

# 2014 MEQUON FALL CUP

## GENERAL INFORMATION AND RULES OF PLAY

1. FIFA RULES APPLY TO ALL GAMES, except as may be modified below.
2. ROSTERS AND ELIGIBILITY:
  - a. Age: Players must be age appropriate for the 2014-2015 soccer season for the Fall Cup.
  - b. Team Composition:
    - i. Team roster sizes will be as follows: 10 for U8, 12 for U9/U10, 16 for U11/U12, 22 for U13/U18. Per WYSA guidelines, teams with a roster of more than 22, must designate the active 22 players prior to each game and such designation is effective for the entire game.
    - ii. Players will be allowed to register/play with only one (1) team and will not be allowed to switch from one team to another, even with the use of a club pass.
    - iii. Up to three guest players permitted on roster; guest player form must be submitted at registration; Club passes will be honored and will not count as guest players. A maximum of four club pass players may be added to a roster.
    - iv. All teams must provide medical authorization for each player before being allowed to participate.
    - v. Teams from outside of Wisconsin must present where applicable an approved "Application to Travel" form from their home state's USYSA/CYSA affiliate.
    - vi. Each player of any team participating in the Tournament, other than a recreational team as defined by the WYSA (U10 and under do not require player passes), must present a picture player pass before being allowed to participate. Birth certificates, driver's licenses or any other identification are not acceptable without the prior consent of the tournament director.
    - vii. Roster sizes shall automatically be changed to USYSA/CYSA requirements.
3. PROTESTS: No protests will be allowed. In all cases the ruling of the referee is final. Tournament Director's decisions are final.
4. SUBSTITUTIONS: There is no limit to the number of substitutions that can be made during a game, but substitutions must be made only at times allowable under USYSA/FIFA rules with the following exception: either team may make substitution on any goal kick.
5. NUMBER OF PLAYERS PLAYING: All games shall be 11 vs. 11 except U9 and U10 will be 6 v 6 with a keeper and U11 and U12 will be 8 v 8 with a keeper.
6. START OF GAME: The opening kick-off shall be determined by a coin toss or randomly by the center referee. The team not kicking off to start the game shall kick off to start the second half.
7. DURATION OF GAMES: Full length games at all ages, thus U8/U9 2X25 min halves; U11/U12 2/30 min halves; U13/U14 2X35 min halves; and U15-U18 2X40 min halves with a 3 minute half time. There is no field warm-up time. Tournament committee shall have the authority, in the event of extremely inclement weather, to:
  - a. Relocate/reschedule any game;
  - b. Reduce by up to half the duration of any game; or cancel a preliminary game that has no bearing in deciding the group winner.
  - c. Cancel any part of or the entire tournament.
8. TIE BREAKING AND POINTS FOR PRELIMINARY GAMES: Games in preliminary rounds including any games played outside your division will be scored with 6 points for a win, 3 points for a tie, 1 point for a shutout (a shutout is a game which you play and win and in which your opponent does not score), and 0 points for a loss. Bonus points, up to a maximum of three, may be added for each goal scored, win or lose. In the event of a tie in deciding group winners and wildcards (including any division which is decided by round robin play), the following criteria will be used, in order, to break the tie:
  - a. Head-to-head competition;
  - b. Most games won;
  - c. Fewest goals against;
  - d. Most goals for;
  - e. "Kicks from the mark" (as defined for semi-final and championship games).
9. OVERTIME: In the event of a tie in semi-final or championship games each team will designate any of its 5 players to take alternate kicks; best of five is the winner. Players must be playing on the field at the close of regulation time to take kicks from the mark. If still tied after five kicks, alternate kicks from the mark will be taken by up to six remaining players until winner is decided. If tied after eleven kicks, alternate designated kicks from the mark will be taken in the same order by the eleven players who have already taken penalty kicks until the winner is decided. Teams participating in shoot-outs may be required to conduct them in a designated shoot-out area. **NOTE:** These rules intend to follow FIFA guidelines when "kicks from the mark" are used to determine if a team advances or wins. Thus, when "kicks from the mark" are taken to determine advancement or a winner, FIFA guidelines shall be used notwithstanding any inconsistent rule contained herein.

