

2016 The Rose Cup Tournament Rules

Updated September 14th, 2016 and subject to change up until September 23rd, 2016.

Tournament Directors: Simon Lacon / Carey Talley

Mike Rose Soccer Complex
9000 E Shelby Dr
Memphis, TN 38125
(901) 751 4223

On Saturday and Sunday, "**Soccer Central**" will be located at the Mike Rose Stadium conference room.

Registration/Check-in:

ALL Teams will be required to check-in "online" (specific instructions will be emailed), and then again 15 minutes prior to their first game with the referee.

A. USYSA Teams

USYSA affiliated teams must provide 2016 – 2017 player cards, have four (4) copies of your approved team roster (a copy of your roster must be handed to the referee at each game you play) with player uniform numbers, as well as medical releases (out of state medical releases are acceptable) for each player. Out of state USYSA teams must submit an approved USYSA travel permit. Guest Players must have a state or US Club approved player card.

B. US Club Teams

US Club affiliated teams must provide 2016 – 2017 player cards, have four (4) copies of your approved team roster (a copy of your roster must be handed to the referee at each game you play) with player uniform numbers, and medical releases (out of state medical releases are acceptable) for each player. Guest Players must have a US Club or State approved player card.

C. International Teams

For a team coming from a CONCACAF nation, they must provide five (5) copies of a tournament roster (1 roster will be handed in at check-in and the other 4 will be kept by team manager for each game) with player uniform numbers, approved by their Provincial or National Association as well as medical releases for each player. Furthermore:

1. Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
2. Teams are required to have and present player picture identification cards.
3. Tournament rules require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

D. All Teams

Up to five (5) guest players are allowed. Teams or players will not be allowed to participate without approved paperwork. Validated rosters will be required prior to participating in any match.

Laws of the Game: All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

Duration of Games: The duration of tournament games shall be in accordance with the following:

Division	Roster	Ball Size	Half Time	Game Time	O/T Semis & Finals
U9-11	14(7v7/9v9) 18(11v11)	4	5	2 x 25 min	Penalty Kicks
U12-13	14(9v9)/18(11v11)	4/5	5	2 x 30 min	Penalty Kicks
U14	22	5	5	2 x 30 min	Penalty Kicks
U15-16	22	5	5	2 x 35 min	Penalty Kicks
U17-U18	22	5	5	2 x 40 min	Penalty Kicks

THERE IS NO OVERTIME IN PRELIMINARY (Group Play) OR POST-GROUP GAMES OVERTIME in SEMIS and FINALS GO STRAIGHT TO FIFA "KICKS FROM THE MARK"

Kickoff will be the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or **immediately** after the conclusion of the previous match as determined by the referee. Any team not ready to play with a minimum of seven (7) players is subject to forfeiture of the match (no grace period).

Field and Game Equipment:

All players on a team will wear identical uniforms (Shirts, shorts and socks), with the exception of the goalkeeper who must wear colors which distinguish them from the other players on the field of play. Player numbers must be affixed to the backs of the uniform shirts and no duplicate numbers are allowed on a team. Shirts will be tucked in at the start of play. The Home and Away team will be posted on the game schedule. The Home team will be required to wear light colored jerseys. The Away (or Visiting) team must wear dark colored jerseys. In case of a conflict of uniform colors, the team not complying will be responsible for changing to a different color acceptable to the Center Referee. Each team must be able to present a game ball to the referee prior to the start of each game. Hard cast, when allowed by the Center Referee, must be padded. **Shin guards are mandatory for all matches.** The referee has the right to refuse entry into the game any player who, in the referees' opinion is wearing dangerous or illegal equipment.

Substitutions: There are unlimited (free) substitutions for all age groups. Players may be substituted with the consent of the referee at the following times:

- Prior to a throw-in by team in possession OR both teams, if team in possession first requests a substitution.
- Prior to a goal kick by either team
- After a goal by either team
- In the event of an injury, by either team
- When the referee stops to caution a player only that player may be substituted prior to restart.
- **An ejected player may not be substituted. The team must play short for the remainder of the game.**
- No player will leave the field of play without the consent of the referee and players will enter and leave the field at the mid-line (unless otherwise directed by the Center Referee).

