



WEST MICHIGAN SOCCER

# TOURNAMENT REGISTRATION, RULES, & POLICIES GUIDE

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# REGISTRATION REQUIREMENTS

**1. REGISTRATION / TEAM CHECK- IN:** Registration will be online ONLY through SportsForms. Full details and link will be sent to Team Contacts 2-3 weeks before the event. Teams must provide the following information on SportsForms. **Game Day Check-In: Team Manager or Coach must check in 1 hour prior to first game at the Headquarters Tent to collect team bracelets.**

## FOR MSYSA REGISTERED TEAMS:

- The **Tournament Roster & Waiver** is completed on TeamSnap Tournaments.
- The Following Registration Documents must be submitted via SportsForms:
  - 1. Player and Coach Pass Cards**
    - Official color copy of cards with a photograph for each player, from current season.
  - 2. Official Team Roster**
    - Copy of your current official league roster, signed by the league registrar.
  - 3. Risk Management**
    - For all coaches and team officials that will be on the player sidelines (proof you have been cleared to work with children). Must not be older than 1 year at completion of tournament.
  - 4. Concussion Certification**
    - All coaches and team officials must be able to provide their CDC Heads-Up Concussion Certification. Certificates may be no older than 3 years from the date of the tournament.
  - 5. SafeSport Certification**
    - All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request.
- The two items below do not need to be brought to registration but you MUST provide a confirmation that you will have them with you at the tournament:
  - 1. Medical Release Forms** - must be signed by the parent or guardian of each player.
  - 2. Heads Up Parent/Athlete Concussion Information Sheet** for each player attending.
- **Permission to Travel** - not required for MSYSA teams.
- **Guest Player Paperwork and Approval (if applicable) - see point #4 below**
  - Players from within your own club do not have to have a Guest Player Form but the MUST have a copy of the Official League Roster for Fall 2022. Guest Player Form and instructions on how to submit Guest Player Form can be found at the following link:  
[https://www.michiganyouthsoccer.org/Member\\_Services/Guest\\_Player\\_Forms](https://www.michiganyouthsoccer.org/Member_Services/Guest_Player_Forms)

## FOR NON-MSYSA REGISTERED TEAMS:

- The **Tournament Roster & Waiver** is completed on TeamSnap Tournaments.
- The Following Registration Documents must be submitted via SportsForms:
  - 1. Player and Coach Pass Cards**
    - Official color copy of cards with a photograph for each player, from current season.
  - 2. Official Team Roster**
    - Copy of your current official league roster, signed by the league registrar.

### 3. Permission to Travel

- For USYSA teams traveling from outside Michigan: must provide appropriate travel documents approved by their State Soccer Association.
- For US Club Soccer Teams: the approved roster printed from the US Club Soccer player registration system is proof of travel approval from US Club Soccer. -No additional documentation is needed from out of state teams
- For International Teams: Tournament rules must require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

### 4. Risk Management

- For all coaches and team officials that will be on the player sidelines (proof you have been cleared to work with children). Must not be older than 1 year at completion of tournament.

### 5. Concussion Certification

- All coaches and team officials must be able to provide their CDC Heads-Up Concussion Certification. Certificates may be no older than 3 years from the date of the tournament.

### 6. SafeSport Certification

- All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request.
- The two items below do not need to be brought to registration but you MUST provide a confirmation that you will have them with you at the tournament:
  - 1. Medical Release Forms** - must be signed by the parent or guardian of each player.
  - 2. Heads Up Parent/Athlete Concussion Information Sheet** for each player attending.
- **Guest Player Paperwork and Approval (if applicable) - see point #4 below**
  - Players from within your own club do not have to have a Guest Player Form but the MUST have a copy of the Official League Roster for Fall 2022. Guest Player Form and instructions on how to submit Guest Player Form can be found at the following link:  
[https://www.michiganyouthsoccer.org/Member\\_Services/Guest\\_\\_\\_Player\\_Forms](https://www.michiganyouthsoccer.org/Member_Services/Guest___Player_Forms)

*NOTE: TEAMS ARE NOT ALLOWED TO MIX US YOUTH SOCCER (MSYSA) AND US CLUB SOCCER PAPERWORK TO REGISTER.*

**2. TEAM ROSTERS:** Team rosters from the 2022-2023 seasonal year will be accepted for the tournament.

### 3. 2022-23 AGE BRACKETS:

U7 (Born in 2016)	U11 (Born in 2012)	U15 (Born in 2008)
U8 (Born in 2015)	U12 (Born in 2011)	U16 (Born in 2007)
U9 (Born in 2014)	U13 (Born in 2010)	U17 (Born in 2006)
U10 (Born in 2013)	U14 (Born in 2009)	U18-19 (Born in 2005-04)

**4. GUEST PLAYERS/CLUB PASSCARD POLICY:** A maximum of 5 guest players (from outside a team's club) are allowed per team at MSYSA sanctioned tournaments. Guest players must be added with a Guest Player Form ([click here for information](#)).

