

# MICHIGAN SOCCER CLASSIC TOURNAMENT

## May 25-27, 2018

**Tournament Director:** Linda Schlaupitz  
**Tournament Website:** [www.michigansoccerclassic.com](http://www.michigansoccerclassic.com)  
**Tournament Phone:** 248-941-5160  
**Mailing Address:** Michigan Soccer Classic Tournament,  
P.O. Box 70502, Rochester Hills, MI 48307

### Instructions for Application

Log onto [www.michigansoccerclassic.com](http://www.michigansoccerclassic.com)

1. Apply online or print out and completely fill in the application form.
  - a. Please indicate level of play
  - b. Please supply your oldest player's birth date to assure proper age group.
  - c. If your coach has more than one team in the tournament, list all teams by name & age group in comment section.
  - d. We will work with you to avoid coaching conflicts.
  - e. Registration Cost:

\$499	U8 – U10 Teams
\$575	U11-U12 Teams
\$599	U13–U19 Teams
2. Send completed application and payment. This entry fee is non-refundable. INDICATE YOUR TEAM NAME/AGE/GENDER ON CHECK. Checks are to be made out to Michigan Soccer Classic and mailed to:

**Michigan Soccer Classic**  
**P.O. Box 70502**  
**Rochester Hills, MI 48307**
3. Applications & tournament fees must be received by **April 23** then space available only
4. Notice of acceptance/non-acceptance will be emailed shortly there after.

### Acceptance and Fees

- Making your payment does NOT guarantee acceptance into the tournament. Teams not accepted will have its fee refunded.
- No refund of tournament fees once team applies to the tournament unless tournament closes due to not enough teams. No refunds will be given due to weather of field closures.

**Risk Management** This tournament adheres to all MSYSA risk management policies and all coaches and team officials must be risk management certified and be able to present their card to the Tournament Director at any time. Team officials from other State Associations must provide their respective State Association's risk management documentation. Application for risk management cards can be made online at [www.michiganyouthsoccer.org](http://www.michiganyouthsoccer.org) click on Member Services icon and click on "Background Check" and follow instructions. Non-MSYSA teams will bring their organization's proof of background check.

**Insurance** MSYSA and/or US Youth Soccer players insurance coverage does not apply nor is it extended to players or team officials who are not currently members of the MSYSA and/or US Youth Soccer. As Non-Members of the MSYSA and/or US Youth Soccer, in order to participate in the Michigan Soccer Classic Tournament must do so with the complete understanding that the various insurance program(s) for Non-MSYSA, Non-US Youth Soccer Member Organization(s) apply for its respective members or team officials who may be injured or hurt in any manner during the course of the above named tournament/event. Insurance coverage with MSYSA excludes Non-Members of MSYSA and Non-Members of US Youth Soccer.

**Team Eligibility** All teams must be currently registered with their State or National Association. Team rosters for the seasonal year 2017-2018 will be accepted. No roster changes will be permitted after a team roster has been approved at tournament registration. Team age will be determined by 2017-2018 year.

### Guest Players

1. All leagues/clubs must turn in an **approved MSYSA Guest Player Roster** and pay all applicable fees prior to the tournament.
2. Any Michigan player who is not registered with the MSYSA through an affiliated league may play only if prior to the tournament the player is issued a **Guest Player Pass Card** by the MSYSA Registrar.
3. A team is permitted a maximum of **5 guest players (from outside club)** and cannot exceed maximum roster size.
4. **A player can play on only ONE team in the tournament.**

A maximum of 5 guest players (from outside a team's club) are allowed per team at MSYSA sanctioned tournaments. Additionally, an unlimited number of club passcard 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. "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 associated clubs in the state, those associated club players may only be considered part of the main club for the purposes of the Michigan Soccer Classic if; their MYSL issued passcard displays the exact same Club logo and name or in the case where their passcard is not issued by the MYSL, the exact same name, or Logo, or other designation that is present and acceptable to the Tournament Director.

