 1 hour prior to their 1st game at the field at which they are playing. Due to limited volunteer resources, please be prepared to wait if choosing this option. We strongly recommend you choose options 1 or 2. On site check in will close by 12 noon on Saturday.

Full check in details can be found on the tournament website.

## **TRAVELLING TEAMS:**

ALL TEAMS need to go through Got Ya' Covered, LLC for accommodation

Rooms have been blocked for participants in the Houston MDC 2016. Any team trying to circumvent this requirement for participation will be disqualified. Please advise parents of this policy.

Hotel room availability may change on a daily basis due to demand. We will do everything possible to place you in the type of room requested. Should it be necessary additional hotels will be added to the list.

Please contact Renee' Speer at [renee@gycplanners.com](mailto:renee@gycplanners.com) or <tel:281.460.6285> to confirm your accommodation

**TOURNAMENT ENTRY FEE:** Entry fee should be received by the tournament no later than May 21<sup>st</sup> (1 week prior to the event), 2016 to confirm your entry and acceptance into the tournament.

**No team will be fully accepted unless payment has been made.**

Any team entry fees will not be refunded to teams already accepted into the tournament unless approved by the Tournament Director for instances such as, but not limited to, a team making state finals the same weekend as the MDC 2016. All refund requests will be reviewed by the AHFC Tournament committee.

In the event of inclement weather, the tournament director has the authority to make any changes it deems necessary to allow completion of the tournament.

In the event of complete rainout, entry fees will be refunded, less an allowance for administrative costs to be determined at the time of the event. Once play has begun, no refunds will be given out.

## **Points & Tie Breakers**

The event will operate in the 10-point format –

- 6 points for a win
- 3 for a draw
- 0 for a loss
- 1 point per goal (up to 3)
- 1 point for a shutout (including 0-0 draw)

### **Tie Breakers**

1. Head to Head
2. Goal Difference
3. Goals for (up to 5 in any one game)
4. Goals Against (up to 5 in any one game).
5. Most wins
6. Most shutouts

## **AGE AND ELIGIBILITY**

Participation in the MDC 2016 is open to all teams in the following ways:

### **U9 teams:**

Teams will play 7v7 and can have a maximum roster of 14 players. Teams are allowed a maximum of 4 guest players for the 7v7 competition.

Birth date of oldest player on team determines age bracket.

All players must be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. Rosters can be put together by parent/manager or coach providing they contain the above information. Roster does not have to be "official" and can be put together through Gotsoccer. All players that are playing MUST be entered into Gotsoccer so they print out on each game card.

### **U10 - U12 Teams playing 8v8:**

U10 & U12 teams will play 8v8 and can have a maximum of 14 players on the roster, with a maximum of 4 guest players.

Birth date of oldest player on team determines age bracket.

All players must be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. Rosters can be put together by parent/manager or coach providing they contain the above information. Roster does not have to be "official" and can be put together through Gotsoccer. All players that are playing MUST be entered into Gotsoccer so they print out on each game card.

### **U12-U19 Teams playing 11v11:**

U13-U15 teams will play 11v11 and can have a maximum of 18 players on the roster, with a maximum of 5 guest players.

U16-U19 teams will play 11v11 and can have a maximum of 22 players on the roster, with a maximum of 5 guest players. Only 18 players can suit up for any one game.

Birth date of oldest player on team determines age bracket.

All players must be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. Rosters can be put together by parent/manager or coach providing they contain the above information. Roster does not have to be "official" and can be put together through Gotsoccer. All players that are playing MUST be entered into Gotsoccer so they print out on each game card.

**LAWS OF THE GAME:** All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

## **FORMAT & DURATION OF GAMES:**

### **U9 7v7**

The 7v7 games will play 50 minute games (2x 25 minute halves) with 5 minutes allowed for halftime and will operate with a one-man referee crew. Offside will be called by the center official.

All teams will play with a size 4 ball.

Teams will play in a regular tournament format with advancement for group winners or winner of group if team is in a round robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the "call in system". All teams that win or are finalists will receive awards for their achievements.

For teams that advance, game times will remain in the above stated format. However, in the event of a tie in the final game, the 2 teams will undergo 2 periods of 5 minutes of extra time. If teams are still tied, teams will then execute 5 PK's each to determine the winner. If still tied after PK's, both teams will continue to take PK's until a winner is determined.

Teams can forgo the extra time period and go straight to PK's at the agreement of both team coaches and tournament director. To be agreed before any final game is started.

### **U10 8v8**

The 8v8 games will play 50 minute games (2x 25 minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

All teams will play with a size 4 ball.

