

May Madness 2010 – Tournament Rules

- A. Laws of the Game.
 - a. All games will be played in accordance with the laws observed by the USYSA/FIFA with exception as noted below. All decisions by the Tournament Director are Final.
 - b. Player or coaches receiving a red card will be banned from subsequent tournament games as follows:
 - i. Serious Foul Play1-2 games
 - ii. Violent Conduct.....2 games up to remainder of tournament
 - iii. Language.....1-2 games
 - iv. Second Cautionable Offense.....1-2 games
- B. Registration:
 - a. Registration Check-in will be conducted before your 1st game at the Field Marshall/Registration Tent.
 - b. Game Day Check-In Procedures:
 - i. 30 minutes before 1st Game:
 - 1. Report to the Field Marshall Tent at the complex your games are being played with the following items.
 - a. A copy of your roster
 - b. Guest player forms (3 max).
 - i. Please use your state's forms.
 - c. Travel Permit for out of state teams.
 - d. State Medical Waivers
 - i. We will verify that you have them for each player.
 - ii. They can be your originals as we will not keep them.
 - e. Player pass cards.
 - i. Player pass cards will be checked against your roster and "banded" for the weekend.
 - 2. You will get your Tournament Packet at this time.
 - ii. 15 minutes before all games:
 - 1. Players and coaches report to a Field Marshall, stationed near the playing field, with "banded" player passes for the standard equipment check-in.
- C. Eligibility:
 - a. All players are born in the year of their age group classification, or in a later group. Each player must possess a valid USYSA/WYSA player pass (with the exception of recreational players U10 and under) and a current medical release form. Each team is allowed three (3) guest players from outside the club. Club pass players will follow the WYSA rules. Maximum roster size is 8 players for U7/8, 11 players for U9/10, 14 players for U11/12, and 18 players for U13 and older.
- D. Player Equipment:
 - a. All players, except goalkeeper, must wear numbers on the backs of their jerseys. Each player's number must be different from his/her teammates. All players on the team must wear the same uniform (jersey, shorts, and socks). In the event of a color conflict, the team listed first on the official schedule shall change jerseys.
 - b. All players MUST wear age appropriate shin guards. Shin guard is to be completely covered by socks.
 - c. ABSOLUTELY NO CASTS of any kind (hard, soft, covered or padded) will be allowed.
 - d. All BRACES are to be padded or covered.
 - e. ABSOLUTELY NO jewelry will be allowed. All body piercing jewelry must be removed! Earrings in newly pierced ears MUST BE REMOVED! They cannot be covered with tape or bandages.
 - f. No metal cleats of any type will be allowed.
 - g. All players' equipment is subject to the referee's approval.
- E. Substitution:
 - a. The following was announced on www.wisref.org on August 1, 2009:
 - i. Substitution Rule Change – Effective August 1st, 2009 The WYSA Board of Directors at its June 2009 meeting modified the "at any stoppage" substitution rule enacted for the 2008-2009 soccer season. The change in the substitution rule pertains to all leagues and tournaments, with the exception of the WYSA State Championship Tournament. The modification to the substitution rule reads as following: Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line. This rule is effective for the 2009-2010 soccer season beginning August 1st, 2009.
- F. Field Rules:
 - a. Teams must report to the Field Marshall, stationed near the playing field, 15 minutes before each game to be checked in.

- b. Home team is listed first and supplies a properly inflated game ball. Visiting team will Kick-off.
- c. THERE IS NO FIELD WARM-UP TIME!
- d. All players and spectators are required to REMAIN BEHIND THE ORANGE LINES. Spectators must be on the side opposite players and coaches. All players and coaches (no more than 2) on the player's side must have players (select)/coaches/managers passes.