**Division Placement** When possible we will have multiple divisions. The Tournament Directors reserve the right to create separate or adjust age divisions to facilitate tournament bracketing. Special requests for team placement in an age group higher bracket will be considered. The age groups as stated in the USYSA application to host tournaments or games form will be followed, if there are enough teams to support the single age groups for each gender. If there are not enough teams to support the single age groups, the Tournament Committee may form single gender multi-age groups.

Under 19	Birth Year 1999
Under 18	Birth Year 2000
Under 17	Birth Year 2001
Under 16	Birth Year 2002
Under 15	Birth Year 2003
Under 14	Birth Year 2004
Under 13	Birth Year 2005
Under 12	Birth Year 2006
Under 11	Birth Year 2007
Under 10	Birth Year 2008
Under 9	Birth Year 2009
Under 8	Birth Year 2010
Under 7	Birth Year 2011

**Age Groups**

Age groups will follow the registration matrix for age groups and birth dates. Please note all teams will be bracketed based on their oldest player on the team.

**Check-in Registration**

**Pre Tournament Team Registration:**

Teams can preregister by sending a copy of the required documents by email or mail **BEFORE May 10**. Please copy official stamped rosters (WITH UNIFORM NUMBER WRITTEN IN), *front of passcards/player ID, risk mgt cards*, Medical Release Forms, Concussion Paperwork, and if needed, Guest Player Rosters, Permission to Travel and Noninsurance Form. Teams who email/mail their documents will not need to register on Friday at the tournament hotel then will need to stop by the tournament tent to pick up their tournament packets before their first game. All registered players will need to wear wristbands. **PLEASE DO NOT MAIL ORIGINAL PASSCARDS/RISK MGT CARDS SAVE COPY OF ALL MAILED ITEMS IN CASE THEY ARE LOST IN THE MAIL!**

By emailing a copy of all documents to [Linda@magicsoccer.comcastbiz.net](mailto:Linda@magicsoccer.comcastbiz.net)

By mailing a copy of all documents to Michigan Soccer Classic, PO Box 70502, Rochester Hills, MI 48307.

In Person - Check-in/packet pick-up will open at Tournament Hotel on Friday evening.

**Team official must have the following documents:**

- Copy of Official Stamped Player Roster with player uniform numbers (can write in)
- Player ID (Passcards/Player Passbooks or In the case of recreation team without passcards copy of birth certificate with player photo attached or passport or for high school players driver’s license)
- Medical Release Forms (or your Permission to Treat Forms)
- MSYSA Coaches show CDC Heads-Up Concussion & Non-MSYSA Coaches show CDC Heads-up Concussion or NFHS Concussion in Sports Certificate
- Each Player Sign MI Dept of Community Health/CEC Parent & Athlete Concussion Info Sheet
- Risk Mgt Card or Proof of Background check (must show referee if requests)
- Guest Player Roster (if applicable)
- Approved Permission to Travel Form for Out-of-state teams (i.e. AYSO/Out of State/CA)
- Non Insurance Form for NON-MSYSA Teams (i.e. AYSO/Out of State/Canadian Teams)

**Pre game check-in:** Each team must check-in with passcards at the tournament tent before your first game to receive wristbands and show player ID to referee/field marshal at least 30 minutes prior to each game when requested at the assigned game field. Players must wear wristbands to prove team has registered or see tournament tent for verification. **Player must show passcards in order to receive any replaced wristbands or turn in damaged wristband.**

**Inclement Weather** The tournament committee reserves the right to make the following changes in the event of inclement weather or to keep the game on schedule and has final decision on shortening games for any reason to keep schedule on time. **If weather cancels a game, players MUST leave the field.**

- Reduce scheduled duration of a match
- Cancel a match - In the event of inclement weather forcing play to be halted and preventing the game from completing during the schedule time, the score shall stand if at least one-half of the game has been completed or scored 0:0 if not played or canceled before halftime.

