

## **MATTHEWS INVITATIONAL TOURNAMENT RULES**

The rules of this tournament shall be in accordance with FIFA, USYSA, and NCYSA except as modified and approved herein.

### **TOURNAMENT HEADQUARTERS**

Tournament Headquarters will be located at the Colonel Beatty Park, 4330 Weddington Road, Matthews, NC 28105.  
Tournament Director – Laura Misenheimer, [laura.misenheimer@mecklenburgunionfc.com](mailto:laura.misenheimer@mecklenburgunionfc.com)

### **REGISTRATION**

Tournament officials shall conduct all credentials checks:

1. At initial registration to be held at Dick's Sporting Goods at 10530 Matthews Township Parkway, Matthews, NC 28105 on Thursday, February 11th and Friday, February 12th from 5:30-8:30PM.

In no event will a player be allowed to participate who has not been certified by the Mecklenburg Union Futbol Club Credentials Committee.

A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the **Mecklenburg Union Futbol Tournament Credentials Committee**). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee. **ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL SCHEDULED MATCHES** A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility ask the Tournament Director.

Each manager/coach or assistant must present a **valid coach's pass** and be listed on the roster. If a manager or coach is ejected, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case will a team be allowed to participate without a properly registered coach or assistant. Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster.

Souvenir patches, flags, crests, etc. may be exchanged and group team pictures may be taken at this pre-game procedure or during the handshake after the game.

### **TEAM ELIGIBILITY**

Mecklenburg Union Futbol Tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of the affiliated organization) in all age groups indicated on the tournament application form, provided such team is in good standing with its youth association.

It shall be the responsibility of each National State Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of a official match roster, five copies of team match rosters, and permission to travel (if needed).

Each team will be allowed to have guest players, up to the number indicated on the tournament application form, who are properly registered through their National and State Association or Organization. Guest players must have permission to participate/travel from their National and State Association, Federation or Organization.

### **PLAYER ELIGIBILITY**

All USYSA Affiliated teams are required to present player passes that have been issued by their governing body at registration and prior to all matches. Passes must be verified, photo attached, and laminated (if your association does not allow lamination, passes must be in cased in plastic sleeves). Player passes will be checked by the referee prior to each match. **No Pass, No Play.** Players may **NOT** play for more than one team in the tournament. **Each player must have an individual medical release waiver.**

Under 18 or younger players currently affiliated with a college program can participate on their regular club team but will **NOT** be allowed to be a guest player at the event. **If you are not sure of a player's eligibility ask, in writing, the Tournament Director.**

**LAWS OF THE GAME**

All games shall be in accordance with the FIFA “Laws of the Game”, except as modified below. Competition sanctioned by this association shall abide by the “Laws of the Game”.

For U10 games - no punting is permitted.

**LAW 1 - LAW 2**

No change per FIFA “Laws of the Game”

**LAW 3: Number of Players**

|             |  |
|-------------|--|
| U9 and U10  | Twelve per Roster, playing 6 per side      |
| U11 and U12 | Fourteen per Roster, playing 8 per side    |
| U13 to U15  | Eighteen per Roster, playing 11 per side   |
| U16 to U18  | Twenty Two per Roster, playing 11 per side |

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the linesmen, with the referee’s permission, at the following times:

- Prior to a throw in by your team;
- Prior to a goal kick by either team;
- After a goal by either team;
- After an injury, by either team, (one for one) when referee stops play;
- At the beginning of the second half or overtime periods:

The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

**LAW 4: Players’ Equipment**

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers.

In case of similar team colors, the designated home team per the tournament schedule will be required to change to a color accepted by the referee. In cases where the schedule does not designate a home team the first team listed on the game report will be considered the home team. In playoff matches a coin toss will decide which team is required to change to a color accepted by the referee. The first team listed on the game report will call the toss.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

**LAW 5: The Referee**

Referees are required to submit a completed tournament specific game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

Referees will not be paid before any required post game reports have been submitted.

In the event, the assigned referees fail to appear and the assignor and/or Site Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

**LAW 6: The Assistant Referee**

Two (2) assistant referees will be used. In the event, the assigned assistants fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

**LAW 7: The Duration of the Match**

The duration of the game will be:

| <b>Age Group</b> | <b>Pool Play (min)</b> | <b>Semis &amp; Finals (min)</b> | <b>Overtime (min)</b> |
|------------------|------------------------|---------------------------------|-----------------------|
| U17 & 18         | 2 x 35 = 70            | 2 x 35 = 70                     | 2 x 5 = 10            |
| U15 & 16         | 2 x 35 = 70            | 2 x 35 = 70                     | 2 x 5 = 10            |
| U13 & 14         | 2 x 35 = 70            | 2 x 35 = 70                     | 2 x 5 = 10            |
| U11 & 12         | 2 x 30 = 60            | 2 x 30 = 60                     | 2 x 5 = 10            |
| U9 & 10          | 2 x 25 = 50            | 2 x 25 = 50                     | 2 x 5 = 10            |

**Law 8 - Law 17:**

No change per FIFA "Laws of the Game"

**CONTROL OF SIDELINE CONDUCT**

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game." The Site Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply to Mecklenburg Union Futbol Club Tournaments:

The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines.

