

PowerAde Soccer Invitational
9299 Goble Drive
Brighton, MI 48116
www.poweradeinvitational.com

Hosted by: Legacy Center and
Michigan Alliance FC

TOURNAMENT RULES

Rules of Play

- a. Rules of play shall be FIFA "Laws of the Game: except as modified by the USSF, USYS and MSYSA.
- b. All decisions concerning pairing, schedules, etc. are solely at the discretion of the tournament committee.

Eligibility:

- a. The tournament is open to currently registered USSF league association teams. 2016/2017 USYSA/MSYSA or US Club pass cards and rosters must be presented to the registrar when teams check in for tournament play. Age groups will be based on birth year.
- b. All teams must prepare a Tournament Roster and Liability Waiver, using the format provided, listing all players, including any guest players, and their unique jersey numbers.
- c. Risk management cards, or equivalent documentation, will be checked for all team officials.
- d. Teams must provide a medical release form for each player listed on their tournament roster, and have a copy available throughout the duration of the tournament.
- e. Maximum roster sizes are as follows:
 - 2009 teams may carry up to 8 players on their tournament rosters.
 - 2007 and 2008 teams may carry up to 12 players.
 - 2006 and 2005 teams may carry up to 15 players.
 - 2004 and older teams may have no more than twenty-two (22) players listed on their tournament roster. A maximum of 18 of the 22 players can dress for any one game.
- f. A maximum of 5 guest players (from outside a team's club) are allowed per team. Additionally, an unlimited number of club passcard players are allowed provided at least 50% of the players appearing on a tournament roster also appear on a team's official league roster. Guest player forms must be submitted for all guest players, both from outside a team's club and club passcard players that are not on a team's official league roster. Club is defined as an organization providing soccer to youth players. In the case where a Club sets up one or more satellite organizations, those satellite organizations may only be considered part of the main Club if all of the

following criteria are met: 1. The main Club and satellite organizations have the same Board of Directors; 2. The main Club and satellite organizations have the same tax ID number; and 3. The main Club and satellite organizations are registered with the same state soccer association.

- g. **No player can be rostered on more than one team.**
- h. Players will receive a wristband at team check-in, which must be worn throughout the duration of the tournament. If a player loses their wristband, or it is too tight and needs to be replaced, they will need to present their passcard at the check-in area, and be listed on the tournament roster prior to being issued another wristband.

Protests:

No protests or appeals will be allowed. The ruling of the referee is final.

Ejection:

- a. Any player, coach, assistant coach, manager, etc. that is ejected (Red Card) will be suspended for the remainder of that game and the following game.
- b. Any player, coach, assistant coach, manager, etc. that receives a second suspension will sit out for the remainder of the tournament.
- c. Any player or coach that does not fulfill their red card suspension in the tournament, must sit out the appropriate number of games beginning with their next league game.
- d. Cautions and ejections will be reported to the corresponding league.

Inclement Weather:

- a. Regardless of weather conditions, coaches and their teams must appear on the field of play, ready to play. Only referees and/or tournament committee may cancel or postpone a game.
- b. In the event of severe weather, the tournament committee has the authority to change the duration of the games or any other function of the tournament.
- c. DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND CONTROL: THE TOURNAMENT COMMITTEE WILL NOT BE RESPONSIBLE FOR ANY REFUNDS.

Duration of Preliminary and Championship Games

- a. 2009: 3- 15 minutes periods with a 2 minute break between each period.
- b. 2008 and 2007: 2 x 25 minute halves with a 5 minute halftime.
- c. 2006 and 2005: 2 x 30 minute halves with a 5 minute halftime.
- d. 2004 and older: 2 x 35 minute halves with a 5 minute halftime.

No additional time will be added to compensate for game stoppage.

Ball Size:

- a. 2009: Size 3
- b. 2008 through 2005: Size 4
- c. 2004 and up: Size 5

The home team will provide the game ball.

