

# MOSSL Fall 2016 End of the Season Tournament Rules

(Revised 10-15-2017)

## I. Registration:

No team registration is required. Teams are to report to their assigned field not less than 15 minutes prior to the scheduled time for their game. Teams not arriving at their assigned field within 10 minutes after the scheduled start time of their game with minimum number of players for their age group, as defined below, shall be assigned a forfeit.

## II. Participation:

All U-9 through U-15, (U-15 fall only) MOSSL teams will be scheduled to participate in the end of the season MOSSL tournament, both fall and spring, unless MOSSL has been notified of non-participation according to the MOSSL Bylaws on or before October 1<sup>st</sup> / May 1<sup>st</sup>.

## III. Player Eligibility:

Players on a team's approved MOSSL league roster in age groups U9 through U14 MOSSL, (U14/15 fall only), are eligible to participate in the tournament. In addition, players from the same club and MOSSL member league, who play on a MOSSL U-8 or U-9 Academy team, may participate in the tournament. Other players from the same club / MOSSL member league may participate in the tournament as outlined below.

As defined in MOSSL bylaw 2.11.4, if the team that the player is originally rostered to is NOT participating during the present weekend of the end of season MOSSL tournament, the player may participate in the tournament under the bylaw 2.11.4. All other provisions of section 2.11, including the requirement that the player and the team that the player would play for during the tournament are part of the same league and/or club, shall apply. No player may participate with more than one team during a weekend of the tournament, including all age divisions. No player may play in more than 2 scheduled games in a single day. This means that a player may play for a team in both the first and the second weekends of the M.O.S.S.L. end of season tournament.

All player and coach passes must be present and available at all times during the match, including any "club guest players".

"Club guest players" passes are to be presented to the center referee before the start of the game and their information written on the back of the game card by the center referee. The opposing coach is to be notified before the start of the game the participation of "club guest players" in the game.

- In a game using a 7 v 7 format, a maximum of 3 club guest players may participate in the game with a maximum of 12 players on the sidelines during in any one game .
- In a game using an 9 v 9 format, a maximum of 3 club guest players may participate in the game with a maximum of 16 players on the sidelines during in any one game

- In a game using an 11 v 11 format, a maximum of 4 club guest players may participate in the game with a maximum of 18 players on the sidelines during in any one game

Boys may not participate on teams that are registered as a girl’s team. Players may not play up more than two years above their natural age group.

**IV. Tournament Format:**

<b>Division</b>	<b>Format</b>	<b>Preliminary</b>	<b>Championship</b>	<b>Ball</b>	<b>Min # of Players</b>
<b>U9 &amp; U10 B &amp; G</b>	<b>7 v 7</b>	<b>25 Minutes</b>	<b>25 Minutes</b>	<b>#4</b>	<b>5</b>
<b>U11 &amp; U12 B &amp; G</b>	<b>9 v 9</b>	<b>25 Minutes</b>	<b>30 Minutes</b>	<b># 4</b>	<b>6</b>
<b>U13 &amp; U14 B &amp; G</b>	<b>11 v 11</b>	<b>30 Minutes</b>	<b>35 Minutes</b>	<b># 5</b>	<b>7</b>
<b>U15 &amp; U16 B &amp; G</b>	<b>11 v 11</b>	<b>35 Minutes</b>	<b>40 Minutes</b>	<b># 5</b>	<b>7</b>

Teams may be organized into groups of 4, 5, 6, 8 or 10 teams. Teams in a division of 4 teams will play in a round robin format where the two teams with the most points play in the Championship match. Teams in a division of 5 teams will play round robin format where the winner and finalist will be determined by total points accumulated. Teams in 6 and 8 team divisions will be divided into two groups. The winner of each group, based on total points accumulated during the preliminary round, including any crossover games, will advance to the championship match. Teams in 10 team divisions will divided into 3 groups, with the winner of the 4 team group playing in the championship game against of the winner of the semi-final match between the winner of the 2 three team groups,

**V. Offside:**

Offside is to be called in all games of the MOSSL tournament, including in U-9 games.

