

2019 Midwest Soccer Classic

Rules & Regulations

All matches will be played under the FIFA Laws as amended by USYSA and as noted below.

TEAM AND PLAYER ELIGIBILITY

All teams must be currently registered with their state, national or provincial association. Teams from outside of Indiana will need to provide travel permission forms. All players must have a valid USSF/USYSA id card. NO roster changes may be made after the team roster has been approved at tournament registration.

AGE DIVISIONS

Age divisions will be based on Birth Year using 2019 minus the birth year i.e., 2019 – 2006 = 13U. Players must be born within their respective birth year e.g., 9U – 2010, 10U – 2009, 11U – 2008 ... 19U - 2000. The tournament committee reserves the right to combine divisions.

MATCH FORMAT AND DURATION OF MATCHES

Home team is required to provide appropriate match ball. The home team is listed first. The clock shall be a running clock for all matches. The clock will not stop except for serious injuries. The matches will be played using FIFA Rules as modified by Indiana Youth Soccer Associations including modifications listed below:

Age	Match Format (1)	Maximum Roster Size	Ball Size	Match Length (2)	Offside Called?	Goalkeeper Distribution
9U/10U	7 v 7	12	4	Two 25 minute halves	No	Restricted (3)
11U/12U	9 v 9	16	4	Two 25 minute halves	Yes	FIFA Rules
13U-15U	11 v 11	20	5	Two 30 minute halves	Yes	FIFA Rules
16U+	11 v 11	22	5	Two 30 minute halves	Yes	FIFA Rules

- The number of the players on the field includes the goalkeeper.
- All matches will include a five (5) minute halftime.
- 9-10U teams MUST play 7 v 7. They may not play up to 11U formats of 9 v 9.
- 11-12U teams MUST play 9 v 9 and may not play up to the full sided game format.
- Teams from other state associations must follow these formats per US Soccer.

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UNIFORMS

Each player must wear appropriate shin guards and an official uniform with a number on the back. No team may have players with duplicate numbers. The home team should wear their light colored jersey and the away team their dark colored jersey. **When uniform colors are similar, the home team will change colors.** Home team is listed first. Goalkeepers must have a different color jersey from their team and the referees.

REFEREES

The referee assignor will make every effort to provide a center referee and 2 Assistant Referees for all matches (11U and above). Midwest Soccer Classic Tournament Committee, (MSCTC) reserves the right to use a one (1) man system for 9U and 10U games.

START OF MATCH

The referee will call captains and a coin will be flipped. The team winning toss will choose which end of the field they wish to attack.

SUBSTITUTIONS

- Unlimited
- Before a throw-in in your favor. If the opposing team is also on the line, both teams can enter
- After a goal by either team
- Before a goal kick by either team
- At half-time or before a start of any overtime period
- In case of injury or stoppage in play – with the referee's permission

SEND OFFS AND EXPULSIONS

Any player sent off or coach expelled from a match will be ineligible for that team's next match. At the time of the send-off no substitution will be allowed for the sent off. Anyone fighting can be subjected to ineligibility from further tournament participation. Coaches and player passes will be retained by the tournament staff and returned to the team once the coach/player has served his/her suspension. The team coach is responsible for picking up the pass once the suspension is completed.

FAILURE TO SHOW AND FORFEITS

A minimum of seven (7) players constitutes a 13U and above team, seven (7) players for an 11U/12U team and five (5) players for a 9U/10U team. A five minute grace period will be extended beyond kick-off time before a forfeit will be declared. The Tournament Directors will make a final decision

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as to whether a forfeit will be declared depending on extenuating circumstances that may have prevented a team from making a match on time. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive the appropriate points for that match. At the discretion of the Tournament Director, a team forfeiting a match may be eliminated from qualifying for the trophy match.

PROTESTS

No protests are allowed.

9U/10U GAMES

Each 9U/10U team will play a festival format. Each team will play in a four (4) game round robin format with no championship match (weather and field conditions permitting). Tournament will use one (1) referee system for all games.