**Laws of the Game** Tournament will be played in accordance with FIFA Laws of the Game & MSYSA except as modified by these rules.

**The Ball** Tournament ball will be provided by home team and FIFA approved.

- Size 3 –U8
- Size 4 –U9, U10, U11, and U12
- Size 5 - U13, U14, U15, U16, U17, U18 and U19

**Number of Players** The MSYSA small sided games format will be used for all appropriate age groups.

Age Group	Playing Format	Maximum Roster Size	Minimum player #
U7/8*	4 v 4	8	3
U09	7 v 7	14	6
U10	7 v 7	14	6
U11	9 v 9	18	7
U12	9 v 9	18	7
U13 to U19	11v11	22 ( <b>only 18 play/game</b> )	7
*U8 can play in U9			

**Uniform**

- Players shall bring an alternate jersey to all games. In case of a conflict, home team will wear alternate jersey.
- Players **MUST** wear shin guards that are covered by their socks. **NO Steel Cleats or anything referee deems dangerous.**
- Players must wear an official uniform with a unique number on the back and must match the number on the game roster.
- Casts, splints, or body braces made of a hard substance must be covered on all exterior surfaces with no less than 1/2 inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to the protect the injury. Referee or Tournament Director must grant permission.

**Duration of the Game**

Age Group	Game Time
U08	3 - 15 minute halves
U09	2 - 25 minute halves
U10	2 - 25 minute halves
U11	2 - 25 minute halves
U12	2 - 25 minute halves
U13	2 - 30 minute halves
U14	2 - 30 minute halves
U15	2 - 30 minute halves
U16	2 - 30 minute halves
U17	2 - 30 minute halves
U18	2 - 30 minute halves
U19	2 - 30 minute halves

**Game Clock** The game clock will not be stopped because of an injury to any player. Due to the time allowed for completion of all games, the clock runs continuously with no additional extra time added to any period. Tournament Director can shorten games to keep the schedule on time.

**Home Team** First team listed on match schedule is home team and home team is responsible to change jerseys if conflict

**TEAM PLAYERS AND SPECTATORS** Both teams, players and their coaches are on the same side of the field on their own half of the field. All other spectators will be on the opposite side line. No spectators behind the goal. **NO Mechanical sound/noise devices.**

**Substitutions** Are unlimited and maybe made:

1. After a goal by either team
2. Before a goal kick for either team
3. Before a throw-in in your favor
4. At beginning of any period of play
5. After an injury by either team.

**Scoring** Teams will play within their respective division. The teams will be ranked in order of points earned for wins and ties.

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

**Forfeits** 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 3-0 score. A team that is responsible for a forfeit for any reason (i.e. late, having illegal players, referee abuse, etc.) may not advance in the tournament or play in finals.

**Tie-Break for U8-U19** Points will be awarded in the following manner:

- 3 points for a win
- 1 point for a tie
- 0 point for a loss
- 3 points for a forfeit, resulting in four (4) goals for the winning team

In no case shall a team that has forfeited a game be declared a flight winner, or a wild card team. If an apparent flight winner forfeits a game, the team in the same flight with the next best record shall be named flight winner. Ties will be allowed except for playoff games. **If two (2) teams are tied at the end of a playoff game, Two (2) five (5) minute overtime halves will be played to completion. If the game is still tied, penalty kicks from the mark will be taken according to FIFA rules to decide the game, at the field the game was played on or as designated by the Tournament Officials.**

In the case of ties, to determine the flight winner or wild card berth, the following procedure will be used to determine team ranking at the end of the preliminary round of play:

1. Team with most wins.
2. Winner of head to head competition (only if all teams play each other otherwise skip to #3).
3. Highest goal difference, (goals for minus goals against, maximum four (4) goals per game.)
4. Least number of goals scored against.
5. Penalty kicks.

