

Real STL 2018 March Mayhem Official Rules

Laws of the Game

The tournament shall be played in accordance with the laws of the game as observed by FIFA. Any ruling not covered by FIFA will be in accordance with the Missouri Youth Soccer Association (MYSA) and United States Youth Soccer Association (USYSA) with the following exceptions.

Player and Team Eligibility

The tournament is open to competitive select teams and all players must be registered with USYSA, US Club or USSSA and their respective state associations and have current player ID cards with picture.

- All teams from outside of the state of Missouri must have a travel permit from their state association.
- Required documentation: player cards (USYSA, US Club, USSSA), your state association approved guest player forms (if applicable), copies of the state or National Associated verified roster and a notarized copy (if applicable) of medical release form for each player must be presented at registration.
- This tournament will follow the newly implemented U.S. Soccer guidelines pertaining to field ranges and roster size.
- Team rosters will be comprised of no more than 12 players for 7v7 format games (U9 and U10).
- Team rosters will be comprised of no more than 16 players for 9v9 format games (U11 and U12).
- Team rosters will be comprised of no more than 18 players for 11v11 format games. Teams playing U-17 through U-20 can roster 22 players but can only dress 18 players for any game.
- There is a maximum of six (6) guest players allowed per team for U11 and above teams and (4) guest players for U8-U10 teams, but under no circumstances can the roster size stated above be exceeded.
- A player may play on 2 teams in the tournament. **HOWEVER THAT PLAYER MUST BE A PRIMARY PLAYER ON ONE TEAM AND SECONDARY ON THE OTHER TEAM THEY PLAY FOR. THEY CANNOT BE PRIMARY ON ONE AND A GUEST PLAYER ON THE OTHER. THEY MUST BE ON BOTH STATE ROSTERS. PRIMARY ON ONE AND SECONDARY ON THE OTHER.**

Electronic Check-In

- Team check-in process entails minimal documentation to be given to the tournament committee and requires the teams to have the other applicable documentation in their possession during the tournament.
- The required documents that are to be sent to the tournament committee and subsequently retained are noted below. All other documents/passes are to be in the possession of the teams. Each team will be asked to sign and confirm that they have all the necessary documents in their possession in order to comply with the tournament rules, Missouri Youth Soccer Association (MYSA) rules, and US Youth Soccer Association (USYSA) rules.
- The following items are to be scanned then emailed to the tournament: 1. Official State Roster 2. Travel Permit (if applicable) 3. Guest Player Forms (if applicable).

- If teams are unable to complete the electronic pre-check in, they are required to check in onsite at the tournament headquarters one hour prior to their first game.
- After the team is checked in they must report to their field and check in with the Field Marshall 20 minutes prior to game time for card review.
- All identification cards will be collected and reviewed, prior to the game by the Field Marshall. Cards will be held during the game and returned after the game.

Uniforms

- All players except the goalkeeper must have a numbered jersey that has a different number from all other team players.
- The team listed first will be considered the “home team”.
- The home team should light colors, and will be required to change jerseys in case of a color conflict (as determined by the referee).
- Home teams will be responsible to supply the game ball.
- All equipment shall be subject to the referee’s approval.

Substitutions

- Unlimited substitutions shall be allowed in accordance with USYSA rules.
- A player receiving a yellow card does not have to be substituted for.
- No substitutions will be allowed for a player ordered from the field by the referee for misconduct.
- Any player or coach who receives a “red” card shall not participate in the next scheduled game.
- Ejections will be reviewed by the tournament officials, who reserve the right to lengthen suspensions based on the nature of the offense.

Scheduling

- Scheduling shall be the sole responsibility of the Tournament Committee.

