

MSA Recreational Open Cup Tournament Rules

1. **FIFA Laws of the Game** will apply to all competitions except as otherwise provided herein.
2. **In addition to current MSA policy, eligible teams** must meet the following requirements to participate in any MSA Sponsored Recreational Tournament:
 - a. The member organization must have completed the Annual Membership Application and paid the annual membership fee by the date established by the MSA Council for the seasonal year.
 - b. ONLY Recreational teams may participate. Rec- Plus teams are not allowed.
 - c. All recreational teams within the participating age/gender division must be properly age balanced.
 - d. All teams must be properly rostered in the MSA online system in accordance with MSA deadlines.
 - e. No player(s) participating with any non-USYS team or rostered on any USSF competitive team requiring a pass may be rostered to an MSA recreational team for tournament play.
 - f. All team rosters will be frozen fourteen (14) days prior to the start of the MSA Recreational Open Cup or any qualifying tournament for the MSA Recreational Open Cup.
 - g. Only those coaches meeting MSA registration requirements will be allowed on a team roster.
Qualification for coaches:
 - h. Current Photo in coach profile
 - ii. Background Check Approved
 - iii. SafeSport Training Completed
3. **Additional Field Markings/Controls**
 - a. **Build-Out Line: (10U)** – shall be marked halfway between the penalty area line and the halfway line and from one touch line to the other across the field of play.
 - b. **Seating:** Teams shall sit on one side of the field and spectators shall sit on the opposite side of the field, unless otherwise noted by MSA. The home team has the choice of which end to sit. Teams and their supporters are required to sit across from each other on the field. Spectators from opposing teams may not intermix and must always remain on their side of the field. Failure to do so could lead to an ejection from the game/tournament or a forfeiture of the game.
 - c. **Mechanical Devices:** The use of any mechanical or artificial noise making devices, such as bullhorns, cowbells, amplifiers, vuvuzelas or megaphones by any participant/spectator is strictly prohibited during a game.
4. **Game Length:** Regulation games will be:
 - a. 10U – Four 12-minute quarters
 - b. 12U – Four 15-minute quarters
 - c. 14U – Four 17-minute quarters
 - d. 16U – Four 20-minute quarters
 - e. 19U – Two 45-minute halves
5. **Tournament Scoring System:** Each age/gender group game will be scored:
 - a. WIN –3 points
 - b. TIE –1 point
 - c. LOSS – 0 points
6. **Additional Scoring Policies & Tie Breakers: Tie Breakers:**
 - a. Head to Head Competition
 - b. Goal Differential: Maximum/Minimum of 4 goals per game**
 - c. Least number of goals allowed
 - d. Kicks from the Penalty Spot – Each team is responsible for being ready at the scheduled time/place.

****NOTE:** Goal Differential is the difference between total goals scored minus total goals allowed in an individual game. To calculate goal differential, the winning team must score four (4) points higher than its opponent to

obtain a plus four (4)-goal differentials. The loser will be awarded an equal number of negative points. For a plus 2-goal differential, the loser will be awarded an equal number of negative points. A 1-point difference in the score will result in the winner obtaining a plus 1 goal differential with the loser awarded an equal number of negative points. This calculation is on a per game basis.

EXAMPLE: (1) A team wins a game 7-3. The winning team will receive a plus four (4) (maximum allowed) goal differential; the losing team a minus four (4)-goal differentials. **(2)** A team wins 6- 0: the winning team would receive a plus four (4) goal differential and the losing team a minus four (4) goal differential. **(3)** A team wins 3-2: the winning team receives a plus 1-goal differential, the losing team a minus 1-goal differential.

Best-of-Three Series, Quarter-final, Semi-final, Championship Games: If the score is tied at the end of regulation, overtime periods shall be played. If, at the end of the overtime period a tie still exists, the game shall be determined by the taking of Kicks from the Penalty Mark in accordance with the FIFA Laws of the Game.

Overtime Periods:

10U-12U: Two 5-minute halves | 14U-older: Two

10-minute halves

Round Robin Format: Games may end in a tie. Champions in this format will be determined through Head to Head competition. In the event of a tie, the tiebreakers listed in Section 6 shall be used to determine a champion.

Best-of-Three Series: In a two-team division, the typical format will be a best of three series. Tie games are not permitted in this format. Each scheduled game will be played with appropriate overtime periods and Kicks from the Penalty Mark, if necessary, to determine a winner.