Teams will play in a regular tournament format with advancement for group winners or winner of group if team is in a round robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the "call in system". All teams that win or are finalists will receive awards for their achievements.

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Teams can forgo the extra time period and go straight to PK's at the agreement of both team coaches and tournament director. To be agreed before any final game is started.

### **U11-U12 8v8 format**

The 8v8 games will play 60 minute games (2x 30 minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

All teams will play with a size 4 ball.

Teams will play in a regular tournament format with advancement for group winners or winner of group if team is in a round robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the "call in system". All teams that win or are finalists will receive awards for their achievements.

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Teams can forgo the extra time period and go straight to PK's at the agreement of both team coaches and tournament director. To be agreed before any final game is started.

### **U12-U18 11v11 format**

All u12-14 11v11 teams will play 60 minutes (2 x 30 minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

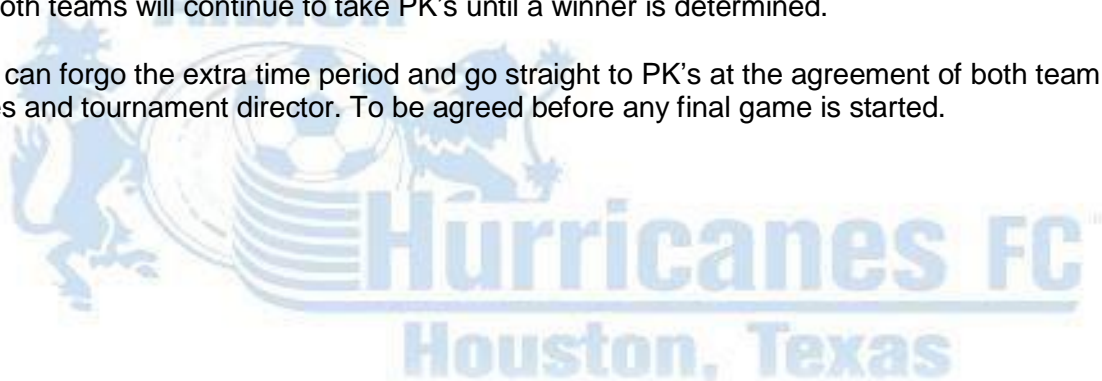
All u15-18 11v11 teams will play 70 minutes (2 x 35 minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

All teams will play with a size 5 ball.

Teams will play in a regular tournament format with advancement for group winners or winner of group if team is in a round robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the "call in system". All teams that win or are finalists will receive awards for their achievements

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Teams can forgo the extra time period and go straight to PK's at the agreement of both team coaches and tournament director. To be agreed before any final game is started.



**The Tournament Director reserves the right to adjust game length and schedules due to possible weather or field conditions.**

**WEATHER/INFORMATION LINE:**

Main Weather line: 713-939-0209 (will contain all field information)

[www.albionhurricanes.org](http://www.albionhurricanes.org) – We will update the fields and home page if any change in field status occurs and also the main tournament web page.

**TEAMS/UNIFORMS:**

The first team listed on the schedule/game card is considered the Home Team. All players on a team must wear numbered jerseys (except for the GK). Each team must have an alternate color jersey for each player in case of color conflict. The AWAY team, if deemed necessary by the Referee, will resolve any color conflict.

**As a convenience to both teams, it is recommended that the visitor wear their "darker" uniform and home team wear "lighter" uniform.** Players / Coaches from both teams will occupy the same side and must stay within the technical area, if outlined. Spectators and parents will occupy the side opposite the players and stay on their half of the field.

The jersey number of each player must be the same as the player's jersey number on the game card. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (Examples –The player changing his or her shirt, or the daily match report being changed).

## **OFFICIAL GAME CARDS & REPORTING SCORES:**

Game cards will be printed out by the tournament, given to referees and handed in by the winning team or the home team in the event of a draw. There will be no extra time or PK's in the event of a tie or draw in any group games.

Each team manager/coach should verify and sign the score card at the end of the game and are responsible for calling in the score.

In order to update the score of a game, team managers/coaches will be required to "call in" the score of the game. This can be done in the follow way:

- Call Gotsoccer @ 904-758-0875
- Once connected, select option 1.
- Enter in Event code and PIN (located on the game card and on the tournament website)
- Enter in game number (located on both game card & on team schedule listed online)
- Enter in scores.
- HQ will verify all scores and update accordingly, once game cards are received from referees.

Referee must sign and record the score and indicate any disciplinary action taken on the game card. The ref will return the game card.

## **FIELDS:**

The tournament is located over 6 complexes for the event.