Substitutions:

- a. Substitutions may be made with the consent of the referee at the following times under the following conditions:
 1. Prior to a throw-in, by the team in possession. If team in possession is subbing, other team can also sub.
 2. Prior to a goal-kick, by either team
 3. After a goal, by either team
 4. After injury a one for one, by either team, once the referee stops play.
 5. At half time.
 6. After a caution, the cautioned player may be substituted. The opposing team may substitute as well if the cautioned player was substituted.

Division Rankings:

- a. Points: Win = 3 points. Tie = 1 point Loss = 0 points
- b. Division/Bracket Tie-Breakers:
 1. Head-to-Head competition (does not apply in instances of a 3-way tie)
 2. Team with the most wins
 3. Goal Differential (maximum of 4 goals) Example: Team One scores 5 goals Team Two scores 1 goal – differential = 4. Example Two: Team one scores 2 goals and Team Two scores 10 goals – differential = 4.
 4. Least Goals Allowed
 5. Penalty kick shootout

Forfeits:

- a. A maximum 5-minute grace period will be allowed after the scheduled kick-off time.
- b. After the 5-minute grace period, a forfeit will be awarded to the opposing team. Forfeit score is 1-0.
- c. If a game is forfeited after play has begun, the actual score will only apply to the advantage of the team winning by forfeit.
- d. A minimum of 7 players is required to constitute a team for 2004 and older. A minimum of 4 players is required to constitute 2009 through 2007 teams and 5 players for 2006 and 2005 teams.

Play-off ties:

- a. If two teams are tied at the end of a play-off game, two five-minute overtime periods will be played to completion.
- b. If a game is still tied after the overtime periods, penalty kicks will be administered as per FIFA laws.

Home Team:

The Home and Visiting teams are as listed in the schedule. Home Team will change jersey in the event of a color conflict. All players MUST have a jersey number that is unique for each player. The home team will select the goal to attack. The away team will kick-off. A coin toss will only be used if a championship game goes to penalty kicks.

Coaches and Teams:

- a. During play, both team benches shall be on one side of the field. Parents and all other spectators shall be on the side of the field opposite the team benches.
- b. As per FIFA laws, during play, coaches must remain within their respective technical area, from midfield to the top of the penalty area.

Concussion Policy:

- a. All MSYSA coaches must be able to provide their CDC Heads-Up Concussion Certification.
- b. All non-MSYSA coaches must be able to provide the CDC Heads-Up Concussion Certification or the NFHS Concussion in Sports Certification.
- c. All Teams must be able to provide the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

Referees:

- a. All games will be officiated under the approved USSF system.
- b. All referee assigning will be done in Game Officials.
- c. All out-of-area referees must show photo identification to verify identity.
- d. The tournament will use a 2016 certified referee assignor.

Game Scores:

Both teams are responsible for turning in completed game cards to the check-in area.

Awards:

For all divisions, champions and second place teams will receive individual awards.

U8 thru U12 specific rules:

- a. 2009 will play 4v4 small-sided games. All kicks will be indirect and there will be no penalty kicks. Off-sides will not be called.
- b. 2008 and 2007 will play 7v7 and will adhere to the new USSF standards, including build-out lines. Off-sides will be called. 7v7 fields will be marked with a build-out line 14 yards from each end line. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball to a teammate. Punting the ball is NOT allowed. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.
- c. 2006 and 2005 will play 9v9 and all FIFA rules apply.

Cancellation of Tournament/Fines/Penalties:

In the event that the Tournament Committee cancels the tournament any day prior to the first day of the tournament, the tournament fee will be refunded. If a team is selected by the Tournament Committee, but is unable to complete the tournament registration process, within the dates and times outlined in the acceptance letter, the team will forfeit the tournament fee, and will not be eligible to participate in the tournament. Any player(s) who

appears on a team roster, but does not have a player pass card, will not be allowed to participate in any tournament games.

General:

There is to be no alcohol, tobacco, pets or firearms of any type allowed on the tournament grounds. This includes all playing facilities. Where applicable, local rules and regulations apply (including local school rules). Lost or stolen items are the sole responsibility of the individual and the tournament will not be liable.

All decisions by the Tournament Director are final.