

CANTON SOCCER CLUB - 2009 CANTON CUP

TOURNAMENT RULES

Tournament Headquarters and contacts – Independence Park will serve as the Tournament HQ during the tournament. During the Tournament, the contact is John Vaughn, Tournament Director who can be reached at email: TD@cantoncup.net or by cell phone at 248-318-1590. Prior to the Tournament your main contact will be the CSC office at P.O. Box 87244 Canton, MI 48187. The club office phone number is 734-480-7046. Email for the CSC is office@cantonsoccerclub.com. In addition, the Tournament Director can be emailed at any time prior to the Tournament.

Length of Games

- U-8, U-9 and U-10 games will be 50 minutes long (two 25-minute halves). There will be 5 minutes between halves.
- U-11 through U-14 preliminary and semi-final games will be 60 minutes long (two 30-minute halves). There will be 5 minutes between halves.
- U-15 through U-19 preliminary and semi-final games will be 70 minutes long (two 35-minute halves). There will be 5 minutes between halves.

Final games will be as follows:

- U-11, U-12, U-13 & U-14 60 minutes (two 30-minute halves)
- U-15, U-16, U-17, U-18 & U-19 90 minutes (two 45-minute halves)

Note: Games may be shortened to maintain the integrity of the schedule during the preliminary and semi-final games. There is no overtime in preliminary rounds.

VALID MEDICAL RELEASES ARE REQUIRED FOR EACH PLAYER ON THE TOURNAMENT ROSTER.

RISK MANAGEMENT: WE ADHERE TO THE MSYSA RISK MANAGEMENT POLICIES. THESE CAN BE FOUND AT www.michiganyouthsoccer.org under "PROGRAMS" THEN " RISK MANAGEMENT". MSYSA REGISTERED TEAMS WILL BE REQUIRED TO PRESENT RISK MANAGEMENT CARDS FOR COACHES, ASST. COACHES AND TEAM MANAGERS.

Uniforms and Game Ball

Home team (1st team on the schedule) will change uniforms in case of conflict in colors. Teams should have an alternate jersey. All players MUST wear shin guards that are covered by their socks. The home team will provide the game ball (Tournament Ball provided at registration). Special circumstances such as players with casts, etc. need to be reviewed by referee and is solely at the discretion of the referee.

Substitutions - Must be made from the centerline

Substitutions are unlimited; however they can be made only at the following times and under the following conditions:

- After a goal is scored.
- Prior to restarting the game with a goal kick by either team or a throw-in has been awarded for the team in possession of the ball.
- At half time. (Referee notification is only required for a goalkeeper substitution at this time).
- When play is stopped for an injured player. Only the injured player may be substituted, the opposing team may substitute one if so desired.
- For a player who has just received a yellow card, but only if the game has not been restarted.
- In order to preserve time, goalkeeper substitution will be allowed only if substitute comes from the bench and is ready immediately, exception: during play only in the event of injury to the goalkeeper.

Protests- No protest or appeals will be allowed. In all cases, the ruling of the referee is final.

Ejection's

- A player that is sent off (Red Card) for persistent infringement of the laws of the game, after receiving a caution will have to sit out one game. A player/coach/assistant/manager, etc. that is sent off (Red Card) for serious foul play or violent conduct, or foul or abusive language will have to sit out 2 games. If the occurrence is during the semi-final or final game the player/coach/assistant/manager, etc. will have to sit out the rest of the tournament.
- The CANTON SOCCER CLUB CANTON CUP TOURNAMENT in agreement with the USYSA Tournament Hosting Agreement; will take the following action:
 - The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by our organization and that this information shall be reported immediately to the home state association, US Soccer Federation, and the home club/league.
 - Any player/coach/Assistant/Manager etc. that receives a red card and does not sit out the required number of game(s) during the Tournament must sit out the required number of game(s) starting with his/her next League Game.
 - The field coordinator will pull the card of the ejected player/coach/assistant/manager and turn it in to the main tent at Independence Park. Coaches may pick up the pass card after the required number of games has been sat out. Those Red cards issued in the semi and final games will be sent to the MSYSA office for return to the appropriate state/club/league.

Rule Changes-FIFA laws will apply to all games unless otherwise specified within these tournament rules.

Ties (Semi-finals/Finals): Ties will be allowed in preliminary rounds but will not be allowed in semi-finals. During semi-finals or finals, if two teams are tied at the end of the game, two (5) minute overtime periods will be played. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide game.