For check-in, 9U/10U teams may use a player pool roster that you can get from your club's administrator. Use the same roster for each of your Academy teams as needed. Player passes should be presented for player check-in and for each game and the players that will be playing in that game. Players from a club's 9U/10U teams may play in any of the club's 9U or 10U games. There is no limit to the number of games a player may participate in. We will leave that decision to the coaches and in the spirit of player development.

Coaches and the official should review game rules for this age group before the game begins.

- No punting by the goalkeeper
- Goal kicks may be taken from anywhere inside the "18" yard box
- Teams defending goal kicks are required to drop to the setback lines
- Offside rules will be in effect from buildout lines and beyond
 - 7v7 Build Out Line (see diagram below)
 - The build out line promotes playing the ball out of the back in a less pressured setting
 - When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
 - Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

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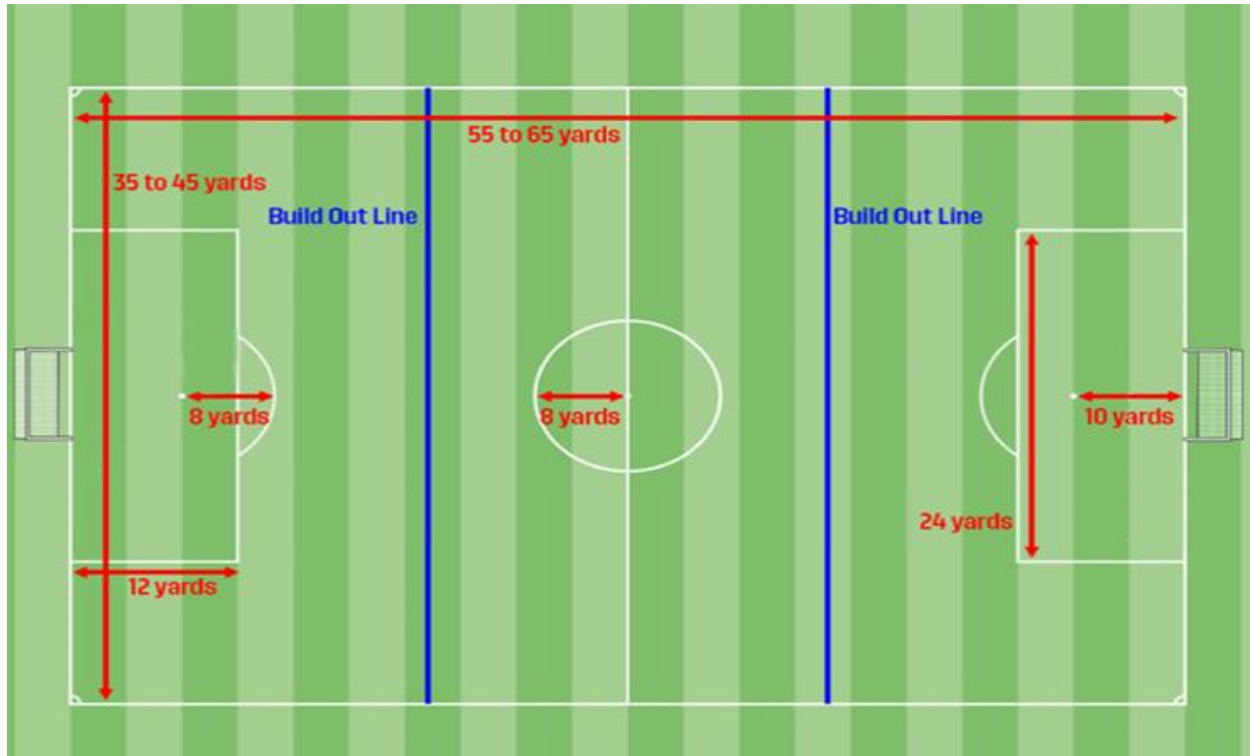
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build out line will also be used to denote where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line. The attacking team can only be offside between the build out line and the goal.
- Players can be penalized for an offside offense between the build out line and goal line.
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line.
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

See BUILD OUT LINE DIAGRAM on page 5

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BUILD OUT LINE DIAGRAM



NO HEADING RULE

If a player, who is competing in 12U games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. Any player playing up then it will be up to the coach to enforce the no-heading rule for those players.