Only the second place team in a division can become a wild card team. In no case will a wild card team play a team from its own flight in a first round playoff game. Tournament Director has final decision.

### **Rule Modifications for Small Sided Games**

#### **Elimination of Heading Policy**

- All players in the U11 age group or younger may not purposefully head the ball.
- A purposeful header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the purposeful 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.
- If a player heads the ball, but the referee deems that it is not purposeful, then play shall continue.

#### **A) 4v4 U7 playing U8 (U8Y) & U8 Modified Rules According to MYSL Rules (U8)**

- **Game time is four 8 minute quarters**
- **No Goalkeeper**
- **The offside rule is NOT enforced.**
- **Pass back rule NOT enforced**
- When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- All free kicks are INDIRECT (except penalty kicks) with the opponents on their side of the field. A goal may be scored directly from the kick-off.
- The start of play shall be kick-off from a center mark & a goal may be scored at the kick-off.
- Corner kicks will be taken and a goal can be scored directly from a corner kick.
- No Penalty Kicks
- Player substitutions may be made, by either team, on any restart when the ball is out of play

#### **B) 7v7 U9-U10 Modified Rules (U8 playing U9 (U9Y), U9 & U10)**

- **The offside rule is enforced.**
- **No goal kicks** – game is restarted with goalkeeper possession. Anytime the goalkeeper has possession, **once opposing team is behind buildout line** the goalkeeper can pass or throw/roll the ball back into play (no punting)
- **The pass back rule is enforced.**
- When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- All players must be eight (8) yards from all restarts.
- All free kicks are INDIRECT (except penalty kicks) with the opponents at least 8 yards from this mark on their side of the field. A goal may be scored directly from the kick-off.
- The start of play shall be kick-off from a center mark and all opponent players must be 8 yards from this mark on their side of the field. A goal may be scored directly from the kick-off.
- Corner kicks will be taken and a goal can be scored directly from a corner kick.
- Penalty kicks taken according to FIFA rules from eight (8) yard line, centered in front of the goal.
- Player substitutions may be made, by either team, on any restart when the ball is out of play
- **Goalie, after handling the ball, cannot punt or throw the ball past the half way line.** For example, if a goalkeeper kicks the ball, it must bounce at least once before crossing the halfway line. However, the goalkeeper would be permitted to kick the ball across the halfway line if it is not picked up and handled first NOTE: By definition, ALL drop kicks by the goalkeeper would be considered a violation of this rule. Violation of this rule will result in awarding a throw-in to the opposing team of the offending goalkeeper at the nearest intersection of halfway line and sideline. A goalkeeper may not directly receive and handle a throw in.

- 1) If a team has at least four (3) players, the game will start on time. A team with less than 3 players will be considered a forfeit.

#### **C) 9v9 Modified Rules (U11-U12)**

- The offside rule **IS** enforced.
- Goal kicks – FIFA rules.
- The pass back rule **IS** enforced.

- When the ball crosses a sideline, the game is restarted with a throw-in from that spot where it crossed the sideline.
- All players must be eight (8) yards from the player taking any restart.
- Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
- The start of play shall be from the center mark and all opponent players must be eight (8) yards from this mark on their side of the field. A goal may be scored directly.
- Corner kicks will be taken and a goal may be scored directly.
- Penalty kicks will be taken from the 10 yards from the goal line, at a mark or place that is approximately the center of the goal.
- If a team has six (6) players the game will start on time. A team with less than six will be considered forfeiting.
- Players may be substituted only during a stoppage of the game. Number of substitutions shall be unlimited and may be taken:
  - a. Prior to a throw-in, your favor
  - b. Prior to a goal kick by either team
  - c. After a goal by either team
  - d. After an injury on either team
  - e. At Half time
  - f. If the opposing team substitutes