**VI. Game Officials**

- Preliminary games in the U-9 group will use a single center referee and may be assisted by club Assistant Referees.
- All other games, (U-9 finals and all U-10 and older games), will employ the three referee diagonal system of control using either certified referees or one or more club Assistant Referees.

## **VII. Standings:**

Group standings will be determined as follows;

1. Point total:     **WIN = 3 points**     **TIE = 1 point**     **LOSS = 0 points**
2. A forfeit will be recorded in the standings as a 3 – 0 loss for the team that forfeited the match. A team that has been assigned a forfeit loss can not advance to their division’s championship game nor can they be considered as a tournament division finalist or champion. In such cases the team with the next highest points will be eligible to participate in the championship game or be declared finalist or champion.

## **VIII. Tie – Breakers:**

1. Result of the match between the tied teams. This does not apply if three or more teams are tied, unless one of the teams won all of their games against their opponents with whom they are tied in the standings.
2. Cumulative goal differential of all matches played; defined as total goals scored minus goals allowed, with a maximum of three, (3), goal differential per match.
3. Lower number of goals allowed, with no limit on goals allowed.
4. Least number of cards, red and yellow, accumulated during the tournament by coaches and players.
5. Penalty kick elimination, as per FIFA rules of the match.

At the end of all preliminary and round robin matches, there will be no overtime periods played. Preliminary and all round robin matches may end in a tie. If at the conclusion of a semi-final or championship match, the score is tied, two 5 minute overtime periods will be played to the conclusion of each of the two overtime periods. If the score remains tied after both overtime periods, the winner will be determined per FIFA procedures for “Penalty Kicks”.

No protest of a game will be allowed. All decisions by the tournament committee, consisting of one or more members of the MOSSL Executive Committee, shall be final and without appeal.

## **IX. Team, Player, Coach, Supporter and Spectator Conduct:**

1. Both teams, including rostered players, “club guest players” and maximum of 3 coaches, shall be on the same side of the field.
2. All teams, including players, coaches, their supporters and other spectators are required to conduct themselves in a manner befitting the ideals of MOSSL as outlined in MOSSL Parent Code of Conduct and as they relate to Fair Play and good sportsmanship. Persons not conducting themselves in the manner described above may be required to leave the vicinity of a particular

match or be required to leave the entire venue, and/or not permitted to participate or attend any function of the tournament for the remaining portion of the tournament.

3. Players who are sent off (red card) during a match may not play in their next match. Players who are sent off for Fighting or Violent Conduct may not play in their next two matches. Players who are sent off may sit with their team during the team's next match in the tournament but may not be in uniform.

4. Coaches may be given cautions or sent off (red card). Coaches who are sent off cannot participate as a coach or a spectator in their team's next match.

5. Any suspension following the receipt of a red card that is not served during the tournament shall serve that suspension during their next league match.

7. Players, coaches, trainers and referees are not permitted to be in possession or under the influence of alcohol or illegal drugs in the vicinity of any match field.

8. Supporters and spectators of both teams shall be on the opposite side of the field from their team and they may not enter the field of play during any game.

## **X. General Rules:**

1. No alcohol or illegal drugs permitted at the tournament site.

2. The usage of any form of tobacco product, including e-cigarettes, by coaches, players or referees in the vicinity of any game field is prohibited.

3. In each match, the team listed first in the schedule shall be the home team. If in the opinion of the referee, the jerseys of the two teams are too similar, the home team shall be responsible for changing to an alternate color.

4. No air horns are permitted. The tournament will be using air horns as a means of informing persons at the site of an emergency, i.e. lightning, tornado, etc.

**5. No pets, of any kind, are permitted at the tournament site. Anyone with a pet will be instructed to take their pet to the parking area of the park.**