10. FORFEITS:

- a. A minimum of 7 players constitutes a team in 11 v 11 while 6 players constitute a team in 8 v 8, 5 players constitute a team in 6 v 6 and 3 players constitute a team in 4 v 4.
- b. If a team has fewer than the required minimum number of players, it will be granted no grace period before forfeiting.
- c. In the event of a forfeit, the winning team will be awarded 6 points for the win. The victory will be recorded as a 2-0 score.
- d. No team having a forfeit loss may advance as a group winner or wildcard.
- e. If a forfeiture occurs in any age division for any reason, each team in the division (except for the team which forfeited the match), whether or not it was involved in the forfeiture, shall be awarded the same number of points in its match against the team which caused the forfeiture as if such match had been forfeited.

11. FAILURE TO SHOW:

- a. Any team quitting the field of play before the conclusion of any game is automatically disqualified from the Tournament.
- b. Any teams, having once accepted entry to the tournament, failing to appear as scheduled, may cause all teams from its Club or community to be banned from the Mequon Summer or Fall Cup for up to three (3) years. In addition, the team's state association may be informed of the team's misconduct, with a recommendation for further action.

12. PLAYER EQUIPMENT:

- a. All players must wear numbers on the backs of jerseys, except as may be otherwise permitted by the Tournament Director. Each player shall have a different number from his or her teammates.
- b. In the event team colors clash in preliminary rounds, the team listed first in the schedule shall change.
- c. In the event of color clashes in semi-final and championship games the loser of a coin toss shall change.
- d. Shin guards must be worn.
- e. All players must bring flat soccer shoes for use during inclement weather, if so required by the Tournament Director.
- f. All player equipment is subject to referee approval, but no hard casts, no matter how well protected, will be allowed.

13. BEHAVIOR: All yellow and red cards issued during the Tournament will be reported to the Tournament Director.

- a. Any player or coach receiving a red card will be banned from the next scheduled Tournament game.
- b. Any team or club receiving a disproportionate number of yellow and/or red cards will be banned from the Tournament for a minimum of three years.
- c. Coaches will be held responsible for the behavior of their supporters.
- d. In accordance with USYSA regulations, the issuance of all yellow and red cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by our organization and this information will be reported to the home state association and the home club/league of the player, coach, team, or supporters involved except that all matters involving a referee assault shall be referred immediately to the Wisconsin Youth Soccer Association.
- e. The home state association and the home club/league of the player, coach, team or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from the tournament.

14. MEDICAL: To protect all players in our Tournament, in the event a player is evaluated by Tournament medical staff and deemed unable to play for any reason:

- a. The injured player will be immediately removed from the game.
- b. If further evaluation or medical care is required, appropriate steps will be taken, possibly including notifying emergency personnel.
- c. The player will not be allowed to return to Tournament play until he/she is cleared by Tournament medical staff.

15. FIELD RULES: One side of any field shall be occupied only by the competing teams; the other side by the supporters of both teams. Field size for U8, U9/10 and U11/12 teams shall be in accordance with the USYSA Modified Playing Rules, as may be modified by the Tournament Director.

16. AWARDS: Individual awards will be given to each player of the Championship and Finalist U11-18 teams and to each U8, 9 and 10 player. **NOTE:** The Wisconsin Soccer Association requires that U8, 9 and 10 teams, which participate in tournament play, cannot compete in championship or playoff games. Thus, in keeping with the spirit of this rule, our tournament will not record or post scores for these age groups. Furthermore, the Association provides that no awards distinguishing these teams from one another may be granted.

17. RESCHEDULING: The Tournament Director reserves the right to modify or combine any division or age bracket or change game schedules and opponents.

18. REFUNDS:

- a. No refund will be made to any accepted team which withdraws from the tournament after its acceptance to the tournament.
- b. No refunds will be given for shortened games.
- c. If the tournament is cancelled before the start of any games, at least 80% of the entrance fee will be refunded.
- d. If the tournament is cancelled before Saturday's play has been concluded, at least 30% of the entrance fee will be refunded.
- e. If the tournament is cancelled after Saturday's play has been concluded, no refund is promised.