

## Real WC St. Louis Tournament 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 permission form from their state association.
- \* Required documentation: player cards (USYSA, US Club, USSSA), your state association approved guest player loan 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.
- \* Real WC ST. Louis Soccer Club will keep a copy of the state roster, guest forms and travel permits. Medical release forms will be with coaches at all times.
- \* Team rosters will be comprised of no more than 12 players for 7v7 format games.
- \* Team rosters will be comprised of no more than 16 players for 9v9 format games.
- \* Team rosters will be comprised of no more than 22 players for 11v11 format games
- \* There is a maximum of (3) guest players allowed per team for 7v7 and 9v9, and maximum of (6) for 11v11, 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 OR HAVE A GUEST FORM ON THE OTHER TEAM. Please upload guest forms!**

### 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 (by Gotsoccer) and subsequently retained are noted below. All documents will need to be uploaded into Gotsoccer. All other documents/passes are to be in the possession of the teams. Each team will be asked to sign and affirm that they have all the necessary documents 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 uploaded into Gotsoccer: 1. Official State Roster 2. Travel Permit (if applicable) 3. Guest Player Forms (if applicable) 4. State Player ID's
- \* Medical waivers will be held by the coaches at all games. 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. If duplicate numbers accrue please inform the referee. This could happen due to guest players and this tournament being in a friendly match.
- \* The team listed first will be considered the "home team".
- \* The home team should wear white or light colors, **Visitors 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.
- \* All fans must sit on the opposite of the field as the teams 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 shall be reported to the tournament officials, who reserve the right to lengthen the suspensions based on the seriousness of the offense

### Scheduling

- \* Scheduling shall be the sole responsibility of the Tournament Committee.
- \* The Tournament Committee will do their best to accommodate conflicts, however there will be cases where we will not be able to. Be safe and have an assistant with you if you coach multiple teams. **ALSO IT IS ALWAYS BEST TO BLOCK OFF THE WEEKEND, BECAUSE THERE IS NO GUARENTEE THAT WE CAN WORK AROUND SLYSA CONFLICTS.**

### Game Duration

- \* U8-U10 will play 25 minute halves with a 5 minute halftime.
- \* U11&U12 will play 30 minute halves with a 5 minute halftime.
- \* U13 and older will play 35 minute halves with a 5 minute halftime.

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 maximum)
- \* 1 point for a shutout \* 10 points maximum per game

### NO Overtime

These are friendly matches prepare for the fall season. If the game is tied at its conclusion it remains a tie.

### 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.
- \* The winning teams coach will deliver the game card to the Tournament Headquarters Tent

### Forfeits

- \* Any team that fails to report for play ten minutes after the scheduled game time shall forfeit the game (as determined by the referee).
- \* 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.
- \* Players and coaches cards will be retained by the tournament director and returned after the suspension has been served and can be picked up at the tournament head quarters.

### Protests

- \* Protests may be made only by the designated coach.

- \* Protests must be submitted in writing and submitted in duplicate 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 participants' next game.
- \* The protest fee of \$100 is not refundable if the protest is not upheld.

#### Refund Policy

- \* Entry fee deadline is July 18th.
- \* 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 of the amount paid. 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 the host 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:  
Weather delays or complete cancelling of some games and possible rescheduling if possible due to severe weather.
- \* We will be using All turf fields so we will do everything in our power to make sure games are played.