

MICHIGAN SOCCER CLASSIC TOURNAMENT

NOV 6-8, 2026

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:

U6 – U8 Boys 4v4	\$550	U6-U8 Girls 4v4	\$550
U6 – U10 Boys 7v7	\$725	U6-U10 Girls 7v7	\$725
U11-U12 Boys 9v9	\$799	U11-U12 Girls 9v9	\$799
U13–U19 Boys 9v9	\$799	U13-U19 Girls 9v9	\$799

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 21, 2023.
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.

Age Groups	Fee
U06-U08 4v4	\$550
U06 - U10 7v7	\$725
U11 - U12 9v9	\$799
U13 – U19 9v9	\$799

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.

Under 19	Aug 1, 2007-Jul 31, 2008
Under 18	Aug 1,2008-Jul 31, 2009
Under 17	Aug 1, 2009-Jul 31, 2010
Under 16	Aug 1, 2010-Jul 31, 2011
Under 15	Aug 1, 2011-Jul 31, 2012
Under 14	Aug 1, 2012-Jul 31, 2013
Under 13	Aug 1, 2013-Jul 31, 2014
Under 12	Aug 1, 2014-Jul 31, 2015
Under 11	Aug 1, 2015-Jul 31, 2016
Under 10	Aug 1, 2016-Jul 31, 2017
Under 9	Aug 1, 2017-Jul 31, 2018
Under 8	Aug 1, 2018-Jul 31, 2019
Under 7	Aug 1, 2019-Jul 31, 2020

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.

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 2026-27 will be accepted or teams can fill out the Tournament Only Roster to create their team. Team age is determined by 2026-27 year.

Check-in Registration

Pre Tournament Team Registration:

Teams are to preregister by sending a copy of their roster & waiver forms by email or mail **BEFORE OCT 28** Please send signed liability waiver form & official stamped rosters (WITH UNIFORM NUMBER WRITTEN IN) or Tournament Only Roster found at www.michigansoccerclassic.com

By emailing a copy of roster & waiver form to Linda@magicsoccer.comcastbiz.net

By mailing a copy of roster & waiver form 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 tournament and be FIFA approved.

- Size 4 – U6, U7, U8 4v4
- 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 #
U06/7/8	4 v 4	8	3
U07/8	7 v 7	14	6
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
U6/7/8 4v4	4 -10 minute quarters
U07/8	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 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, 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:

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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 head the ball.
- 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.

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

- Game time is four 10 minute quarters
- No Goalkeeper
- The offside rule is NOT enforced.
- Pass back rule NOT enforced
- Goal Kicks – game is restarted with player kicking ball in from end line where ball went out – opposing team retreats to their half of field.
- When the ball crosses a sideline, the game is restarted with a kick-in from where it crossed the sideline players must be 5yds away.
- All free kicks are INDIRECT (except penalty kicks) with the opponents 5 yds away. A goal may be scored directly from the kick-off.
- The start of play shall be kick-off from a center mark with opposing team 5yds away on their side & 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 – if player uses hand to prevent goal, ball is placed 10 yds from goal for indirect kick.
- Player substitutions may be made, by either team at any time.

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

- The offside IS enforced only between the area of goal line and buildout line (or cones)
- 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 the spot where it crossed the sideline.
- Goalie, after handling the ball, cannot punt or drop kick the ball. 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 If the ball is drop kicked or punted an indirect free kick will be awarded to opposing team. The 6 second rule will be enforced when goalkeeper has possession of ball and all opposing players are behind the build outline. A goalkeeper intentionally touching the ball with hands after ball is released from possession and before it has touched another player will be enforced.
- A build out line or cones must be placed on the fields 14 yds from end line and across the field touchline. When goalkeeper has possession of the ball in their hands on a goal kick or free kick, opposing team must retreat beyond the build out line until goalie releases ball. Attackers can cross the build out line when the ball leaves the penalty area from a goal kick, free kick in penalty area or when goalie gives up possession from hands. Players from same team as goalie are allowed within the area of the build out lines.
- 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 yard line eight (8), centered in front of the goal.
- Player substitutions may be made, by either team, on any restart when the ball is out of play
- If a team has at least Six (6) players, the game will start on time. A team with less than 6 players will be considered a forfeit.

C) 9v9 Modified Rules (U11-U19)

- 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.
- The goalkeeper, after handling the ball may punt or play the ball to a teammate.
- 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.

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- 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 can be made by either team on any restart when the ball is out of play.

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. Coaches must leave the field when suspended. Coaches may be carded or ejected for failure to control their sidelines/players. **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.

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

Protest & Disputes There will be no protests. All officiating decisions are final. All referees will be current 2020 USSF Certified & assigned by a 2023 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 (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; Smoking will be permitted only in designated parking areas. No noise makers or drones allowed. Referee abuse will not be tolerated and games will be suspended with the offending team forfeiting game & team cannot move forward to final and may be suspended from tournament as determined by tournament committee.

We are a Stay to Play Tournament Tournament hotels have specials for out-of-town teams see www.michigansoccerclassic.com for hotel information & contacts. Please make sure to use this service to assure you get the best possible room rates. If you need help setting up a block of rooms, please call 248-941-5160.

The Tournament Committee reserves the right to decide all matters pertaining to the tournament and its judgment is final. The 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.