Forfeits:

- e. Any team forfeiting one game, forfeits all games. All forfeited games will be scored as a 3-0 victory for the opposing team.
 - i. A game is forfeited when a team:
 - 1. Leaves the field of play without the referee's permission
 - 2. Is not ready to play at the scheduled game time
 - 3. Does not wear an alternate jersey upon the referee's request
 - 4. Does not meet the player participation rule for every tournament rostered player
 - 5. Is disqualified due to unsportsmanlike conduct
 - 6. Does not field the minimum number of field players
- f. The forfeiting team may be subject to a fine assessed by MSA to the team's home organization as well as further penalties.
- g. The forfeiting coach, organization, and team may be assessed these penalties:
 - i. **Coach/Team Manager:** suspension for one calendar year, effective the Monday after the completion of the tournament.
 - ii. **Organization:** a fine of a minimum of \$500, at the discretion of the tournament committee, payable within fifteen (15) days of the tournament completion date.
 - iii. **Application of Rule:** if the application of this rule causes two or more teams to change positions for first and/or second place in the final preliminary round- robin bracket play standings, the tie breakers in Section 6 shall be applied to the affected teams to determine qualification for semifinals and/or championship games.
 - iv. Should any team lose the opportunity to finish as Overall Best Second in group play for advancement out of bracket play because a team forfeits, they shall face the Second Overall

best Second team in Kicks from the Penalty Spot to determine which team advances.

7. Tournament Responsibilities of each Coach and their Team:

- a. Comply with all published Tournament Rules and Codes of Conduct.
- b. As the home team, wear an alternate jersey if color conflicts exist and requested by the referee. The home team is always listed first in the schedule. T-shirts with taped or written numbers will be acceptable as the alternative jersey.
- c. To remain in an area 10 yards on either side of the midfield line, regardless of the existence of a marked technical area. This is for the duration of the game.
- d. To select the home team's bench area for the game.
- e. To provide a game ball if requested. The game ball will be selected by the referee.
 - i. 10U-12U - Size 4 ball
 - ii. 14U-older – Size 5 ball
- f. To be fully responsible for the team's players, parents, and spectators in their behavior. There should be no tolerance of foul and abusive language.
- g. To ensure no team member, parent, or spectator uses any mechanical or artificial noise making device such as bullhorns, cowbells, amplifiers, vuvuzelas, or megaphones during the game.

8. Player Participation

- h. Every 10U – 16U player, except those absent, ill, injured, disciplined, or suspended **must** play 50% of each tournament game.
- i. Every 19U player, except those absent, ill, injured, disciplined, or suspended **must** play in each half of each tournament game.
- j. An injured/cautioned player who is removed from the game will be considered to have played the entire quarter.
- k. The team coach must:
 - i. Report excepted-category players to the MSA Tournament Director at team registration when known and as soon as possible prior to other affected games
 - ii. Complete MSA Participation card for every tournament game ensuring all players' full names and jersey numbers are listed in numerical order (lowest to highest).
 - iii. Turn the properly completed MSA Participation card to the referee prior to the start of each game.
 - iv. Complete in its entirety, the MSA Participation card for each quarter or half of play.

9. Participation Disciplinary Actions

- l. Disciplinary Action for player participation rule violations expulsion of the team from the tournament and possible suspension of the coach.

10. Substitution and Game Restart

- m. **10U ONLY:** No punting/drop kicking of the ball by the goalkeeper is allowed. The ball may be thrown or placed on the ground and kicked into play; both will be considered indirect and must touch another player before entering the opponent's goal. ***If the goalkeeper places the ball on the ground, the ball is not live until it is kicked into play.***
- n. **10U & 12U ONLY:** Any deliberate heading of the ball will be restarted with an indirect free kick.
- o. **10U – 16U:** Substitutions for any player will be made during half time and the 2-minute break between the first and third quarters. Other allowed substitutions are: (1) an injured player that requires removal from the field; (2) A yellow carded incident if the coach chooses to remove the cautioned player.
- p. **10U-16U:** If a coach substitutes for an injured/cautioned player, the player may not re- enter the game until the next quarter substitution period. Game restarts during the second & fourth quarters will be at the stoppage point of the previous quarter (throw- in, goal kick, etc.). The quarter breaks will be taken at a natural stoppage point within a 1-2-minute window of the scheduled minutes for a game quarter. Teams may leave the field during this break, but the game will resume exactly 2 minutes after the stoppage of play.

- q. **19U Substitutions:** Unlimited made at the following times:
 - i. Prior to team throw-in
 - ii. Any goal kicks
 - iii. After any goal
 - iv. Player injury for either team
 - v. Cautioned (yellow-carded) player
 - vi. Halftime
- r. An ejected player shall not be replaced on the field for the remainder of the game.
 - i. The ejected player must sit out the next game/games depending on the nature of the foul.
 - ii. The ejected player must sit on the team bench in street clothes while serving the suspension(s).
 - iii. The ejected player is the responsibility of the coach and will be treated as any active player by the game official.
- s. An ejected coach must leave the game premises immediately. Failure to do so could result in a forfeiture of the game.
 - i. The coach may not coach during the next game but may be present at the field, sitting with the parents/spectators.
 - ii. At no time, should the ejected coach offer comments, other than those of encouragement, to the players on the field.
 - iii. The ejected coach may not interact with the players during the pre-game or halftime periods nor may h/she have any contact during the game with the designated coach of the game.

