

# 2022 Midwest Soccer Classic

## Rules & Regulations

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All matches will be played under the FIFA Laws as amended by USYSA and as noted below.

### TEAM AND PLAYER ELIGIBILITY

All teams must be currently registered with their state, national or provincial association. Teams from outside of Indiana will need to provide travel permission forms. All players must have a valid USSF/USYSA id card. Players are only allowed to play for one team during the tournament. All required documents must be uploaded for each individual team in order to be eligible to play. One mass upload for multiple teams from the same club is not permitted. Player passes will be uploaded, but the tournament committee reserves the right to check teams and/or specific players and their passes prior to kick-off for any game.

### AGE DIVISIONS

Age divisions will be based on Birth Year using 2022 minus the birth year i.e., 2022 - 2010 = 12U. Players must be born within their respective birth year e.g., 9U - 2013, 10U - 2012, 11U - 2011 ... 19U -2003. The tournament committee reserves the right to combine divisions.

### MATCH FORMAT AND DURATION OF MATCHES

Home team is required to provide appropriate match ball. The home team is listed first. The clock shall be a running clock for all matches. The clock will not stop except for serious injuries. The matches will be played using FIFA Rules as modified by Indiana Youth Soccer Associations including modifications listed below:

Age	Match Format (1)	Maximum Roster Size	Ball Size	Match Length (2)	Offside Called?	Goalkeeper Distribution
9U-10U	7 v 7	12	4	Two 25 minute halves	Yes *	Restricted (3)
11U-12U	9 v 9	16	4	Two 30 minute halves	Yes	FIFA Rules
13U-14U	11 v 11	20	5	Two 30 minute halves	Yes	FIFA Rules
15U-16U	11 v 11	22	5	Two 35 minute halves	Yes	FIFA Rules
17U+	11 v 11	22	5	Two 35 minute halves	Yes	FIFA Rules

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- The number of the players on the field includes the goalkeeper.
- All matches will include a five (5) minute halftime.
- 9-10U teams MUST play 7 v 7. They may not play up to 11U formats of 9 v 9.
- 11-12U teams MUST play 9 v 9 and may not play up to the full sided game format.
- Teams from other state associations must follow these formats per US Soccer.

### UNIFORMS

Each player must wear appropriate shin guards and an official uniform with a number on the back. No team may have players with duplicate numbers. The home team should wear their light colored jersey and the away team their dark colored jersey. **When uniform colors are similar, the home team will change colors.** Home team is listed first. Goalkeepers must have a different color jersey from their team and the referees.

### REFEREES

The referee assignor will make every effort to provide a center referee and 2 Assistant Referees for all matches (11U and above). Midwest Soccer Classic Tournament Committee, (MSCTC) reserves the right to use a one (1) referee system for 9U and 10U games.

### START OF MATCH

The referee will call a captain and a coin will be flipped. The team winning the toss will choose which end of the field they wish to attack.

### SUBSTITUTIONS

- Unlimited
- Before a throw-in in your favor. If the opposing team is also on the line, both teams can enter
- After a goal by either team
- Before a goal kick by either team
- At half-time or before a start of any overtime period
- In case of injury or stoppage in play – with the referee's permission

### COACH/PLAYER/SPECTATOR CONDUCT

All participants in the Midwest Soccer Classic will be expected to maintain high standards of conduct during their stay in the Terre Haute area. These standards are expected of players, coaches, spectators, referees and other guests in the hotels, keeping noise in the hallways to a minimum refraining from kicking soccer balls inside any of the buildings and being respectful of the property of others. Should it come to the attention of the MSCTC that a person (or persons) has failed to observe these guidelines, the MSCTC

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reserves the right to take punitive action. Said action depending upon the circumstances, may range from a warning, a reduction of points in the standings or banning that team and/or all teams in its club from future participation in the tournament.

All coaches will remain twenty (20) yards of the centerline on their half of the field, on the side opposite the team's spectators.

Spectators will remain a minimum of six (6) feet from the touchline. Spectators may be ejected from the match site for improper conduct at the discretion of MSCTC or the referee. Artificial noisemakers are not permitted.

### **SEND OFFS AND EXPULSIONS**

Any player sent off from a match will be ineligible for that team's next match. At the time of the send-off no substitution will be allowed for the sent off. Anyone sent off can be subjected to ineligibility from further tournament participation at the discretion of the tournament committee based on the severity of the offense. Any coach or spectator removed from a match will be asked to leave the complex for the remainder of the tournament.

