

# MADISON 56ERS FALL INVITATIONAL SOCCER TOURNAMENT RULES

## 1. Laws of the Game

This is a US Youth Soccer Association (USYSA) sanctioned tournament. All games will be played in accordance USYSA/FIFA laws except as noted herein.

## 2. Eligibility and Team Composition

- a. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA over-age player policy.
- b. Age groups are determined by players' birth years. (i.e. U11 = 2006, etc.)
- c. No roster changes are allowed after team registration.
- d. A player may play on only one team in the tournament.
- e. Up to 6 guest players (with USYSA or USCLUB player passes) may be used.
- f. Maximum 16 players per roster for U11 & U12. U11 & U12 teams will play small-sided games, **9 v 9 including a goalkeeper.**
- g. Maximum of 18 players per roster for U13 - U14 teams; maximum 22 players per roster for U15 and older, but only 18 players may check in for any one game. U13 and older teams will play 11 v 11 including a goalkeeper.
- h. All players must have current valid USYSA or USCLUB player passes. No alternative form of identification is allowed. Cards must be presented at registration and before each game.
- i. An Official Team Roster, signed by the USYSA District or State Registrar or USCLUB official, must be presented at Registration.

## 3. Team Registration

A representative of each team must check-in at tournament HQ at least 60 minutes prior to the team's first game. The following materials must be presented at check-in.

- a. A completed *Madison 56ers Fall Invitational Team Roster*, available on the tournament website,
- b. A printed official team roster issued by their local USYSA or USCLUB affiliate.
- c. Out-of-state USYSA affiliated teams must present an official *Permission to Travel* form available through their local US Youth Soccer Association,
- d. Signed Wisconsin medical release forms (available on the tournament website or from [wiyouthsoccer.com](http://wiyouthsoccer.com)) for every player.

- e. Teams using guest players must present an approved *Guest Player Roster*, available through their local USYSA or USCLUB affiliate.

## 4. Game Information

- a. Teams should report to the field marshal 30 minutes before each game. The field marshals will be wearing orange safety vests.
- b. The team listed first on the game schedule is considered to be the home team and supplies a properly inflated game ball. The home team changes jerseys in case of a color conflict.
- c. A size 4 ball will be used for U-11 and U-12 games, and a size 5 ball in U-13 and older games.
- d. Teams shall be on the same side of the field. Spectators will remain on the opposite side of the field from the players.

## 5. Applications and Refunds

Payment of entry fees is expected by the application deadline. No refunds will be issued to accepted teams once a preliminary schedule has been posted. If a team is not accepted a full refund will be issued. If an accepted team requests a refund prior to scheduling, they may receive their entry fee minus a \$100 administrative fee, at the discretion of the Madison 56ers Coaching Director. If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team. If the event is called off, refunds will not be given to teams having completed two or more matches. No refunds will be given to teams that drop out after the schedule (even in preliminary/draft form) is communicated.

## 6. Uniforms and Equipment

- a. Shin guards are required. Socks (same color) must be pulled over shin guards.
- b. Casts (hard or soft) are not allowed (WYSA rule).
- c. No jewelry is allowed, nor are knotted bandannas.
- d. All players on a team will wear the same jersey and the same color shorts. Jerseys will remain tucked into shorts. Jerseys must be numbered and each player shall have a different number.
- e. All questions about uniform and equipment regulations will be decided by the sole authority of the game referee.

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## 7. Tournament Director(s) and Referee Authority

All referee decisions are final. No protests are allowed. The decisions of the tournament director (or the Madison 56ers coaching director as his designated substitute) are final. They reserve the right to modify the length and location of any game. In the case of severe weather, the tournament director has the authority to cancel, reschedule, relocate or abbreviate any game. The tournament director, the Wisconsin Youth Soccer Association and the Madison 56ers Soccer Club shall not be responsible for the expenses incurred by any team or individual if the tournament shall be canceled in whole or in part.