Additionally, an unlimited number of club pass card players are allowed per team provided that at least 50% of the players appearing on a tournament roster also appear on a team's league roster. All player cards, rosters, and other paperwork must be shown at Check-In for all players on the team.

*"Club" means an organization providing soccer to youth players that is either a direct member of MSYSA or that registers players with MSYSA through an affiliated member. At no time shall an affiliated member who functions as a "scheduling league" also be considered a "club". In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the WMSC if all the following criteria are met: 1) The main club and satellite club have the same Board of Directors; 2) The main club and satellite club have the same Tax ID number; 3) The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.*

**5. RISK MANAGEMENT POLICY:** All MSYSA Team Officials must be risk management certified by MSYSA and must be able to present their risk management card at any time during the tournament. Team Officials from other State Associations and/or other organizational members of the US Soccer Federation must be able to show proof of their organization's equivalent risk management certification.

**6. CONCUSSION POLICY:** All MSYSA coaches must be able to provide their CDC Heads-Up Concussion Certification. All non-MSYSA coaches must be able to provide the CDC Heads-Up Concussion certificate or the NFHS Concussion in Sports Certificate. Teams must be able to provide the Michigan Department of Community Health/CDC Parents and Athlete Concussion Information Sheet for each player attending the tournament. Certificates may be no older than 3 years from the date of the tournament.

**7. SAFESPORT POLICY:** All Adult members must obtain RM clearance and also complete the 'Core SafeSport Training' by the earlier of 1) prior to regular contact with a Minor Participant; or 2) within the first 45 days of the Covered Adult taking on the role giving them access to Minor Participants. The SafeSport Trained requirement is considered valid for one year and a SafeSport Refresher course is available on the Safesport.org website in order for Covered Adults to maintain their SafeSport Certification.

# POLICIES & PROCEDURES

**1. INCLEMENT WEATHER:** The tournament staff and/or director reserves the right to make the following changes in the event of inclement weather:

1. Relocate and/or reschedule a match.
2. Change a division structure.
3. Reduce the duration of a match.

In the event that weather interrupts a match in progress:

- Games interrupted before 20 minutes of play:
  - Will continue if time permits.
  - If time does not permit, a 0-0 tie will be awarded.
- Games interrupted after 20 minutes of play:
  - Will continue if time permits.
  - If time does not permit, the score of the game will stand.

Only the Tournament Director, Referee Assignor, or Referees can cancel or postpone a game.

The tournament will follow US Soccer's position that indicates when lightning is seen, event Staff will count the time until thunder is heard. If this time is thirty (30) seconds or less, seek shelter. Wait thirty (30) minutes or more after hearing the last thunder before resuming activities.

## **2. REFUND POLICY:**

- The tournament reserves the right to not permit refunds.
- Teams may cancel their registration before the registration deadline and receive a refund of their fees minus a \$100 administrative fee.
- After the registration deadline, no refunds will be given.
- In the event of tournament cancellation due to weather or other forces beyond our control, the tournament will not provide refunds of any type to accepted teams.

**3. CANCELLATION POLICY:** Should the tournament not have enough teams to conduct a tournament and the tournament is canceled, team fees will be refunded due to tournament cancellation.

***\*COVID-19 REFUND POLICY: We include a "Register Now / Pay Later" option on our registration. Should this event be canceled due to COVID-19, a 75% refund will be issued to all participants.***

## **4. COACHING FROM THE SIDELINES:**

- A coach may coach his/her own team from the sidelines, provided that professional demeanor is used with the officials, tone of voice is informative and not aggressive, and he/she stays within his/her technical area during the game.
- Failure to abide by the aforementioned coaching criteria may result in game suspensions, game forfeitures, and/or fees as determined by the Tournament Director.

