

29th Annual Mansfield Liederkrantz Adam Schuster Memorial Soccer Tournament October 25-27, 2019

This tournament is open to all properly registered players of all US Youth Soccer State Associations, US Club Soccer, USSF Affiliates and FIFA.

ALL GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS ESTABLISHED BY FIFA/IFAB LAWS OF THE GAME IN EFFECT OF THE TOURNAMENT DATE, AS MODIFIED FOR YOUTH PLAY BY USSF AND US YOUTH SOCCER WITH CERTAIN AMENDMENTS AS FOLLOWS:

1. Divisions (The Tournament Directors reserve the right to combine Divisions as needed):

- Travel Bracket
- Recreational Bracket
- Age Brackets

2. Eligibility (all FIFA rules apply except as shown)

Players are eligible for the following age groups:

Under 9	Born in 2011
Under 10	Born in 2010
Under 11	Born in 2009
Under 12	Born in 2008
Under 13	Born in 2007
Under 14/15	Born in 2006/2005

Players may only be rostered on one team per age division

No more than 3 carded players on U9-U10 teams and 5 players on U11-U14/15 teams

Up to 20 players may be on a roster on any team ages U13 and U14/15 (only 18 players on the roster per game).

Up to 16 players may be on a roster on any team ages U11 and U12.

Up to 12 players may be on a roster on any team ages U9 and U10.

3. Guest Players

- * A maximum of 4 guest players are permitted on each team.
- * Guest players must be from the same USSF organization as the team requesting the guest players.
- * Guest players for Ohio North must be from Ohio North or have Out of State permission to play from Ohio North. The appropriate documents must be completed and downloaded or the player in question will not be permitted to play in the tournament. No Exceptions.

4. Team Registration and Procedures

All teams must register online. Each team is required to submit the online registration information by Friday October 11, 2019. All documentation for registration must be entered online as follows:

1. The **roster waiver form** must be completed and signed by coaches and player's parents (1 copy)
2. The **team league fall roster** (1 copy) validated by state association or federation organization member.
3. The **guest player form** must also be completed. Teams outside of Ohio North jurisdiction must provide proof of permission to travel.

The following forms (as well as the certified information above) must be carried by a team representative and must be available at the field for each game:

1. **Player passes/cards** (travel teams) or Birth Certificates for recreational teams for every player that is not previously registered. All copies of these identification cards for coaches and players (including guest players or club pass players) are issued by the team's Federation Organization Member. All cards must be from the same organization member and there can be no mixing of cards.
2. **Medical Release Forms** for every player. Forms must be signed by the coach and all of the parents. A Concussion Certificate for all carded coaches is also needed.

Full payment of tournament fees must be received by the tournament committee or the team will not be permitted to play in the tournament. (No refunds after confirmation of the schedules).

5. Non-US Youth Soccer State Association Teams and Players

Teams not affiliated with a US Youth Soccer Association must comply with the above guidelines and provide the necessary documentation as noted below:

1. Teams must provide proof of insurance from their member organization.
2. Teams must provide a valid team roster at registration and the roster cannot change during the tournament.
3. All travel players must have a laminated player pass with picture and date of birth.
4. THERE CAN BE NO EXCEPTIONS TO THE ABOVE GUIDELINES.

6. Game Ball Information

1. Game ball will be round and made of leather or another FIFA approved material.
2. The home team will provide a game ball.
3. The Referee will make the final decision as to which ball will be used.

7. Uniform Rule

* All teams must provide an alternate jersey. In the event of a conflict of jersey colors, the second team listed on the schedule (home team) will change uniforms.

* All players must have uniforms with individual numbers listed on the shirt. (no two uniforms will

have the same number). If two players have the same number, one will not be allowed to play.

* All players must wear shin guards with socks pulled over the shin guards.

* Players' shirts are to be tucked into their shorts.

* No metal cleats permitted.

* All equipment is subject to approval by the referee or field marshal.

8. Game Playing Time

Divisions U9, U10, U11, U12 will play two halves of 25 minutes each.

Divisions U13 and U14/15 will play two halves of 30 minutes each.

Final round games, at the discretion of the referee may be shortened due to time constraints. (all overtime periods will be one 5 minute halves (Golden Goal)).

If a winner is not produced penalty kicks will follow.

The tournament Director and/or referee will have the authority to end any game due to darkness.

This is for the safety of all participants.

9. Laws of the Game/Substitutions

All games shall be played in accordance with FIFA Laws, except specifically noted by these rules:

- For all games and age groups there shall be unlimited substitutions permitted.
- Substitutions may only be made with the referee's permission and are to enter the game at the center line on the bench side of the field.
- Either team may make a substitution with the referee's permission at any stoppage in play or if the sub does not disrupt the flow of the line.
- Before a goal kick by either team.
- After a goal is scored by either team.
- At halftime.
- Any time in case of an injury and only when the referee stops the play (one for one).
- All subbing will be done by referee's permission.

