

Montgomery United Soccer Club
2016 Roger Erb RecSelect Tournament

Girls: November 12th
Boys: November 13th

RULES AND REGULATIONS

1. ELIGIBILITY

- A. The competition is open to Clubs, Leagues or Associations by invitation only. The tournament will be held on Saturday and Sunday, November 12-13th. Girls will play Saturday the 12th and boys will play Sunday the 13th.
- B. The competition is open to boys and girls of RecSelect teams.
- C. **No competitive/travel or carded players allowed.**
- D. The tournaments will following these age groups:

| | | | |
|-----|------------------|---------|---------------|
| U8 | 2009, 2010, 2011 | 7 v 7 | 14 roster max |
| U10 | 2007, 2008 | 7 v 7 | 14 roster max |
| U12 | 2005, 2006 | 9 v 9 | 16 roster max |
| U14 | 2003, 2004 | 11 v 11 | 18 roster max |
| U16 | 2001, 2002 | 11 v 11 | 18 roster max |
| U19 | 1998, 1999, 2000 | 11 v 11 | 18 roster max |

We will allow a max of 3 players to play down an age group as long as they are in the same grade as the oldest birth year (ex. 2002 player in 6th grade can play with the U14 team)

*** Age groups may be combined or eliminated depending upon registrations.*

- E. It shall be the responsibility of each Club, League or Association registrar to certify the eligibility of its competing teams.

2. ENTRIES

Each Club, League or Association wishing to enter the competition shall forward to the Montgomery United Soccer Club 12th Annual Shoot for the Cause Tournament the following:

- A. The Entry Fee: U8-U12 \$225 U14-U19 \$275**

Deadline for entry is November 2th.

- B. Application forms and rosters of each competing team.
- C. Space is limited! First Come, First Served!
- D. Divisions will be limited to the first eight teams completing registration (i.e, registration form, check and rosters (players names and birthdates only, without player numbers).
- E. Teams must Check-in at their tournament site 45 minutes prior to the start of their first game

3. ROSTERS

- A. Team rosters with numbers must be handed in at registration or completed online.
- B. No player may participate on more than one (1) team in the tournament.

4. INSURANCE

- A. It shall be the obligation of all teams entered in the competition to provide Medical Release Forms for their players to MUSC with registration.
- B. The Montgomery United Soccer Club will retain the necessary Liability Insurance for the entire competition.

5. MATCH REGULATIONS

- A. Duration of the Match
Matches will consist of two halves with five (5) minute breaks between them. U8-U12 will play twenty- minute halves. All other divisions will play 25-minute halves. **NO OVERTIME PERIODS WILL BE PLAYED, except if needed for a championship game.**
- B. Substitutions
In all matches, substitutions will be allowed as follows:
 - I. Substitutions will be unlimited
 - II. Substitutions can be made with the consent of the referee at the following times:
 - a. Prior to a throw in and it is your teams possession or if other team subs
 - b. Prior to any goal kick (either team)
 - c. After any goal. (either team)
 - d. Half - time
- C. Ball Size - the following ball will be used: U8-U12 is size 4; U13 and up is size 5
- D. All FIFA Rules in effect as of July 1, 2015.
 - I. **U8 only—no penalty kicks, the ball will be taken out of the box closest to where the foul occurred. “Soft off-sides” will be called—If it is close we will let the play continue as to not slow down the game. If the player is in an obvious off-sides position, the referee will stop play.**
- E. If a player receives a red card, he/she will miss the next tournament game. If a player receives two yellow cards (in one or two separate games) that player will miss the next tournament game.
- F. Each team will play three games minimum.
- G. **U8, U10 and U12 will play without heading or punting by the keeper as per US Youth Soccer recommendations. They will also use the breakout line rule.**

6. MATCH OFFICIALS

- A. The Laws of the Game/Tournament shall be administered by the Referee.

7. GAME FORFEITURES

- A. There will be a five (5) minute grace period after the designated starting time for each match. Failure to field a team of at least seven players during that time will constitute a forfeiture of that match.
- B. Referee’s time will be official for the purpose of determining forfeiture.