TEAM SCORING FORMAT

The following procedure will be used to determine a group winner. Three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. In the event of ties in the final point standings the following sequence will be used:

- Head to head competition between teams that are tied (skip to #2 if three (3) or more teams are tied);
- Best goal differential for all matches – up to four (4) per match;
- Most goals scored – up to four (4) per match
- Fewest goals allowed;

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- Kicks from the penalty mark per FIFA procedures.

CHAMPIONSHIP MATCH

Should the championship match end in a tie at the end of regulation, two (2) five (5) minute overtime periods will be played. In the event of a tie at the conclusion of the two (2) overtimes, then kicks from the penalty mark will determine the winner. Per FIFA procedures, kicks from the mark will start with five (5) players from each team and if still tied will continue until sudden death penalty kick.

INCLEMENT WEATHER

The Tournament Committee will make every effort to play all matches in full. However, the Tournament Committee has the right to either shorten, use kicks from the penalty mark and/or to cancel matches due to climactic conditions or other acts of nature that are beyond our control.

IN THE EVENT OF WEATHER CHANGES, IT WILL BE THE RESPONSIBILITY OF TEAMS TO CHECK IN AT TOURNAMENT HEADQUARTERS FOR CHANGES.

Scheduling information will be available on the tournament app as well. Vigo County Youth Soccer Association, (VCYSA) has an early lightning detection system and will alert the facility with a loud blast of an air horn. Two loud blasts will signal the all clear to return to the fields.

CANCELLATION POLICY

If the tournament is cancelled due to events beyond the control of MSCTC, the tournament or VCYSA will not be required to make any financial remuneration, but will consider the number of games lost due to weather before making any decision.

COACH/PLAYER/SPECTATOR CONDUCT

All participants in the Midwest Soccer Classic will be expected to maintain high standards of conduct during their stay in the Terre Haute area. These standards are expected of players, coaches, spectators, referees and other guests in the hotels, keeping noise in the hallways to a minimum refraining from kicking soccer balls inside any of the buildings and being respectful of the property of others. Should it come to the attention of the MSCTC that a person (or persons) has failed to observe these guidelines, the MSCTC reserves the right to take punitive action. Said action depending upon the circumstances, may range from a warning, a reduction of points in the standings or banning that team and/or all teams in its club from future participation in the tournament.

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There shall be no dissent between players and/or coaches and the referees. Such abuse will not be tolerated. Violation may result in forfeiture of the match and/or expulsion from further play. Any player or coach ejected from a game will not be eligible to play in the next scheduled match. If dismissed in the last match, the card will be returned to the manager after the referee fills out the red card report.

All coaches will remain twenty (20) yards of the centerline on their half of the field, on the side opposite the team's spectators.

Spectators will remain a minimum of six (6) feet from the touchline. Spectators may be ejected from the match site for improper conduct at the discretion of MSCTC or the referee. Artificial noisemakers are not permitted.

TOURNAMENT COMMITTEE

MSCTC will enforce rules as written, but the committee reserves the right to amend any rule as necessary to accommodate unanticipated problems before and during the tournament.

All decisions of the tournament committee will be final.

ADDITIONAL CLUB SAFETY RULES

- VCYSA is a tobacco free facility.
- No alcohol, or profanity is allowed at the VCYSA facility.
- No climbing on nets or goals.
- No grills are allowed at the VCYSA facility.
- Park only in designated areas.
- Do not set up sun tents in overflow parking areas.
- Parents are responsible for their children at all times.
- No golf carts other than those used by the Tournament Committee.
- Per Indiana Soccer laws, drones/unmanned aircraft are prohibited.
- **NO PETS ALLOWED.**