**5. SPECTATORS:** Coaches are responsible for the spectators that accompany his or her team.

- Spectators will occupy the side of the field opposite of the side in which the teams are located.
- No artificial noisemakers of any kind are permitted. The Tournament Staff has the final decision in case of any discrepancies.
- If it becomes evident that the spectator(s) become unruly and cannot be controlled, the field sidelines will be cleared of all spectators. If spectators refuse to leave the field of play, the game will be suspended and perhaps forfeited upon an investigation by the Tournament Staff.
- If a game must be replayed because of a spectator's behavior, no spectators will be permitted at the game site of the replayed game.
- A coach and/or team may be assessed a fine as a result of unacceptable spectator behavior or referee abuse.
- The Tournament Staff reserves the right to remove any spectator from the fields or facility whose behavior is deemed inappropriate and/or whose presence imposes a threat to any participant of the tournament.

**6. EJECTIONS:** Players/Coaches/Managers are expected to conduct themselves within the spirit of the Laws of the Game.

- Any player or coach ejected from a game will be ineligible to participate in the next scheduled game.
- There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated by the tournament and any decisions will be made by the tournament staff.
- Red Card Policy – all players, coaches, and other team officials who receive a red card in a tournament will serve their suspension in the next game of the tournament.

## **7. ALCOHOL AND ILLEGAL DRUGS**

- Players and coaches are prohibited from consuming alcohol or using illegal drugs during competition.
- Players and coaches are also prohibited from using any form of tobacco at the playing site of the tournament. The penalty for violation by player and/or coach may be disqualification from the tournament.

## **8. UNMANNED AIRCRAFT SYSTEM (DRONES):**

- The use of non-approved unmanned aircraft systems (e.g. drones) is strictly prohibited at any/all tournament games.
- The use of unmanned aircraft systems may be approved by the tournament for a specified promotional activity given that the request is submitted in writing to the tournament in advance.
- Any person in violation of this policy shall be immediately removed from the field, facility and/or event.

**9. FACILITY RULES:** All facility rules must be adhered to while on premises. Violators will be asked to leave.

**10. ATHLETIC TRAINERS/HCP'S:** An adequate number of Healthcare Professionals (HCP) will be present for the tournament if the tournament has 64 or more teams at U11 and older age groups. Health Care Professionals are considered an Athletic Trainer Certified (ATC) or Physician (MD/DO), with skills in emergency care, sports medicine injuries and experience related to concussion evaluation and management.

#### **11. SUSPECTED HEAD INJURY PROTOCOL:**

- **Situations where a Health Care Professional (HCP) is Present:**
  - Any player who sustains a significant blow to the head or body, who complains about or is exhibiting symptoms consistent with having suffered a concussion or is otherwise suspected of having sustained a concussion, must be evaluated on the sideline by an on-site HCP.
  - This professional will perform applicable testing-SCAT3 or Child SCAT3 and modified BESS to evaluate players on the field/sideline.
  - Any player suspected of suffering a concussion will not be allowed to return to play until he/she is cleared by the Health Care Professional.
  - Coaches, parents/guardians or players may not overrule the HCP.
  - If a coach seeks to allow a player to re-enter the game who has been removed from a game for a concussion assessment and who has not been cleared to return to play by the on-site HCP, the referee or Tournament Staff will issue a warning to the coach.
  - If a coach persists in seeking to allow such player to re-enter the game after having been issued a warning, the referee or Tournament Staff are entitled to take other disciplinary measures against the coach as are permitted.
- **Situations where no Health Care Professional (HCP) is Present:**
  - If a player who sustains a significant blow to the head or body, who complains about or is exhibiting symptoms consistent with having suffered a concussion or is otherwise suspected of having sustained a concussion, must be evaluated by an HCP before the player will be allowed to return to practice or play.
  - No coach shall permit a player who has been removed from a game for a concussion assessment to return to play until cleared to do so by an HCP. Tournament officials shall be notified immediately.
  - If a coach seeks to allow a player who had been removed from a game for a concussion assessment to re-enter the game, the referee shall allow the player to return to the field but shall immediately stop play, direct the player to leave the field of play and direct the coach to remove the player and select a substitute.
  - If a coach seeks to allow a player to re-enter who had been removed from a game for a concussion assessment, the referee shall issue a warning to the coach.
  - If a coach persists in seeking to allow a player to re-enter the game after having been issued a warning, the referee or Tournament Staff is entitled to take such other disciplinary measures as are permitted.
  - Unless an HCP determines that the player has not suffered a concussion, and cleared the player to return to play with documentation stating the player is clear to return, the player will not be permitted to return to practice or play until the player has successfully completed the return to play protocol and has been cleared to return to play by a Physician.
  - Documentation must be provided to tournament officials before the player is allowed to return.

