

MICHIGAN SOCCER CLASSIC TOURNAMENT

NOV 10-12, 2017

Tournament Director: Linda Schlaupitz
Tournament Website: www.michigansoccerclassic.org
Mailing Address: Michigan Soccer Classic Tournament,
 P.O. Box 70502, Rochester Hills, MI 48307
Tournament Phone: 248-941-5160

Application

1. Log onto www.michigansoccerclassic.org
2. 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 the comment section. We will do our best to avoid coaching conflicts.
 - d. Registration Cost:

U8 – U10 Boys	\$499	U8-U10 Girls	\$499
U11-U12 Boys	\$599	U11-U12 Girls	\$599
U13–U19 Boys	\$599	U13-U19 Girls	\$599

3. Send completed application and payment. This entry fee is non-refundable. INDICATE YOUR TEAM NAME/AGE/GENDER ON THE 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
Attn: Tournament Registration

4. Applications and tournament fees & registration must be received by October 28, 2017.
5. Notice of acceptance/non-acceptance will be emailed shortly there after.

Acceptance and Fees

- Making your payment does NOT guarantee acceptance into the tournament. Any team not accepted will have its tournament fee refunded.
- No refund of tournament fees once team applies to the tournament.

Due to contractual commitments there are absolutely no refunds of tournament fees for any reason in the event the tournament is cancelled.

Age Groups	Fee
U08 - U10	\$499
U11 - U12	\$599
U13 – U19	\$599

Age Groups

Age	Birth Year
Under 19	Birthyear 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

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.

Team Age Eligibility

Team age is determined by oldest player birthdate using the chart above. If you are found to have a player who is older than the age division you applied for, you will forfeit all your games.

Team Eligibility

Team rosters for the seasonal year 2017-2018 will be accepted or teams can fill out the Tournament Only Roster. Team age is determined by 2017-2018 year.

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 higher bracket will be considered. If there are enough teams to support the single age groups for each gender, we will for division by age and gender. If there are not enough teams to support the single age groups, the Tournament Committee may form single gender multi-age groups.

Check-in Registration

Pre Tournament Team Registration:

Teams are to preregister by sending a copy of the required documents by email or mail **BEFORE OCT 15** Please official stamped rosters (WITH UNIFORM NUMBER WRITTEN IN) or Tournament Only Roster.

By emailing a copy of all documents to LAS1978@comcast.net

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

Team official must have the following documents at each game:

- 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
- Copy of Team Roster with player uniform numbers written in.

Laws of the Game

The tournament will be played in accordance with MYSL, MSYSA & FIFA Laws of the Game, except as modified by these rules.

The Ball

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

- Size 4 – U6, U7, U8, U9, U10, U11, and U12
- Size 5 - U13, U14, U15, U16, U17, U18, U19 & Adult

Number of Players

The small sided games format adopted by MSYSA board of directors will be used for all appropriate age groups.

Age Group	Playing Format	Maximum Roster Size	Minimum player #
U08	7 v 7	8	4
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	9 v 9	22	7

Uniform

- In case of a conflict, home team will wear alternate jersey.
- All players **MUST** wear shin guards that are covered by their socks.
- Each player must wear a uniform.
- 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	2 - 25 minute halves
U09	2 - 25 minute halves
U10	2 - 25 minute halves
U11	2 - 25 minute halves
U12	2 - 25 minute halves
U13	2 - 25 minute halves
U14	2 - 25 minute halves
U15	2 - 25 minute halves
U16	2 - 25 minute halves
U17	2 - 25 minute halves
U18	2 - 25 minute halves
U19	2 - 25 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. There is no additional extra time added to any period. In the event of anything preventing the game from completing during the schedule time, the score shall stand if at least one-half of the game has been completed. The tournament director reserves the right to shorten game times in order keep games on schedule.

Home Team

- 1) Team listed first on match schedule is "home" team.
- 2) Home team responsible to change jerseys if referee determines colors are similar

TEAM PLAYERS AND SPECTATORS

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 will be allowed to view the game from behind the net. **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, etc.) may not advance in the tournament or play in finals.**

Tie-Break for U8-19

SCORING:

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, 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 team 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.

Rule Modifications for Small Sided Games

A) 4v4 U7 playing U8 & U8 Modified Rules (U8)

- 1) Game time is three 15 minute periods
- 2) No Goalkeeper
- 3) The offside rule is NOT enforced.
- 4) Pass back rule NOT enforced
- 5) When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- 6) 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.
- 7) The start of play shall be kick-off from a center mark & a goal may be scored at the kick-off.
- 8) Corner kicks will be taken and a goal can be scored directly from a corner kick.
- 9) Penalty kicks taken according to FIFA rules, centered in front of the goal.
- 10) 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, U9 & U10)

- 1) The offside rule is enforced.
- 2) No goal kicks – game is restarted with goalkeeper possession and goalkeeper can throw, kick, punt or dribble the ball back into play once opposing team is behind build out lines
- 3) The pass back rule is enforced.
- 4) When the ball crosses a sideline, the game is restarted with a throw-in from the spot where it crossed the sideline.
- 5) All players must be eight (8) yards from all restarts.
- 6) 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.
- 7) 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.
- 8) Corner kicks will be taken and a goal can be scored directly from a corner kick.
- 9) Penalty kicks taken according to FIFA rules from eight (8) yard line, centered in front of the goal.
- 10) Player substitutions may be made, by either team, on any restart when the ball is out of play
- 11) 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.
- 12) 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)

- 1) The offside rule **IS** enforced.
- 2) Goal kicks – FIFA rules.
- 3) The pass back rule **IS** enforced.
- 4) When the ball crosses a sideline, the game is restarted with a throw-in from that spot where it crossed the sideline.
- 5) All players must be eight (8) yards from the player taking any restart.
- 6) Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
- 7) 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.
- 8) Corner kicks will be taken and a goal may be scored directly.
- 9) 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.
- 10) If a team has six (6) players the game will start on time. A team with less than six will be considered forfeiting.

- 11) 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

Ejections – Red Card Policy

Players/Coaches/Mangers, etc. are expected to conduct themselves within the spirit of the Laws of the Game.

- A player/coach/manager that is ejected from a game will be ineligible to participate in the next scheduled game.
- 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.

Champion Awards

Teams will play 3 preliminary games & championship game or 4 preliminary games and no championship game. 1st place teams will be awarded Champion Tshirts - if the championship game is not played, first place will be determined by tie breaker rules.

Protest & Disputes

There will be no protests. All officiating decisions are final.

Disputes – 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 who intentionally violates conduct rules. These include verbal or physical abuse of referees, volunteers, and/or spectators. Smoking will be permitted only in designated parking areas.

Hotel Arrangements

We have arranged a hotel reservation service for our out of town teams to make reservations. Please make sure to use this service to assure you get the best possible room rates. Please use our website at www.michigansoccerclassic.org