**Katy Park – (KP) Tournament HQ**

**Bear Creek – (BC)**

**Dyess Park – (DP)**

**Zube Park – (ZP)**

**Campbell Road – (CR)**

**Cullen Park – (CP)**

Maps can be located on the tournament website

## **PRE - GAME:**

Kickoff will be at the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match.

The home team will provide the match ball and get kick off. The away team will choose side to play. There will be no coin toss.

Teams must be at the field 15 minutes prior to match time ready for inspection, should there be deemed the reason to inspect a team by either the Tournament Director or match official.

All referees will have the game cards and will bring them to each game.

The coach or manager must have at the fields: approved roster, medical release forms and laminated Player ID cards for each player.

Mandatory water breaks maybe put into effect if temperatures and conditions suggest it for the safety of the players.

## **PLAYER EQUIPMENT:**

No Player may play with a HARD cast even if it is padded. This is a STYSA rule. Please note that per FIFA Laws of the Game, the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards. No jewelry of any kind will be allowed. All other equipment related issues will be left to the discretion of the referee.

A minimum of four (4) players is required to start a match for 7v7

A minimum of five (5) players is required to start a match for 8v8

A minimum of seven (7) players are required to start a match for 11v11.

There is no use of guest players from other teams once the event is under way; **NO EXCEPTIONS.**

Any team seen playing an ineligible player within any of the events that do not meet the tournament requirements or rules will be removed forthwith from the event with no refund.

A Forfeit will be scored as a 3-0 win to the team that showed up to play in all events and the points awarded accordingly. Match time is forfeit time.



## **SUBSTITUTIONS:**

There are unlimited Substitutions in the Houston MDC 2016. Players may be substituted with the consent of the field referee at the following times:

- Prior to throw (team in possession only, unless both teams wish to sub).
- Prior to any goal kick by either team.
- After a goal by either team.
- When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
- At half time.
- When the referee stops to caution a player, only that player may be substituted prior to the restart of the game.
- No player shall leave the field of play without the consent of the referee.
- Players shall enter and leave the field at mid-field.
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## **POST GAME:**

Each Team will be responsible for updating their scores within one hour after the completion of the match (see call in scores above). Each coach is responsible for verifying the posted scores prior to the team's next game.

## **CONDUCT:**

**RED CARDS:** A player or coach receiving a red card/ejection is suspended from that match and the next match (one match suspension). If the same player or coach receives a second red card/ejection, he is suspended from that match and suspended from further tournament participation. When a player or coach receives a red card/ejection he must immediately report to the tournament pavilion with their manager or parent representative. At this time the player / coach will surrender his USYS/ or equivalent card. After the player or coach has served his one match suspension the coach may pick up the card from the disciplinary check in table. Red/Yellow cards are reported to the Host State Association for further action. Any player, coach or spectator guilty of Referee Assault will be suspended immediately from that match and suspended from further tournament participation. A report will be made to the Host State Association and the team's State/National Association.

**YELLOW CARDS:** A player or coach receiving two yellow cards during a match is suspended from that match and suspended from the next match (one match suspension). Two yellow cards in the same match is a red card, and are counted as a red card. A player or coach accumulating three yellow cards, which did not culminate in a red card, is suspended from the next match (one match suspension).

**MISCONDUCT:** Misconduct of teams, players, coaches, spectators, supporters or officials will not be tolerated on or off the field. A team, player, coach, spectator or supporter may be withdrawn from the competition at the discretion of the Tournament Directors, and reported to the Host State Association and the team's State/National Association. Coaches are responsible

for the conduct of their team and supporters both on and off the fields. The tournament committee will notify the US Soccer Federation of disciplinary action taken against any International Team, and the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.

**REFEREE REPORTS:** Disciplinary actions taken during match will be marked on match card with name and jersey number of player or coaches' name. Serious misconduct will be reported on a Misconduct Report with card(s) and turned in to the Scorekeeper immediately following the match.

- The referee's decision is final. No game protests will be accepted for this event. Issues and concerns can be raised with the Tournament Director at any person's discretion.
- NO ALCOHOLIC BEVERAGES ARE ALLOWED AT ANY LOCATION.
- PETS MUST REMAIN ON A LEASH AT ALL TIMES AND OWNERS MUST PICK-UP ALL PET DROPPINGS.
- EVERYONE MUST PICK-UP THEIR OWN TRASH.
- The home state association (STYSA) has the right to impose penalties, fines and bans if deemed necessary to any team, player or person should circumstances warrant it in regards to any matters arising from the above mentioned tournament.