Game and Score reporting:

- The game referee will ensure that the game cards are properly completed, signatures obtained, and scores recorded at the end of the game on the game card is legible and turned into the tournament headquarters.
- Games will be scored (4) four points for a win, (1) point for a tie and (0) zero points for a loss.
- Forfeit is scored as a 0-4 loss and a total of four (4) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

Referees/Ejections:

- Referee ejections should be reported to the Tournament Committee immediately following the game.
- Any ejection shall automatically sit out the game the ejection took place and the player will be suspended for the next game.
- All referee decisions are final, within the laws of the game. No protests will be allowed..
- In the event the assistant referees are not available, each team is required to provide a "club linesman."

Conduct:

- Players, coaches and spectators are expected to conduct themselves within the spirit and the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field areas.
- The tournament director reserves the right to disqualify any team, player, coach or spectator who strikes, threatens physically or verbally, any official, participant or spectator at the Mike Rose Soccer Complex.
- All players and coaches will take one side of the field, and supporters will take the other side. No one will be allowed behind either end line.
- **ALCOHOLIC BEVERAGES AND/OR BAR-B-Q GRILLS ARE NOT PERMITTED AT THE MIKE ROSE SOCCER COMPLEX**

Tie-Breakers: To determine Finalists, if necessary:

*Please be advised that the **GotSoccer** scoring software has been known to misapply the official Tournament tiebreakers under the **STANDINGS & RESULTS** link. The schedule will, however, will always accurately reflect the advancing team.*

- 1) To determine preliminary winners and wild cards, if necessary (in order):
 - a) Winner of head to head competition.
 - b) Highest goal differential – goals “for” minus goals “against” [maximum six (6) goals per game after subtraction].
 - (a) *Ex. – A 10-6 win for team A would result in six (6) goals counted as “Goal Differential” for team A.*
 - c) Least total goals allowed [maximum six (6) goals per game]
 - (a) *Ex. – A 9-8 loss for team B would result in six (6) goals counted against team B*
 - d) Most shut-outs (includes 0-0 ties for this tiebreaker)
 - e) Most goals scored (no maximum)
 - f) Least goals allowed (no maximum)
 - g) Least number of negative points for yellow or red cards issued against team.
 - (a) Red Card = 3 negative points
 - (b) Yellow Card = 1 negative point\
 - h) Penalty kicks (FIFA “Kicks from the Penalty Mark”)
- 2) For semi-final and final games:
 - a) If still tied after regulation, proceed directly to FIFA “Kicks from the Penalty Mark”.

- 3) **Flights of Four or Five** may have a Final or not (to be determined by Tournament Director during scheduling). If there is no Final then Winner and Finalist will be determined by points. If tied in points, tiebreakers will be utilized to determine a winner (administered by condition 4 below). **Flights of six and seven** will have semi-finals before a final.
- 4) When multiple teams are tied in points after bracket play concludes, the following method shall apply to resolve the tiebreakers:
 - a) Tie breaker number one (head to head) will only be used to advance a team if that team has played and beaten all other remaining tied teams. If not, head to head will be disregarded in this initial pass.
 - b) Only one team shall be either advanced or eliminated (with priority given to advancement when both options exist) with each mandatory pass through the tie breakers.
 - c) Head to head (if applicable) will, again, be utilized after an advancement (or elimination) has occurred in each and every subsequent pass. Teams will continue to be advanced (or eliminated) through the application of the remaining tie breakers.
- 5) **Consolation Games** will not have overtime or go to "Kicks from the Penalty Mark" if tied after regulation. Consolation placement will be determined by group standing. The tournament schedule will delineate consolation placement and it is the responsibility of the teams to ascertain their time and field from the schedule. The decision of the Tournament Director is final.

