

## Rules for the 2017 Genesee Cup

REGISTRATION will be mailed or emailed to either ppa.soccer.mgt@gmail.com or mailed to 30990 S. Wixom road, Wixom MI, 48393 prior to the event. You may also register your team 45 minutes prior at field where your first game is located. Teams are required to have one copy of their roster, pass card for each player, liability form, risk management cards for coaches and managers and if applicable, guest player rosters and pass card and permission to travel. Non-USYSA must provide proof of insurance and each player should have a medical release form as well as concussion certificates for coaches and parent and athlete concussion information sheet for each player attending tournament.

### Concussion Policy

MSYSA coaches must be able to provide their CDC Heads Up Concussion Certification. All non MSYSA coach must be able to provide the CDC HeadsUp Concussion certificate or the NFHS Concussion in Sports certificate. 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.

Michigan State Youth Soccer Association has eliminated heading for players U11 and younger. This directive is to protect players 10 years old and younger regardless of what age group they are playing in. A purposeful header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction.

### AGE BRACKETS:

Under 7-Born in 2010  
Under 8-Born in 2009  
Under 9-Born in 2008  
Under 10-Born in 2007  
Under 11-Born in 2006  
Under 12-Born in 2005  
Under 13-Born in 2004  
Under 14 – Born in 2003  
Under 15 – Born in 2002  
Under 16 – Born in 2001  
Under 17 – Born in 2000  
Under 18 – Born in 1999  
Under 19- Born in 1998

ROSTERS: A roster must be on file with tournament headquarters prior to competition and it must be a team roster for the Fall of 2016. A player can only be rostered on one team. The maximum roster size per age group is as follows:

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7v7-14 players maximum (U9-10) U8 team wishing to play 7v7 will need to play in U9Y division and conform to the 7v7 format and rules

9v9 -18 players maximum (U10, U11 and U12 teams playing 9v9) U12 players wishing to play 11v11 will need to play in the U13Y division and conform to the 11v11 format and rules

11 v 11-22 players maximum (U 13 -U 19 teams)

Tournament uses a 2016 USSF certified assignor and that all referee assigning is done through Game Officials. Furthermore, out-of-area referee will need to show photo proof to verify identity

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 Genesee Cup 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 is

present and acceptable to the Tournament Director.

**LENGTH OF GAME:**

- (7v7) 2 x 25 minute halves (prelim, semi & finals)
- (9 v 9) 2 x 30 minutes halves (prelim, semi & finals)
- (11 v11) 2 x 35 minute halves (prelim, semi & finals)

FIFA RULES APPLY, UNLESS LISTED DIFFERENTLY IN TOURNAMENT RULES.

**SUBSTITUTIONS:** Substitutions may be made with referees approval only. Substitution requests may be given at these times: A. Before a goal kick

B. Before a throw-in for your team

C. After a goal

D. At halftime

E. After an injury (one for one)

F. After a yellow card has been issued (one for one)

F. a player may be substituted on at a stoppage of play with the permission of the referee (NOTE: Tournament regulations may limit when substitutions may be made by specifying specific stoppages in play when substitutions can be made (ex: at goal kicks and corner kicks, on your team's throw-ins, when a player is cautioned); otherwise substitutions may be made at any stoppage only with the permission of the referee, and 2) if the age group is 15 & under, free substitution is allowed. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries.

**Team Benches:** Both teams will have their bench on the same side. Spectators will be on the opposite side. The half way line will divide the teams and the spectators. Coaches are responsible for the spectators behavior. Dissent will not be tolerated.

**Player Equipment**

1. Shin guards are mandatory and must be covered by socks.
2. Shirt/jerseys will be tucked into players shorts at all times.
3. Hard cast and Soft cast will only be allowed upon approval of referee and/or tournament committee.
4. The home team will be responsible for using alternate color uniform if necessary.

U7 and U8 use a size 3 ball Under 9 through Under 12 will use a size 4 ball. Under 13 and above will use a size 5 ball.

**HOME TEAM** The home team is the FIRST team listed. In the case of similar color uniforms, the home team will change to their alternate jersey.

**Game Ball-**To be provided by the team listed as HOME

**DIVISION STANDINGS:** Win = 3 pts. Tie = 1 pt. Loss = 0 pt.

**TIE BREAKER**

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1. Head to Head (skip if more than two teams are tied)
  - a. If three way tie, then head to head is thrown out completely
  - b. In a three way tie, once a team is advanced it will not revert back to head to head.
2. Net score- Goals scored less goals allowed (max. 4 per game)
3. Least goals against
4. Most goals scored (max. 4 per game)
5. Penalty kicks. 5 per team, alternating. If tied after 5 each, 1 per team will be selected until the tie is broken. (The penalty shooters can be anyone who is dressed to play and rostered, only applies to tie breaker).
6. All Division winners are set, and then the wildcard process takes place.