The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line.

**ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.**

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

**POST GAME PROCEDURES**

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.

**DISCIPLINE**

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

All players and managers/coaches shall be subject to North Carolina Youth Soccer Association - Discipline and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate National and State Association or organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of Mecklenburg Union Futbol Club Tournaments, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if suspension has not been completed). A complete report will be sent to

the North Carolina Youth Soccer Association Review & Discipline Committee for forwarding to the appropriate State and National Association.

### **DETERMINATION OF GROUP WINNERS**

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a Loss, 1 point for a shutout.

If Two Teams Tie:

1. Head to head result; if no clear winner,
2. Least goals allowed, no maximum, if no clear winner,
3. Net goal differential, maximum of four (4) goals per game; if no clear winner,
4. Most goals scored, maximum of four (4) goals per game, if no clear winner,
5. Minus 1 Game Point for each Red Card/Send-off, if no clear winner,
6. Penalty kicks\* in accordance with FIFA "Taking of Kicks from the Penalty Mark."

If Penalty kicks\* in accordance with FIFA "Taking of Kicks from the Penalty Mark." is required to determine the winner for advancement after steps 1-5 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

\*If both teams are to advance to the playoff rounds a coin toss will decide the higher seed in lieu of penalty kicks.

If more than two teams are involved in a tie, tie breaker number 2 will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 a coin toss will be held with the odd team sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) the winner will advance. When all teams will advance to the playoff rounds a coin toss, as sequenced above, will decide the team's seed in lieu of kicks from the mark.

**Example 1:** Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1<sup>st</sup>, team 2 is 2<sup>nd</sup>, and team 3 is 3<sup>rd</sup>.

**Example 2:** Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +4. Team 1 is 1<sup>st</sup>, Team 3 defeated team 2 therefore team 3 is 2<sup>nd</sup> and team 2 is 3<sup>rd</sup>.

The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

In the semi-final and final game, if a clear winner is not decided after regulation time, overtime will be played. Overtime will be two periods of equal length, per Law 7. If a clear winner is not decided after the overtime periods, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark." In quarter-final matches if a clear winner is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

### **FORFEITS**

A minimum of four (4) players (for U10 to U12) or seven (7) players (for U13 and Above) constitutes a game. Games should start at the given start time. In case the team does not have four players (for U10 to U12) or seven (7) players (for U13 and Above) present, there will be a maximum of fifteen (15) minutes grace period before awarding the game to the opponent. A forfeit will be scored 4-0.

In no case shall a team which forfeits a game be declared a division winner or wild card team. The team with the next best record will advance.

### **PROTEST**

There will be **NO PROTESTS**. All disputes will be resolved immediately by the Site Director. These decisions will be final.

### **EXTERNAL CONDITIONS, WEATHER, ETC.**

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play.

In case of inclement weather or field conditions, games may:

- Be shortened - The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.
- Be rescheduled (time and location determined by Tournament Director)
- Go to "Taking of Kicks from the Penalty Mark." (time and location determined by Tournament Director)
- Be canceled

If the Tournament Director rules that during the preliminary round "Taking of Kicks from the Penalty Mark." will be done due to inclement weather or field conditions, the following rule will apply:

1. Each team will take a maximum of five (5) penalty kicks.
2. At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks
3. In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss
4. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.

Only referees or duty manager can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start time which ever is later.

In case of extreme weather (heat/humidity), a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play.

### **TERMINATED GAMES**

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken. If it is determined that one team is the sole cause for termination of a game, that team will be considered to have forfeited that game.

### **Pool play matches**

In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

### **Play-off matches**

In the event a referee terminates a match (different from suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. The Determination Of Group Winners rules would be used to break any ties.

### **Final Matches**

In the event, a referee terminates a final match (different from suspending) while the teams are tied, co-champions will be declared. Both teams shall receive Championship trophies.

### **CHAMPIONSHIP FINAL CEREMONY**

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for awards.

### **GENERAL**

Mecklenburg Union Futbol Club Tournaments, the Tournament Committee, North Carolina Youth Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up or to receive a full refund.

The tournament committee has the responsibility to uphold any previous suspension imposed by North Carolina Youth Soccer Association and/or US Youth Soccer ; Mecklenburg Union Futbol Club is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

## **PLEASE REMEMBER**

### **NO PASS NO PLAY**

**AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT.**

**PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME.**

**IN THE EVENT OF A MEDICAL EMERGENCY THERE ARE CERTIFIED ATHLETIC TRAINERS ON SITE.**

**COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS.**