### **FAILURE TO SHOW AND FORFEITS**

A minimum of seven (7) players constitutes a 13U and above team, six (6) players for an 11U/12U team and five (5) players for a 9U/10U team. A five minute grace period will be extended beyond kick-off time before a forfeit will be declared. The Tournament Director will make a final decision as to whether a forfeit will be declared depending on extenuating circumstances that may have prevented a team from making a match on time. If a forfeit is determined, the winning team will be awarded a score of 3-0 and will receive the appropriate points for that match. At the discretion of the Tournament Director, a team forfeiting a match may be eliminated from qualifying for the trophy match.

### **PROTESTS**

No protests are allowed.

### **9U/10U GAMES**

Each 9U/10U team will play a festival format with no championship match. Tournament will use one (1) referee system for all games.

For check-in, 9U/10U teams may use a player pool roster that you can get from your club's administrator. Use the same roster for each of your Academy teams as needed. Players from a clubs 9U/10U teams may play in any of the clubs 9U or 10U games. There is no limit to the number of games

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a player may participate in. We will leave that decision to the coaches and in the spirit of player development.

Coaches and the official should review game rules for this age group before the game begins.

- No punting or drop kicks by the goalkeeper
- Goal kicks may be taken from anywhere inside the "18" yard box
- Teams defending goal kicks are required to be behind the Build Out Line
- Offside rules will be in effect from buildout lines and beyond
  - 7v7 Build Out Line (see diagram below)
    - The build out line promotes playing the ball out of the back in a less pressured setting
    - When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
    - Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
    - After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
    - The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area.
    - If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
    - If the punt or drop kick 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 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 halfway line and the build out line. The attacking team can only be offside between the build out line and the goal.
    - Players can be penalized for an offside offense between the build out line and goal line.

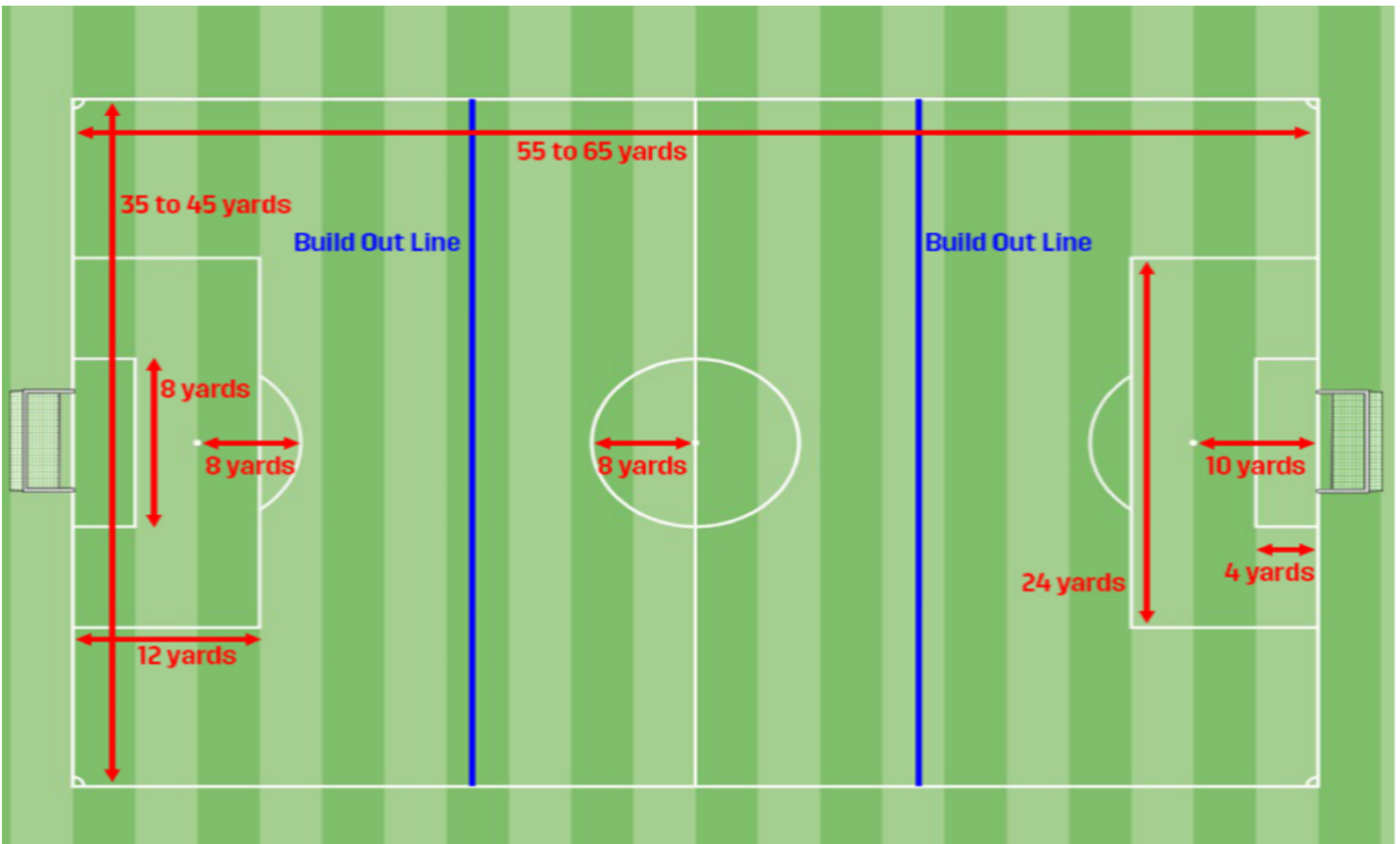
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- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line.
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