C. Use of an ineligible player will result in a forfeiture of all matches in which that player has played.

8. STANDINGS FORMAT

DETERMINING WINNERS- 10 point system

Teams will be awarded points on the following basis:

- Six (6) points for each Win (or a game forfeited to them)
- Two (2) points for a Tie
- Zero (0) points for a Loss
- One (1) point for each goal scored up to a max of three (3) per game. Losing team receives points also.
- One (1) point for each shutout
- MINUS ONE (1) FOR EACH PLAYER OR COACH EJECTED

Examples:

- A 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)
- A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals)
- A forfeited game will be scored 2-0 and the winner will be awarded 9 points (6 for the win, 2 for goals, and 1 for a shutout)

At the end of the preliminary rounds, the flight winner will be the team with the most points in their flight.

In the event of a tie within a flight, the following criteria will be used to determine the winner:

1. Head to head competition (if there is a 3 team tie, proceed to the next tie breaker), then
2. Goal Differential (maximum of 4 per game), then
3. Most Wins, then
4. Most Goals Scored (maximum of 4 per game), then
5. Fewest Goals Allowed (up to 4 per game), then
6. FIFA penalty kicks (at least 30 minutes prior to scheduled play-off round game)

(ex. Team A defeats Team B by a score of 6-1. Team A receives a +4 for goal differential, a -1 for goals allowed, and a +4 for goals scored. Team B receives a -4 for goal differential, a -4 for goals allowed and a +1 for goals scored.)

** If there are three or more teams still tied after all the above tie-breaking criteria is used, and penalty kicks are needed to determine which team(s) advance to the playoff round, the following rules will apply:

1. The three (or more) teams will compete in a FIFA style PK round-robin competition (ex. A vs B, A vs C, B vs C) to determine a winner (and runner-up if needed).
2. Each team must take the minimum of 5 kicks during the round robin competition in case the additional tie-breaker scenario below is required.
3. If two or more teams are still tied after the round-robin PK competition (win=3 pts, loss=0 pts), the following PK tie breakers will be used to determine the team(s) that advance:
 - A. Most PK goals scored for each team during the first 5 rounds of each PK round- robin contest
 - B. Least PK goals allowed during the first 5 rounds of each PK round- robin contest
4. In the event of a tie among three (3) or more teams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from the top (i.e. head to head competition) of the tie-breaking procedure.
5. In the event that a Wild Card team must be selected for a semi- final game, the above procedure will be used across the entire flight.

Overtime

For Playoff games, if there is a tie at the end of a regulation game, teams will play 1 5 minute overtime periods (no golden goal). If the score is still tied at the end of the overtime period, the FIFA penalty kick format will be used to determine the winner. Penalty kicks will immediately follow the overtime period

9. AWARDS

Individual Awards will be awarded to the **First Place and Second Place teams**

10. STATS

- A. Game referee/field marshall will report game results to the tournament director or appointed site coordinator.
- B. The tournament director or appointed site coordinator will document each game result on the tournament bracket boards and masters.
- C. **NO COACH, PLAYER, PARENT OR SPECTATOR WILL BE PERMITTED TO MAKE ANY GAME SCORE/RESULT ENTRIES ON ANY OFFICIAL TOURNAMENT PAPERWORK OR BRACKET BOARDS.**

11. CANCELLATION/ INCLEMENT WEATHER

A. In the event of extraordinary weather conditions (i.e. heavy rain, poor playing conditions), the Tournament Committee shall have the authority to change the above format as follows: · Relocate and reschedule any game · Reduce by up to 50% the scheduled duration of any game · Consider a game complete that has been called by the official with 25% or less remaining unplayed · Cancel any preliminary game(s) having no bearing on the selection of division winners

B. Teams withdrawing after the schedules are finalized and posted to the web-site will **NOT** have their registration fee returned unless another team can be found to fill their spot. If the entire tournament, a site or a division is cancelled prior to the start of the tournament for reasons beyond the control of the tournament committee, each affected team will receive a refund less \$50 for administrative costs. Pro-rated refunds **MAY** be made in the event the tournament starts and has to be cancelled before completion.