Failure to Show and Forfeits:

- A team shall be allowed a 10 minute grace period after the scheduled kick-off time before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed.
- In no case shall a team which forfeits a game be declared a division winner or wild card team. If an apparent division winner forfeits a game, the division team with the next best record shall be named the division winner.
- **If a team is the cause for termination of a game, that team will be considered to have forfeited that game.**
- A forfeit in the preliminary rounds shall be awarded as 4 points for the win to the opposing team.
- Forfeits of games in the playoff rounds shall be recorded as 3-0 games.

Team Discipline:

Any player receiving a red card will be removed from the immediate game and will be suspended for the next game. Players that are sent off will serve their suspension away from the bench. A second red card on the same player will result in the player being removed from any further participation in the tournament. Any coach guilty of a sending off offense will be removed from the immediate game and will be suspended for the next game. Coaches that are sent off will serve their suspension away from the bench and will not attempt to coach the team, thereafter, by any means, directly or indirectly. A second red card on the same coach will result in the coach being removed from any further participation in the tournament. All Red Cards will be reported to the appropriate State Association. The team coach is responsible for all actions of physical and verbal abuse toward referees by their teams and spectators. Such abuse will not be tolerated. Violation may result in forfeiture of the game and/or expulsion from the tournament.

Protests & Matters not provided for:

THERE WILL BE NO PROTESTS ALLOWED The **2016 Rose Cup** is hosted by Mike Rose Soccer Complex (MRSC), 9000 E Shelby Dr, Memphis, TN 38125. MRSC is a member of Tennessee Soccer, 100 Country Club Drive, Hendersonville, TN 37075 the National State Association (NSA) of Tennessee for the US Youth Soccer Association (USYSA) an affiliate of the US Soccer Federation (USSF). No Protests are allowed. Any situation or questions on rules of competition not covered herein will be governed by TN Soccer, USYSA, USSF and FIFA Administrative rules, in that order. Any matters not provided for in Tournament Rules or TN Soccer, USYSA, USSF or FIFA rules shall be determined by the Tournament Director, whose decisions will be final.

Tournament Committee:

- The Tournament Director, or his/her designee, is empowered to make all decisions regarding the rules and competition prior to or during the tournament.
- The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
- The Tournament Committee reserves all rights and authority to adjust the competition rules and general organization as needed to properly operate the tournament. It is the responsibility of the team officials to check the tournament rules for any changes prior to the tournament.

Complex Rules:

All participants and spectators must abide by the **MRSC** Complex rules. Visit the complex web site at www.gomrsc.com for details. Consumption of alcohol is not allowed and smoking is not allowed by within the white fences surrounding the fields.

Playing conditions & Weather Policy:

In case of adverse/inclement weather or unplayable field conditions the **Mike Rose Soccer Complex** reserves the right to any of the following actions:

- Delay play for a period of time
- Reduce game times in order: to catch up to schedule, finish games before inclement weather arrives, or preserve field conditions.
- Reschedule games and/or Cancel tournament.
- Once the game is started the decision to continue play rests with the referee. Games shall be considered complete if one half of the game has been played. The score at the time of stoppage of play will be the final score.

- If one half has not elapsed and the game is stopped the game **may** be rescheduled if it affects the outcome of the tournament and if weather permits.
- **IN THE EVENT OF INCLEMENT WEATHER THE TOURNAMENT DIRECTOR HAS THE AUTHORITY TO RESTRUCTURE OR CANCEL THE TOURNAMENT. THE TOURNAMENT MAY NOT BE RESCHEDULED AND NO REFUNDS WILL BE ISSUED.** The **Rose Cup** Tournament Committee, Tournament Directors, *Mike Rose Complex* and Staff are not responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.
- In case of rain, please call our hotline number: 901 751 4223 X9

7v7 Small-Sided Games

Goal Sizes: 6.5 x 18.5 feet (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

Field Size: 55yds x 35yds (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

NEW!! – BUILD OUT LINES: A build out line will be painted on each side of the 7v7 fields, from sideline to sideline. This line will be set at 20yds from the goal line. This line is required for 7v7 play at the U9, & U10 age groups. The minimum distance is 14yds from the goal line and the maximum distance is the half way line, we have chosen to split the difference between the penalty area and the half way line. **The build out line is used to promote playing the ball out of the back in an unpressured setting.**