## 8. Discipline

### a. PLAYERS

i. Any player ejected from a game for a red card or two yellow cards will be automatically suspended for the team's next game. Players ejected for violent conduct or foul or abusive language may be suspended for the rest of the tournament.

ii. **It is the active responsibility of a team's coach to insure that a player who is ejected from a game is not allowed to play at all during their suspension. If it is determined that suspended player has inappropriately played in a match, then that match may be recorded as a forfeit, but play may be allowed to continue at the discretion of the referees and tournament director.**

iii. All yellow and red cards will be reported to the state association.

### b. COACHES AND SPECTATORS

i. Harassment of officials, players or tournament staff will not be tolerated. Referees may stop games temporarily or may suspend play in the face of persistent sideline harassment or intimidation. In the case of a game suspension, only the Tournament Director is empowered to decide the outcome of the game (score stands as is, forfeit, etc.).

ii. **Coaches are responsible for the behavior of the team's parents and supporters.** Persistent violations of (b) i by coaches, team parents or spectators may result in ejection of the coach, parent or spectator, and may, at the sole discretion of the Tournament Director, result in further sanctions against the coach, including ejection from the current game and/or suspension for one or more tournament games.

## 9. Forfeits/Failure to Show

- a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game may be disqualified from the tournament. That team's club may also be banned from future tournaments, and its state association will be advised of the misconduct.
- b. A minimum of 7 players constitutes a team for 11 v11 games, 6 for 8v8 and 9v9 games.
- c. In the event of a forfeit, the winning team will be awarded a 1-0 victory, for a total of 3 points.

## 10. Substitutions

- a. Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line.
- b. A player with blood on his/her body or uniform must leave the field. The bleeding must be stopped, the site must be covered with a bandage, and /or uniform must be washed or replaced, as fits the situation, before the player may return to play.

## 11. Duration of Games

- a. U11 and U12 teams will play 30-min halves (5 minute half-time) in all games.
- b. U13, U14 will play 35-minute halves (5 minute half-time) in all games.
- c. U15 and older teams will play 40-min halves (5 minute half-time) in all games.
- d. In U15 and older games, the referee can add 5 minutes to the half-time if requested by team coaches, but will shorten the second half by the same amount of time.
- e. Referees are not required stop their watches except in cases of severe.
- f. Referees will shorten playing times as needed to finish the game according to schedule.
- g. Do not warm the team up on the field.

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## 12. Scoring and Bracketing (U11-U14)

3 points for a win, 1 point for a tie, 0 points for a loss

### a. Division Size and Playoff Games

*4 Team Flights:* Teams play all other teams in their group during group play. The top two teams (points & (b) below) compete in the championship game.

*5-Team Flights:* Teams play all other teams in their group during group play. There is no playoff round. Champions are determined by points.

*6-Team Flights:* Each team will play the other two teams in their bracket and one crossover during group play. Group winners advance to the finals.

*8-Team Flights:* Group winners advance to the championship game.

### b. Tie Breakers for Advancement

- i. Head-to-head competition (in case of a three-way tie this criterion does not apply).
- ii. Highest goal differential of all tournament games played. Goals scored minus goals allowed.
- iii. Fewest goals allowed.
- iv. Most goals scored.
- v. FIFA "Kicks from the mark" 5v5, then sudden death.

### c. Tie Breaker in Playoff or Finals Games

No overtime periods will be played in semi-final or championship games. FIFA "Kicks From the Mark" 5v5, then sudden death. Only the players remaining on the field of play at the conclusion of regulation are eligible to participate.

Further, if a team has been reduced in numbers either through disciplinary action or injury, the opposing team must reduce its numbers to equate prior to kicks being taken.

## 13. Showcase Format (U15 and above)

Each team will play 3 full-length group-play games. Points will be reported as in (9) and (12) but no champions will be declared.

## 14. Awards (U11-U14)

First and second place teams in each bracket will receive medals. Awards will be presented immediately after the championship game or at such a time as the champion has been certified by the tournament scorer.