**12. REFEREES:**

- The tournament utilizes a referee assignor that is currently certified by the US Soccer Federation.
- All referee assigning will be done through the Game Officials system.
- Referee payment will be conducted via GO Pay.
- Out-of-Area referees must show photo identification to verify identity.

**13. PROTESTS:** There will be no protests or appeals. All officiating decisions are final.

**14. DISPUTES:** Any disagreement which cannot be resolved by the listed rules will be settled by the Tournament Staff.

**15. FINAL RULINGS:** The final interpreter of the rules and regulations and any matters not provided for in these rules will be the Tournament Director, whose decisions shall be final.

**16. SPIRIT OF THE GAME:**

- If the Tournament Director determines that a particular action by a team or any of its members or spectators is deemed unacceptable for any reason, the team may be disqualified, sanctioned, and/or face forfeiture of one or more games.
- In the event that any team is suspected of forfeiting a game with the design or purpose of controlling the advancement of any team from its own bracket or any other bracket, the Tournament Director may require such an advancing team to play another qualifying game against the next highest ranking team that would otherwise be eligible to advance.

**17. AWARDS:** Medals will be given to Champions and Finalists in every division.

**18. NOTICE OF AMENDMENTS:** The tournament rules are subject to change with or without notice.

# FORMAT, DIVISIONS, & SCORING

**1. FORMAT:** The tournament will follow the format below.

AGE GROUP	FORMAT	HALF LENGTH	BALL SIZE	# OF REFEREES	OFFSIDES
U7-U8	4v4	20-min	4	1	NO
U9-U10	7v7 (w/ GK)	25-min	4	1	YES
U11-U12	9v9 (w/ GK)	25-min	4	3	YES
U13-U15	11v11 (w/ GK)	30-min	5	3	YES
U16-U19	11v11 (w/ GK)	35-min	5	3	YES

*Note: Games may be shortened to maintain the integrity of the schedule during the preliminary and semi-final games. There is no overtime during preliminary rounds. Games are on a running clock, there is no stoppage time.*

**2. ROSTERS:** A tournament roster must be on file with tournament headquarters prior to competition. Rosters from the 2022-23 season will be accepted. A player can only be rostered on one team in the same division. The allowed roster size per age group is as follows:

- 4v4: 6-8 player rosters (U7-U8)
- 7v7: 9-12 player rosters (U9-U10)
- 9v9: 11-16 player rosters (U11-U12)
- 11v11: 13-20 player rosters (U13-U19)

11v11 teams may only dress up to 18 players for each game. They may rotate these players for each game. The referee should be notified about which players are not dressed if they are on the bench.

**3. DIVISION FORMAT:** Division play and playoffs are determined by the number of teams and pools in a division. Depending upon the division configuration, a team could play as many as 3 games in one day. See below for an explanation on how each division is structured/scheduled:

- **4 Team Divisions** - 1 pool w/ 4 teams. 3 games are guaranteed in pool play, with each team playing the other teams within their pool. Top two teams after pool play enter Finals.
- **5 Team Divisions** - 1 pool w/ 5 teams. 4 games are guaranteed in pool play, with each team playing the other teams within their pool. Champion is determined by the team with the most points after pool play and the Finalist is determined by the team with the 2nd most points. No Finals (Round Robin).
- **6 Team Divisions** - 2 pools w/ 3 teams. 2 games in pool play, with each team playing the other teams within their pool. After pool play, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. 3rd A and 3rd B will play each other in the consolation game, completing their third and final game and are eliminated from the tournament. Top two teams in each pool

will enter Semi-Finals (1st A vs 2nd B / 1st B vs 2nd A). Teams must win to advance to Finals.