Rules of Play

Division of 5 Teams – A round robin competition will be held. After the conclusion of the round robin play, all teams will be ranked as to their performance over the 4 games. (Ties will be broken according to Performance Ranking Criteria).

The top two-teams will play in a final under the Performance Ranking Criteria.

Division of 4 Teams – A round robin competition will be held. After the conclusion of the round robin play, all teams will be ranked as to their performance over the 3 games. (Ties will be broken according to Performance Ranking Criteria).

The top two-teams will play in a final under the Performance Ranking Criteria.

Performance Ranking Criteria:

The teams will be ranked in order of points earned for wins and ties, (3 points for each win, 1 point for each tie, and 0 points for each loss). Among teams with the same number of points, final placing will be determined by the following tiebreaker rules, which will be applied in order.

Note: In the 4 and 5 team brackets the first place team will be determined and then the second place team will be determined from all remaining teams starting over at the First Tiebreaker.

- First Tiebreaker. Head to head competition. Not applicable if tie involves more than 2 teams
- Second Tiebreaker. Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4 goal spread per game.
- Third Tiebreaker. In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the preliminary round games. The team having the fewest goals against them will be determined as having the better record.
- Fourth Tiebreaker. Most wins during the preliminary round games.
- Fifth Tiebreaker. Goals scored by each team will be totaled for the preliminary round games. The team having the most goals will be determined as having the better record.
- Sixth Tiebreaker. Penalty kicks. The Tournament Director will determine time and Field location.

Wildcard Teams: In divisions where a wildcard team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wildcard team. If the wildcard team is from the C bracket; A plays the wildcard team and B plays C.

Game Clock: The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously.

Team Check-in for Tournament – All teams are required to Check-in upon arrival at the Independence HQ site on Friday night, May 23rd between 4:00 – 9:00 pm. Teams with a Friday night game will be allowed to check-in starting at 3:00 pm. All teams are required to turn in League Rosters, waivers, permission to travel paperwork, and guest player paperwork. In addition, you must present player pass cards, medical release forms, any parental permission slips, and Michigan teams must show risk management cards for all coaches and team officials. On line Tournament rosters and game sheets will already be in your team packet. All Canadian teams must present either passports or proof of entry in the United States. In addition, all Canadian teams must have appropriate permission to travel forms issued by the respective provincial or national association.

Games Check-In/Check-Out: You must check-in at least 45 minutes prior to the start of your first game, 15 minutes prior thereafter. The field coordinator will hold pass cards until after the game and the proper post game paperwork has been turned in before the pass cards will be released. You will provide Tournament game reports (pre printed for you) at the time of check-in. All uniform numbers must match the game report roster.

Teams and Coaches will be stationed on the side of the field opposite the spectators.

Forfeits: A maximum 5-minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A minimum of 7 players constitutes a team and only less than 7 players present may delay the start of a game. A forfeit will be recorded as 3-0 score. A team that is responsible for a forfeit may not advance in the tournament. In U9 and U10 six players constitute a team.

Maximum number of players: U13 through U15 is 11 v 11 with 18 players maximum on roster. U16 and above is 11 v 11 with 22 players maximum on roster (only 18 can be play in any given game). U8, U9 & U10 is 6 v 6 with 11 players maximum on roster. U11 and U12 is 8 v 8 with 14 players maximum on roster.

Recreation and Select/Premier Divisions & Guest Players: In the recreation division, three players may be added to your official league roster so long as these players are registered with your club or organization. In the select/premier division, five (5) guest players are permitted. No Premier/Select player will be allowed as a guest player on a recreational team. You may play for only one team in the tournament.

Team Roster: At the time of tournament registration you must submit your regular team spring 2009 roster along with your final tournament roster. Also, player identification cards are required for all ages and divisions.

All schedules are final unless changed by the Tournament Committee

Inclement Weather: Regardless of weather conditions, coaches and their teams MUST appear on the field of play, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or Tournament Director can cancel or postpone a game.

- Inclement weather before game: In cases of severe weather conditions before play, referees and/or the Tournament Directors MAY reduce the length of the game by 50%.
- Inclement weather during game: Should a game's progress be terminated due to weather conditions after 20minutes of play, the game will be considered official and the score at that time will stand.
- If the weather situation in the discretion of the tournament becomes so severe, then games may be decided based on a coin toss, but only as a last resort. The Tournament in its discretion may utilize Memorial Day as a rain date.

The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament and its judgment is final.

Due to contractual Commitments there are absolutely no refunds of the tournament fee for any reason in the event the tournament is cancelled.