10. Age Group Requirements/Adjustments

- U9-Size 4 ball; Game format, 7 v 7
- U10-Size 4 ball; Game format, 7 v 7
- U11-Size 4 ball; Game format, 9 v 9
- U12-Size 4 ball; Game format, 9 v 9
- U13-Size 5 ball; Game format, 11 v 11
- U14/15-Size 5 ball; Game format, 11 v 11

11. Forfeits

A maximum 5-minute grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent. Teams failing to field the maximum number of players listed below will forfeit the game. Teams are expected to be ready to start the game on time, possibly with no warm-up time. Failure to complete a match, or a team leaving the playing field of play, will result in forfeit. No team that has forfeited a game will be declared a group winner. If a team forfeits any game, the non-forfeiting team will be awarded 3 points, and the game shall be scored as a 4-0 win in favor of the non-forfeiting team. This score will be the official score in case of goal differential is necessary tiebreaker.

Number of players to avoid a forfeit:

- U9 and U10 - 5 minimum
- U11 and U12 - 6 minimum
- U13 and U14/15 - 7 minimum

12. Blood Rule

Any player who is bleeding and/or has blood on any part of their uniform will be sent off the field by the referee. A substitution can be made. The player that was sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before the player re-enters the game.

13. Conduct

Players and coaches are expected to conduct themselves within the spirit of the Law, as well as the letter of the Law. Displays of temper dissent by word or action against the opponent or referee, and retaliation of fouls are cause for ejection from the game. Players or coaches receiving a red or two yellow cards will not be permitted to participate in the next scheduled game. **A referee or a tournament official can remove any coach or fan or player that is disturbing a match being played. If coaches or fans refuse to leave, the game will be forfeited.**

14. Referees

ALL DECISIONS OF THE REFEREE ARE FINAL AND BINDING.

15. Protests

All protests must be presented in writing to tournament headquarters within 30 minutes of the end of the game and must be accompanied by a \$100.00 cash nonrefundable fee. Referee judgments will NOT be a basis for protest. Coaches wishing to file a protest shall notify the referee of this intention as soon as possible, but no later than 5 minutes after the end of the game in question. The Protest Committee's decision is FINAL.

16. 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 the Tournament Directors MAY reduce the length of the game by 50%.

- **Games interrupted in the first half:**
 - If time permits, play to completion.
 - If time permits, play to completion of at least the first half and record the score as complete.
 - If the first half cannot be completed, the game will be called a scoreless tie and each team will be awarded one point.
- **Games interrupted after the first half:**
 - If time permits, play to completion.
 - If time does not permit, the game will be called complete and the score at the time of the interruption recorded.

In any event, games shall not be played past the scheduled start time of the next game due to weather delays.

17. General rules

a. The Tournament Committed and the Mansfield Liederkrantz Soccer Club will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part.

b. No refunds will be made to any participating teams if the tournament directors for any reason cancel a portion of the tournament in its entirety once tournament play has begun unless the guaranteed minimum of 3 games is unable to be played. In which case, a refund of 1/3 the team's entrance fee per un-played game will be issued to the affected team or teams. The tournament will refund a team's entry fee in its entirety if it unable to provide an appropriate age bracket in which to compete. If indeed the weekend is a total washout due to weather conditions, each team will only receive the total amount that the team submitted, meaning the team will NOT receive a refund amount for more than what they paid to enter the tournament based on the amount per game refunded.

c. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgments are final.

d. Alcoholic beverages are to be confined to inside the social club or the patio area of the social club.

e. Serious misconduct of coaches, parents or anyone associated with the team can result in disqualification of the team from the tournament.

f. No refunds will be given after confirmation of the team's acceptance.

18. Tournament Standings and Tie Breakers

Division Standings or play-off positions will be determined as follows for U9 through U14/15:

- Most points: Three (3) for a win, one (1) for a tie, and zero (0) for a loss.
- For three way ties, follow the tie breaking rules until one team has been eliminated and then restart tie breaking rules.
- Winner of head to head matches
- Greater goal differential (four goals maximum per game; -4 minimum).
- Fewest goals allowed.
- Most goals scored (maximum of +4 goals per game).
- Shootout or coin toss as determined by the tournament committee.

19. Awards

First and second place individual awards will be presented in each U9 through U14/15 age group to the Winners and Runner-up in each division.

20. Semi-Final and Championship Games- TIES

* Ties- For Semi-final and championship games, the teams will be given a 5-minute rest period following regulation play and immediately proceed with a maximum of one 5-minute sudden death (golden goal) overtime period.

* If the teams are still tied at the end of the overtime period, the FIFA penalty kick procedure will be used to determine a winner.

* Only the players on the field at the end of the overtime period are eligible for penalty kicks.

21. Special Rules for U9-U10

- The opposing team must retreat behind the build-out line once the goalkeeper has possession of the ball in his or her hands. The opposing team must remain behind the build-out line until the ball is played from the goalkeeper from a throw, roll, or a kick. The build out line will also be used to denote where offside offenses may be called.
- Offside will be called between the build-out line and the goal line. There will be no offside infraction between the midline and the build-out line. An offside infraction will be determined by the referee if there is an advantage gained by a player in an offside position when the ball is played.
- Goalkeepers may not punt or drop kick the ball.
 - * No pass backs
 - * No punting
 - * No head balls
 - * Penalty kicks only if it is a goal scoring opportunity