- **8 Team Divisions** - 2 pools w/ 4 teams. 3 games are guaranteed in pool play, with each team playing the other teams within their pool. Top two teams in each pool enter Semi-Finals (1st A vs 2nd B / 1st B vs 2nd A). Teams must win to advance to Finals.
- **10 Team Divisions** - 3 pools: Pool A w/ 4 teams + Pool B and Pool C w/ 3 teams each.
  - Pool A: 4 games are guaranteed in pool play, with each team playing the other teams within their pool. Top team after pool play enters Semi-Finals.
  - Pool B + C: 2 games in pool play, with each team playing the other teams within their pool. After pool play, points are calculated and temporary standings are generated within each pool. The temporary standings are used to determine the order of play for the cross-over pool games, which are the guaranteed third game for each team. The games will be played as follows: 1st B vs 2nd C / 2nd B vs 1st C / 3rd B vs 3rd C. Cross-over pool games are not elimination games. After cross-over pool games are complete, all teams are re-seeded and final standings are generated in pools B + C.
  - Semi-Finals: the teams that advance to Semi-Finals are the following: the winner of Pool A, the winner of Pool B, the winner of Pool C, one Wildcard team. The match-ups will be as follows: "Pool Winner with Most Points" vs "Wildcard" / "Pool Winner with 2nd Most Points" vs "Pool Winner with 3rd Most Points". The winners of the Semi-Finals will advance to the Finals. In the event that the "Pool Winner with Most Points" and the "Wildcard" team come from the same pool, the match-ups will be as follows: "Pool Winner with 2nd Most Points" vs "Wildcard" / "Pool Winner with Most Points" vs "Pool Winner with 3rd Most Points".
  - Wildcard: the teams eligible for the Wildcard are the 7 remaining teams in Pools A, B and C who were not the designated point winners of their pool. Wildcard is determined by totaling the points of the eligible teams from their three pool and/or cross-over pool games. The wildcard team is the team with the most points from their 3 games.
- **12 Team Divisions** - 3 pools w/ 4 teams. 3 games are guaranteed in pool play, with each team playing the other teams within their pool. Top teams from each pool, plus Wildcard enter Semi-Finals (described below). Teams must win to advance to Finals.
  - Semi-Finals: the teams that advance to Semi-Finals are the following: the winner of Pool A, the winner of Pool B, the winner of Pool C, one Wildcard team. The match-ups will be as follows: "Pool Winner with Most Points" vs "Wildcard" / "Pool Winner with 2nd Most Points" vs "Pool Winner with 3rd Most Points". The winners of the Semi-Finals will advance to the Finals. In the event that the "Pool Winner with Most Points" and the "Wildcard" team come from the same pool, the match-ups will be as follows: "Pool Winner with 2nd Most Points" vs "Wildcard" / "Pool Winner with Most Points" vs "Pool Winner with 3rd Most Points".
  - Wildcard: the teams eligible for the Wildcard are the 7 remaining teams in Pools A, B and C who were not the designated point winners of their pool. Wildcard is determined by totaling the points of the eligible teams from their three pool and / or cross-over pool games. The wildcard team is the team with the most points from their 3 games.

**4. TOURNAMENT SCORING:** Win = 3 pts. Tie = 1 pt. Loss = 0 pt.

## 5. TIE BREAKER:

1. Head to Head (skip if more than two teams are tied)
2. Goal Differential - goals scored less goals allowed (max. 4 per game)
3. Least goals against
4. Most goals scored (max. 4 per game)
5. Penalty kicks.
6. All Division winners are set, and then the wildcard process takes place.

## 6. WILD CARD: The Selection of a Wild Card Team, if required, shall be determined by:

1. Non-group winner with the most total points.
2. Non group winner with the most wins.
3. Winner of the game, if applicable, played between the tied teams.
4. Net score- Goals scored less goals allowed (max. 4 per game)
5. Least goals against.
6. Penalty kicks. To be scheduled by Tournament Staff.

## 7. TIES DURING CHAMPIONSHIP OR PLAYOFF GAMES are settled by 2 x 5-minute overtime periods. Both periods will be played in duration. If a tie still exists, penalty kicks will take place. Players do not have to be on the field at the end of play.

## 8. PENALTY KICKS: for use in Playoffs, Finals or settling a Tie Breaker or Wildcard spot, the FIFA laws of the game for Penalty Kicks apply:

- Players do not have to be on the field at the end of the second overtime period. Penalty shooters can be anyone who is dressed to play and rostered.
- Coin flip will determine who will go first (visiting team calls).
- Five penalty kickers per team. The most goals scored after five kicks for each team wins the game.
- If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams.
- After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

\*\*Tournament Staff reserves the right to shorten or eliminate overtime periods in order to keep games on time\*\*

## 9. FORFEITS: A team that fails to field the minimum # of players (4 for U7-8, 6 for U9-10, 7 for U11 & up) will forfeit. A maximum 5-minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A forfeit will be recorded as a 4-0 score. A team that is responsible for a forfeit may not advance in the tournament. Any use of illegal players will result in a forfeiture of all games.

## 10. SCORE DISPUTES: In situations where there is a disagreement about the score between teams/coaches/managers etc., the tournament committee will determine outcome by referring to the original signed game card from the game. Please make sure that the score is correct prior to signing the game sheet.