Game Format and Duration

Format/Age/Gender/Game Length/Roster Size

7v7/U8 (Playing 7v7 Rules)/Boys & Girls/2 – 25 minute halves/12

7v7/U9/Boys & Girls/2 – 25 minute halves/12

7v7/U10/Boys & Girls/2 – 25 minute halves/12

9v9/U11/Boys & Girls/2 – 30 minute halves/16

9v9/U12/Boys & Girls/2 – 30 minute halves/16

11v11/U13/Boys & Girls/2 – 30 minute halves/18

11v11/U14/Boys & Girls/2 – 30 minute halves/18

11v11/U15/Boys & Girls/2 – 35 minute halves/18

11v11/U16/Boys & Girls/2 – 35 minute halves/18

11v11/U17/Boys & Girls/2 – 40 minute halves/22

11v11/U18/Boys & Girls/2 – 40 minute halves/22

In some cases 'Trapped' players will be allowed to play with teams, 1 year younger, up to the amount of players allowed in the tournament guest player policy. The Tournament Director may change the duration or length of games, subject to the following: a) inclement weather, b) delay from relocation and/or rescheduling of any games, c) may cancel any games in the preliminary rounds which have no bearing on deciding group winners, d) may modify rules for tie breaks due to inclement weather delays.

Point System

The following point system will be used to determine winners within each division throughout preliminary games:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal (3 goal max)
- 1 point for a shutout
- 10 points max per game

Tie Breakers

In the event of teams being tied in the preliminary round standings, the following procedure shall be used to determine the group winner:

1. Winner of head-to-head competition
2. Goal differential
3. Fewest goals allowed
4. Number of shutouts
5. Penalty kicks

Overtime Rules

- There will be no overtime periods for preliminary games.
- In the event of a tie in semi-final or final games (2) two five minute overtime periods will be played (No golden goal).

- If still tied after overtime, penalty kicks will be used to determine the winner.

Game Reports

- The center referee and an official from each team must sign the game report.
- The game report will be used for score verification.

Forfeits

- Any team that fails to report for play ten minutes after the scheduled game time shall forfeit the game
- Any team that abandons a game prior to its conclusion shall forfeit the game.
- A team that forfeits a game shall not be allowed to move on in play.
- The team declared a winner by forfeit shall be awarded a win by the score of 3-0.

Ejections

- Any player or coach ejected from a game will be ineligible for the team's next game.
- Any player or coach ejected for fighting can be subjected to ejection from the remainder of the tournament.
- Player's and coach's cards will be retained by the tournament director and returned after the suspension has been served.

Protests

- Protests may be made only by the designated coach.
- Protests must be submitted in writing and with \$100 cash to the Tournament Director.
- No protests will be heard concerning judgment calls made by all referees.
- Any protest concerning eligibility must be made prior to the start of a game by notifying the Field Marshall and Referee.
- All protests must be made within 60 minutes after the end of the game in question.
- Protests will be ruled on by the Tournament Committee by the start of the participant's next game.
- The protest fee of \$100 is not refundable if the protest is not upheld.

General Rules

- Trophy presentation for the 1st place team.
- 1st and 2nd place teams will receive individual medals.

Refund Policy

- Entry fee deadline is February 9th, 2018
- Teams which withdraw after acceptance will forfeit their entry fee.

- Complete cancellation of the tournament shall result in a refund of 75% if no games are played. If teams play 1 game, the refund will be 50% of the entry fee. If they play two games, the refund will be 25%.
- Travel costs incurred by teams accepted into the tournament are not the responsibility of Real STL Soccer Club.
- Teams travel at their own risk.

Weather Contingency

- We will do whatever possible to play all games as scheduled. Should the rain and/or lightning be so severe that we must use this weather contingency, the Tournament Committee may use any of the following rules at their discretion:
 - Preliminary round play games will be shortened as deemed necessary
 - If rain does not permit time to shorten games, then 11v11 FIFA style penalty kicks to determine preliminary round games will be used. If tied at the end of 11 shooters then the same 11 will shoot in a sudden-death round. (7v7 and 9v9 games will follow the same format)
 - Semi-finals and finals will be played at full length if at all possible. Please consult the tournament website for additional information. Confirmation of acceptance or non-acceptance will be provided starting February 9, 2018.