HOW DOES THIS BUILD OUT LINE WORK? **When the GK catches the ball and has possession in hands the opposing team must drop behind this line (between build out line and halfway line or further).** **When played out or dropped into play at the GK feet the opponent may again play freely.** On a goal keeper save (through the run of play) the players on the opposing team, need to go behind the build out line (between build out line and halfway line or further) to allow/permit the goalkeeper to play the ball wide to their teammates or to play to himself before the opponent may make play on the ball. As soon as the ball is in play to teammate or self, the opponent is free to engage regardless of where they are. For example, if the GK chooses to restart quickly and the opponent has not made it back to the build out line they need not run all the way back. They may immediately engage the ball due to the quick restart of play.

GOAL-KICK: On a goal kick all players for the opposing team need to be behind the build out line (between build out line and halfway line or further) before the kick is taken. **GK teammates do NOT need to be behind the build out line.** Keepers may choose to do a short or long goal kick as it pertains to the normal rules of play. i.e their goal kick may go beyond the build out line with no infraction. **Furthermore, Keepers may choose to restart quickly even if the opponent has not made it all the way back to the build out line. Opponents may immediately engage the ball due to the quick restart of play.**

BALL IN KEEPERS HANDS: Opposing team players must begin to drop behind the build out line.

KEEPER DROPS BALL AT FEET TO DRIBBLE OR PASS: The play is now live even if opposing team has NOT dropped behind the build out line.

KEEPER ROLLS BALL OUT TO TEAMMATE: Play is live, and the opposing team may now approach.

KEEPER THROWS THE BALL BEYOND THE BUILD OUT LINE: Play is live.

OFFSIDE: Are there still off-sides in 7v7? YES. USSF has suggested that players are not offside between halfway line and the build out line. However, MSSF has decided to keep the offside rule as normal as it pertains the half way line and infractions beyond that half way line. i.e A player is in an offside position if he is nearest to his opponents' goal line than both the ball and the second to last opponent as normal even if that infraction is occurring between the build out line and the half way line of the opponents half.

PUNTING: Punting the ball will not be allowed and an Indirect Free Kick will be awarded to the opposing team at the place of infraction.

HEADING: There will be no Heading allowed in any U9, U10, or U11 age groups in MSSF League play. (Please see below for scenarios and infractions)

9v9 Small-Sided Games

Goal Sizes: 7 x 21 feet (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

Field Size: 75yds x 50yds (this is 5 yds longer than before) and conforms to TNSoccer and USSF Initiatives.

PUNTING: Punting the ball WILL be allowed

HEADING: There will be no Heading allowed in any U9, U10, or U11 age groups in MSSF League play. U11 age groups playing 9v9 will NOT be allowed to head the ball (Please see below for scenarios and infractions). U12 age group playing 9v9 WILL be ALLOWED to head the ball.

HEADING CONTINUED:

Unusual circumstances and applying the “no heading” rule to the U3-U11 ages category:

- If in the referee’s opinion a **player intentionally attempts to deny a goal scoring opportunity** by “heading” the ball and the ball enters the goal **without being played** by another player Goal is allowed and player cautioned.
- If in the referee’s opinion a **player intentionally attempts to deny a goal scoring opportunity** by “heading” the ball and the ball **does not** enter the goal Referee immediately stops play, player is shown a yellow card and the restart is INDIRECT FREEKICK if outside the penalty area and PENALTY KICK if inside the penalty area. (Under no circumstances is the referee to allow “advantage” to another offensive player **touching** the ball when the ball is “headed” either intentionally or not).
- If in the opinion of the referee a **player intentionally “heading” the ball (not denying an obvious goal scoring opportunity)** ... play is stopped an INDIRECT FREEKICK awarded to team last in possession at the spot of infraction but not closer than the goal box area.
- If in the referee’s opinion a **player inadvertently “heading” the ball ...** play is not stopped as no infraction occurred.