**Rule Modifications for Small Sided U9 & U10**

- The offside rule is not enforced.
- No goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play. Opposing team must retreat to their side of the field until goalie puts ball into play. Goalie may choose to start game before opposing players cross halfway line.
- The pass back rule is enforced.
- When the ball crosses a sideline, the game is restarted with a Kick-in/Pass-in from the spot where it crossed the sideline.
- All players must be Five (5) yards from all restarts. Retreat/Buildout Line rules followed.
- All free kicks are INDIRECT (except penalty kicks) with the opponents at least 5 yards from this mark on their side of the field. A goal cannot be scored directly from the kick-off.
- The start of play shall be kick-off from a center mark and all opponent players must be 8 yards from this mark on their side of the field. A goal cannot be scored directly from the kick-off.
- Corner kicks will be taken and a goal cannot be scored directly from a corner kick.
- Penalty kicks will be taken from the eight (8) yard line, centered in front of the goal.
- Player substitutions may be made, by either team, on any stoppage of the game.
- If a team has at least Five (5) players, the game will start on time. A team with less than 5 players will be considered a forfeit.

**Ejections – Red Card Policy** Players/Coaches/Mangers, etc. are expected to conduct themselves within the spirit of the Laws of the Game. Referee abuse will not be tolerated and will be reported per MSYSA guidelines.

- A player/coach/manager that is ejected from a game will be ineligible to participate in the next scheduled game. **3 Yellow Cards in same game or 3 during tournament games equal Red card.**
- An ejected player may not be replaced. Therefore, the team will play short. If the ejection causes the team to play with less than the minimum required, the game will be stopped and the offending team will forfeit.
- The Michigan Soccer Classic, in agreement with the USYSA Tournament Hosting Agreement, will take the following action:
  - The issuance of all red cards, yellow cards, and other matters involving the conduct of a team, its players, coaches, or spectators will be recorded by our organization. This information shall be reported to the home State Association and home Club/League.
  - Any player/coach/manager etc. that receives a red card and does not sit out the required number of games during the Tournament must sit out the required number of games starting with their next League game.

**Trophies** All tournament age groups will play a championship game except Divisions with 4 preliminary games then winner determined by tie breaker rules. U8-U19 1<sup>st</sup> place teams will be awarded individual trophies - if the championship game cannot be played, first place will be determined by tie breaker rules.

**Out-of-Area Referees & Referee Assigning Policy** The tournament utilizes a referee assignor currently certified by USSF with assigning done through Game Officials system. Out-of-Area referees must show photo ID.

**Protest & Disputes** There will be no protests. All officiating decisions are final. All referees will be current 2016 USSF Certified & assigned by a 2016 USSF certified assignor who will assign referees using Game Officials. Any out-of-area referees will need to show photo proof to verify identity. All disputes for non-referee decisions (e.g. Player eligibility issues, or disputes over tournament rules) will be handled by the Tournament Director or the Tournament Committee. All decisions are final, no appeals will be allowed.

**Behavior** We reserve the right to remove any person or team who intentionally violates conduct rules. These include verbal or physical abuse of referees, volunteers, and/or spectators; plus the following posted rule signs: no alcohol, and no smoking on the Borden Park Complex. Smoking will be permitted only in designated parking areas. No noise makers allowed. Referee abuse will not be tolerated and games will be suspended with offending team forfeiting game & team cannot move forward to final and may be suspended from tournament as determined by tournament committee.

**Hotel Arrangements** Tournament hotels have specials for out of town teams. Please make sure to use this service to assure you get the best possible room rates. Please use our website at [www.michigansoccerclassic.com](http://www.michigansoccerclassic.com)

The Tournament Committee reserves the right to decide all matters pertaining to the tournament and its judgment is final. Tournament Committee reserves the right to change rules at any time. Due to contractual commitments there are absolutely no refunds of tournament fees for any reason in the event the tournament is cancelled. Full refunds will be given if the tournament cancels due to not enough teams.