# GAME RULES

FIFA rules apply to all games unless otherwise specified.

**1. GAME BALL:** The home team will provide a quality, regulation game ball.

**2. UNIFORMS:**

1. Home team (1st team on the schedule) will change uniforms in case of color conflict. All teams must have an alternate set of jerseys. Home teams are required to wear their light-colored uniform.
2. Shin guards are mandatory and must be covered by socks.
3. All uniforms must have numbers; there should be no DUPLICATE numbers on the field. If there are duplicate numbers, then those players should have proper credentials to play on the team. Any disputes over a team that has players with duplicate numbers will be resolved by the tournament committee.
4. Hard or soft casts will be allowed upon approval of the referee and/or Tournament Staff.

**3. START OF PLAY:** The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game. Both teams will have their bench on the same side. Spectators will be on the opposite side. The half way line will divide the teams and the spectators. Coaches are responsible for the spectators' behavior. Dissent will not be tolerated.

**4. SUBSTITUTIONS:** Substitutions may be made from half field with referee's approval only. Substitution requests may be given at these times:

- A. Before a goal kick
- B. Before a throw-in for your team or on the opponent's throw-in if the opponent is substituting.
- C. After a goal
- D. At halftime
- E. After an injury (one for one)
- F. After a yellow card has been issued (one for one)

**5. 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. There is no additional extra time added to any period.

**6. OFFSIDES:** Offsides will be called in all games, 7v7 & up.

**7. GOALKEEPERS:** All restarts from inside the penalty area will conform to FIFA rules for penalty kicks, which will be marked 10 yards from the goal line. On pass back to the GK, the GK may play the ball with feet but NOT handle, as per FIFA rules. There is no restriction on punting by the GK, other than 7v7 (see point #8 below). GKs have 6 seconds to release the ball.

**8. 4v4 GAME RULES:** Provisions for 4v4 play, in accordance with Grand Valley Soccer Association's player development initiatives:

- Size 4 ball
- 4v4 (no goalkeepers)
- Two 20-minute halves with a 5 minute half-time.
- Substitutions are unlimited and can occur on any stoppage
- Kick-offs, free kicks, goal kicks, throw-ins and corner kicks are used to start or restart play. Throw-ins must come from behind the head but the two feet on the ground will not be called. Coaches will continue to educate the players on a proper throw-in.
- Goal kicks must be taken from the goal line and the opposing team must start from half field. Once the ball is touched then play is live.
- All free kicks are direct kicks.

**9. BUILD OUT LINE (7v7):** The build out line promotes playing the ball out of the back in a less pressured setting, and is only used at the 7v7 (U9-U10) age groups. By allowing an extra moment for the build out team to actually build out will help develop players long term.

- Placement of the Build out Line: the build out line shall be placed equally between the top of the penalty line (not the top of the arc that is attached to the penalty line) and the halfway line of the field.
- When the goalkeeper has the ball in hand in the run of play (from opponent) or from a goal kick, the opposing team must move behind the build out line. The retreated team can resume normal play once the ball crosses the penalty area line. For example, the keeper drops the ball and starts to dribble, you can enter once the ball leaves the penalty area and the same if GK throws, rolls to a wide player.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed).
- If the Goalkeeper chooses to play the ball before the opposing team retreats to the build out line all players resume normal play immediately upon release from the GK.
- If a goalkeeper punts or dropkicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The 6-second rule starts for a GK when all opposing players have retreated to the build out line. If the opposing team crosses the build out line early, the 6 seconds starts over after all opposing players properly retreat to the build out line.

**10. OFFSIDE IN 7v7 MATCHES:** The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the two build out lines on the field. Players can be penalized for an offside offense between the build out line and goal line.

**11. ELIMINATION OF HEADING POLICY:**

- a. All players age 10 and younger, regardless of what age group they play in, may not intentionally head the ball.
- b. All players in the U11 age group or younger may not head the ball.
- c. A header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall

be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

d. Referees should enforce these restrictions by age group according to the specified rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group of the division.

**12. GAMES PLAYED INDOORS:** A ball that comes in contact with the ceiling, roof, structure, etc. shall be restarted at the closest point of contact as an indirect free kick for the team that kicked the ball into the ceiling, etc. AND the ball must be kicked to the opponent's goalkeeper.

**ANY QUESTIONS SHOULD BE DIRECTED TO THE TOURNAMENT DIRECTOR.**