G. Forfeits For Failure to Show:

- a. A minimum of 6 players for U11/12 and 7 players for U13 and up constitutes a team. If a team starts a game with the minimum allowed and loses a player to injury, illness or some other reason, the game will be forfeited.
- b. If a team has fewer than the minimum required, a 5-minute grace period will be granted before forfeiting. Game time will be shortened accordingly.
- c. In the event of a forfeit, the winning team will be awarded 8 points for the win and the game will be recorded as a 2-0 score (with no points awarded for the shutout).
- d. No team having a forfeit loss may advance to a championship round.
- e. Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament and all prior games scored as forfeit losses.
- f. Any team, having accepted entry to the tournament, failing to appear as scheduled, will cause all teams from its club to be banned from all SC Waukesha soccer club tournaments for a minimum of 2 years. In addition, the team's state association will be informed of the team's misconduct with recommendation for further action.
- g. Any teams failing to appear will forfeit its Tournament Entry Fee.

H. Duration of Game:

- a. U5 – U8 games will consist of 4 x 12 minute quarters, with a five minute half time.
- b. U9 – U10 games will consist of 2 x 25 minute halves, with a five minute half time.
- c. U11 – U12 games will consist of 2 x 30 minutes halves, with a five minute half time, except as follows:
- d. U13 – U19 games will consist of 2 x 35 minutes halves, with a five minute half time, except as follows:
- e. All games will end 5 minutes prior to the start of the next scheduled game.
- f. The Tournament Director or Tournament Committee reserves the right to change the time limits and field location due to weather and/or field conditions.

I. Scoring:

- a. Teams will advance to the championship rounds by accumulating the most points within their divisions. Divisions without championship games will be decided by the team with the most points.

1. Points:

- a. Win.....6 points
- b. Tie.....3 points
- c. Loss.....0 points
- d. Goal Scored.....1 point/goal (win or lose) up to maximum of 3
- e. Shutout..... 1 point/game (no point for a 0-0 tie)

2. Tie Breakers:

- a. Head to Head Competition
- b. Goal differential (maximum of 6 per game)
- c. Goals Allowed (Lowest number wins).
- d. Most Goal Scored (maximum of 6 per game)
- e. Yellow & Red Cards earned. (Lowest score wins)
- f. Coin flip

J. Championship/Playoff Game Tie Breaker:

- a. In the event of a tie in a playoff or championship game, the winner will be determined by taking free kicks from the mark, 5 alternately by each team. If still tied, alternate shots by all eleven players per FIFA rules.

K. Wildcard Team:

- a. In a 10 team bracket a wild card team is the team with the most points who has not won their division.
 - i. Shown on the schedule as 4th place in points from pool play.
- b. In a 9 team bracket the 4th and 5th place team in points from pool play will play (Quarterfinal Game) to determine the Wildcard team.
- c. If a tie shall occur, see the tie breaker section.
- d. In playoffs, the wildcard team does not play the first game against the team from their division.
 - i. Tournament Procedure:
 - 1. If the wildcard is from Division A: Winner A vs. Winner C, Wildcard vs. Winner B
 - 2. If the wildcard is from Division B: Winner A vs. Winner B, Wildcard vs. Winner C
 - 3. If the wildcard is from Division C: Winner A vs. Winner C, Wildcard vs. Winner B

L. Consolation Games:

- a. The Tournament Director at his discretion may reseed Consolation Games in order to allow teams to play teams they haven't already played in the tournament.

M. Awards:

- a. Individual awards will be given for 1st and 2nd place.
- b. Each recreational team (U5 through U10) will receive participation award.

- N. Behavior:
 - a. Coaches are responsible for the behavior of the players, parents and supporters.
 - b. Red-carded coaches will be subject to the same consequences as red-carded players.
 - c. Harassment of officials and players will not be tolerated. Referees may stop games temporarily or may suspend play in face of persistent sideline harassment or intimidation. In the case of a game suspension, only the Tournament Directors are empowered to decide the outcome of the game (score stand as is, forfeit, etc.).
- O. Protests:
 - a. All referee decisions are final. No protests will be heard on any judgment calls by the referee.
- P. Disclaimer:
 - a. Neither the Tournament Committee nor SC Waukesha soccer club are responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions. No refunds will be made unless the tournament is cancelled, in which case refunds will be disbursed on a pro-rata basis with a full refund if the event is cancelled before it starts. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final.
 - b. Please remember that SC Waukesha is dedicated to the development of all the young men and women participating in the tournament, to good sportsmanship and to the "good of soccer". The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.

12/3/2009