**OVERTIME** – FIFA's rules specify that if overtime periods are used, overtime periods must be played to completion. "Golden goal" and "Silver goal" are no longer allowed.

The Selection of a Wild Card Team, if required, shall be determined by:

1. Non-group winner with the most total points.
2. Non group winner with the most wins.
3. Winner of the game, if applicable, played between the tied teams.
4. Goal differential –max 4 per game
5. Fewer total goals allowed.
6. Penalty kicks. If both teams advance, the tournament committee will decide the opponents at the next level of play.
7. Wildcard teams may be changed if the two teams played each other in preliminary rounds.

8. (PLACEMENT OF THE WILD CARD TEAMS IS AT THE DISCRETION OF THE TOURNAMENT COMMITTEE)

TIES DURING CHAMPIONSHIP OR PLAYOFF GAMES are settled by 2 x 5 minute overtime periods. Both periods will be played in duration. If a tie still exists, penalty kicks will take place.

Penalty kick elimination: When semi-final and final matches are still tied after overtime the FIFA laws of the game for Penalty Kicks apply. Only players on the field at the end of the second overtime period are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls). Five penalty kickers per team. The most goals scored after five kicks for each team wins the game. If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

\*The Tournament Committee reserves the right to shorten or eliminate overtime periods in order to keep games on time.

Fielding a team: A team that fails to field 7 players (5 for Under 10 and below) 5 minutes after the scheduled kick off, will forfeit. The score will be 4-0. Any team who forfeits a game will not advance from their bracket. Any use of illegal players will result in a forfeiture of all games.

REFEREES DECISIONS ARE FINAL NO PROTESTS NO APPEALS.

INCLEMENT WEATHER: The tournament committee and/or director have the right to stop games due to weather.

Games interrupted in the first half:

- a. will continue if time permits
- b. If time does not permit, a 0-0 tie will be awarded.

Games interrupted after the completion of the first half:

1. will continue if time permits
2. If time does not permit, the score of the game will stand.

DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND CONTROL, THE TOURNAMENT COMMITTEE WILL NOT BE RESPONSIBLE FOR ANY REFUNDS.

EJECTIONS: Any player, coach, assistant coach or manager receiving a red card will not be permitted to participate in the remainder of the game and the following game. Suspension from additional games will be contingent upon a review of the violation after receipt of the referee report. Tournament will submit a red/yellow card to the state/league and state association at the conclusion of the event and disciplinary actions may be determined by each league and/or state association. A 2nd red card results in suspension from the remainder of the tournament. Any MSYSA registered player, coach, assistant coach or team manager who has received a red card during the tournament and did not sit out the related number of game(s) during the tournament must sit out the required number of game(s) starting with his/her next league game.

All Park rules must be obeyed while on premises. VIOLATORS WILL BE ASKED TO LEAVE. We ask that you please refrain from smoking near the fields.

QUESTIONS SHOULD BE DIRECTED TO THE TOURNAMENT DIRECTOR

RISK MANAGEMENT: The Genesee Cup adheres to the Michigan State Youth Soccer Association

Risk Management policies: These can be found at the MSYSA website ([www.michiganyouthsoccer.org](http://www.michiganyouthsoccer.org)), PROGRAMS, RISK MANAGEMENT. MSYSA registered teams will be required to present risk management cards for coaches, assistant coaches and team managers. Non-msysa members need to present their equivalent of a risk management clearance.

MEDICAL RELEASE FORMS Each team must have a medical release form for each player rostered, including guest players, at registration.

TOURNAMENT HEADQUARTERS Tournament headquarters will be located at Rick Hartker Fields located at 5202 E. Maple Rd. Grand Blanc, Michigan 48439-8610.

ELIGIBILITY All state associations, US soccer affiliated teams, foreign teams-Canadian teams are eligible to participate in the Genesee Cup.

DISPUTES Any disagreement which cannot be resolved by the listed rules will be settled by the Tournament Committee. Score disputes: In situations where there is a disagreement about the score between teams/coaches/managers etc, the tournament committee will determine outcome by referring to the original signed game card from the game. Please make sure that the score is correct prior to signing the game sheet

Provisions for 7v7 play

In accordance with US Youth Soccer's Player Development initiatives, the following rules will be in place:

Field, ball and goal sizes will follow US youth soccer standards

7v7 fields will include a build out line

When the goalkeeper has the ball, either during play (from the opponent) 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 - NO PUNTING

Ball is not in play until it crosses out of penalty area, similar to goal kick

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

offside will be called

Play can be restarted by kicking back into your own ends

As far as restarts all free kicks follow FIFA (indirect and direct)

Medals and Trophies: All age groups are playing for Champion and finalist individual medals and team trophy.