11. Protests

- t. No team nor its representative may protest any matter associated with the tournament or its games.
- u. The Tournament Committee has the authority to resolve clearly substantiated violation of the tournament rules or Laws of the Game which must be reported to the Tournament Director, in written documentation, within 2 hours of the completion of the game in question.
- v. The Tournament Committee may take the following actions toward resolving a valid violation:
 - i. Replay a game in its entirety
 - ii. Forfeit a game in which a team plays an unauthorized player
 - iii. Disqualify a team from further participation due to unsportsmanlike conduct
 - iv. Disqualify individual team members, coach, or manager from further or selected tournament participation due to unsportsmanlike conduct.
- w. Unsportsmanlike acts are not in accordance with the Rules of Fair Play or Reasonable Conduct. Such acts include, but are not limited to, starting or participating in a fight of any kind or team brawl; damaging, destroying, or stealing another team's property; harassing, taunting, physically abusing, verbally abusing, referees, tournament officials, opposing players, or team officials.

12. Game Conduct:

- x. The game referee will enforce MSA policy regarding the use of directed or non-directed foul play and/or abusive language on the field of play.
- y. All team officials must wear an identification tag as provided during team check-in. A maximum of three team personnel is allowed on the sidelines at any time during the game. These personnel must be properly rostered on the team's official roster and must not share their identification tag with anyone.

13. Uniforms:

- z. All participating players must meet the following uniform standards of play to participate.
 - i. All players must wear the same uniform including shirts, shorts, and socks. The only exception is the goalkeeper. Some minor exceptions can apply to alternate jerseys. Any hardship exceptions to this rule must be requested in writing and approved by the Tournament Director prior to the first tournament game.
 - ii. All players must wear commercially manufactured shin guards, in accordance with their age

- division, under their pulled-up socks.
- iii. The Game Referee will determine if the player's uniform complies.
- iv. A player who does not play due to non-compliance with this uniform standard, is not an exception to the player participation requirement.

14. Other Tournament Rules:

- aa. The Tournament Committee has the sole discretion and authority to deal with any matter not covered in these rules.
- bb. Only credentialed team members will be allowed to discuss any team issues with the Tournament Director.
- cc. Playing Format per USSF Guidelines & USYS Short-sided Game Rules:
 - i. U10 7v7
 - ii. U12 9v9
 - iii. U14-u19 11v11
 - iv. U14-u19 7v7 format available
- dd. MSA Recreational Open Cup or any qualifying tournament for the MSA Recreational Open Cup will utilize a standard playing format for all age/gender groups unless the number of accepted teams requires a different format. The playing format shall not include cross bracket games in an age division.
- ee. The USYS short-sided game rules, as amended by MSA, will apply to all respective age groups.
- ff. The game referee will report all game ejections to Tournament Headquarters, noted on their completed game card.
- gg. For the Champion/Finalist of each age/gender group, individual awards will be presented to the maximum roster size plus 3 coaches of each team.
- hh. The consumption of alcoholic beverages is not allowed on or near the playing fields.
- ii. Firearms are prohibited within the confines of the complex during the tournament.
- jj. The game referee may suspend a game due to adverse weather conditions or to protect players when game play or the crowd becomes uncontrollable. If after suspending play, the situation does not improve, the referee shall report the suspended nature of the game to Tournament Headquarters and submit their game card.
- kk. Only properly identified personnel of a suspended game shall meet with the Tournament Director to ascertain a restart status. The meeting location shall be determined by the Tournament Director. No additional parents/players are allowed into this area.
- ll. The Tournament Committee reserves the right to reach an outcome in a suspended game necessary to determine a proper bracket or round robin finish. The Tournament Committee will decide if a game is to be terminated if the referee stopped due to weather and/or safety considerations. If the game cannot be restarted within sixty (60) minutes from the stoppage time, the following termination policies shall apply:
 - i. If one-half (1/2) of the match has been completed prior to the stoppage, the score at the time of the stoppage shall stand. The game will not be replayed in the tournament.
 - ii. If less than one-half (1/2) of the match has been completed at the time of stoppage, the match may be replayed in its entirety on either the same day or the next available playing date.
 - iii. A second stoppage of play due to weather conditions shall result in the termination of the game on that day. The two (2) preceding policies will be applied to this game.
- mm. **Inclement Weather/Unsafe Field Conditions:** The Tournament Committee (TC) can use the following options with the remaining games:
 - i. Game times may be reduced. This will be communicated to all teams prior to the beginning of their match. All such matches will be considered official.
 - ii. Matches may be rescheduled at later times/location determined by TC
 - iii. Complete games by using the "mini-game" format of Taking of Kicks from the Penalty Mark.

Time/Location determined by TC.

iv. Cancel all remaining games if no chance for advancement is present.

nn. **Mini-Game Rules (Taking of Kicks from the Penalty Mark):** during preliminary round games, the following rules apply:

i. Each team will take a maximum of five (5) penalty kicks

ii. At the end of the five (5) kicks, the game will be scored as a complete game. Each goal scored will count as a goal and games may end in a tie.

iii. The games will be scored as:

1. WIN – 3 points

2. TIE – 1 point

3. LOSS – 0 points

15. Pets: No pets shall be allowed on or near the tournament premises. The only exception is certified service animals. Certification must be presented upon request. Spectators/participants bringing non-documented pets to the event may be required to remove the animal from the premises.