### BUILD OUT LINE DIAGRAM



### NO HEADING RULE

If a player, who is competing in 12U games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

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### **TEAM SCORING FORMAT**

The following procedure will be used to determine a group winner. Six (6) points for a win, three (3) points for a tie and zero (0) points for a loss. Additionally one (1) point for each goal scored (maximum of 3) and one (1) point for a shutout will also be awarded for each game. There are a maximum of ten (10) points per game. Maximum goal differential per game is +/- four (4) goals.

In the event of ties in the final point standings the following sequence will be used:

- Head to head competition between teams that are tied (skip to #2 if three (3) or more teams are tied;
- Best goal differential for all matches – up to four (4) per match;
- Most goals scored – up to four (4) per match
- Fewest goals allowed;
- Most Wins
- Most Shutouts
- Kicks from the penalty mark per FIFA procedures.

### **CHAMPIONSHIP MATCH**

Should the championship match end in a tie at the end of regulation, two (2) five (5) minute overtime periods will be played. In the event of a tie at the conclusion of the two (2) overtimes, then kicks from the penalty mark will determine the winner. Per FIFA procedures, kicks from the mark will start with five (5) players selected from the players on the field at the end of the match from each team and if still tied will continue until sudden death penalty kick.

### **INCLEMENT WEATHER**

MSCTC will make every effort to play all matches in full. However, MSCTC has the right to either shorten and/or to cancel matches due to climatic conditions or other acts of nature that are beyond our control. In the event of a severe delay or unplayable fields and the match cannot be completed, all matches that have reached halftime shall be considered complete. Otherwise, all incomplete matches that did not reach halftime or could not be played shall be considered a 1-1 tie. Vigo County Youth Soccer Association, (VCYSA) has an early lightning detection system and will alert the facility with a loud blast of an air horn. Two loud blasts will signal the all clear to return to the fields.

### **CANCELLATION POLICY**

If the tournament is cancelled due to events beyond the control of MSCTC,

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the tournament or VCYSA will not be required to make any financial remuneration.

### **COVID Cancellation Refund Policy**

This policy only applies to COVID-19 related cancellations/withdrawals. If the Midwest Soccer Classic is cancelled as a result of COVID-19 by federal, state, or local policies prior to March 1st, 2022, teams can choose a 100% refund or 100% credit towards next year's event. If the Midwest Soccer Classic tournament is cancelled after April 1st, 2022, the standard cancellation/refund policy applies.

### **ENTRY FEE PAYMENT**

All payments are due by the April 4th, 2022 deadline. Payment can be made through GotSoccer or over the phone. Please contact [registrar@vcysa.org](mailto:registrar@vcysa.org) for payment options.

### **CHAMPIONSHIP MATCH AND SEVERE WEATHER**

MSCTC will make every effort to play all championship matches in full. However, MSCTC has the right to either shorten and/or to cancel championship matches due climatic conditions or other acts of nature which are beyond our control. If a championship match cannot be completed due to severe weather or unplayable fields, the match shall be considered complete at any time the match is terminated and the champion declared. MSCTC reserves the right to use kicks from the penalty mark as an emergency method to determine a champion if the fields are not playable, or use a tie-breaker system as determined by the MSCTC.

### **TOURNAMENT COMMITTEE**

MSCTC will enforce rules as written, but the committee reserves the right to amend any rule as necessary to accommodate unanticipated problems before and during the tournament.

All decisions of the tournament committee will be final.

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### **ADDITIONAL CLUB SAFETY RULES**

- VCYSA is a tobacco free facility.
- No alcohol, or profanity is allowed at the VCYSA facility.
- No climbing on nets or goals.
- No grills are allowed at the VCYSA facility.
- Park only in designated areas.
- Do not set up sun tents in overflow parking areas.
- Parents are responsible for their children at all times.
- No golf carts.
- **NO PETS ALLOWED.**