

# MORE THAN A TOURNAMENT

## *The Monster Match & The Mississippi Cup* **RULES**

### **A. Laws of the Game**

- \* Other than defined below, all FIFA / USYSA / ISA rules will be applied to the playing of the tournament.
- \* Players must be on a state approved roster or state approved tournament roster in order to participate.
- \* Offsides will be called for all age groups 9U-19U.
- \* At the 8U – 10U Academy age groups, it is required that the opponent “drops off” to the BuildOut Line (half-way line), when the goalkeeper (9U-10U) has the ball in his or her hands and on all goal kicks. As per US Soccer: “the build-out line promotes playing the ball out of the back in a less pressured setting.” However, the goalkeeper is allowed to put the ball into play sooner, if he or she desires.
- \* At the 9U – 10U Academy age groups, **Goalkeepers are not allowed to punt or drop-kick while in possession of the ball.** If a goalkeeper punts or drop-kicks the ball a goal kick will be taken from the ground.
- \* There will be no headers allowed in the boys and girls age groups 8U-11U.

\* Penalty for intentional heading – referees will be instructed to handle in the following manner

\* Outside goal area = indirect free kick, from spot of offense

\* Within goal area = indirect free kick, on goal area line parallel to the goal line at point nearest spot of offense

\* If not deliberate, play should continue

\* Two exceptions when “advantage” should be played

1. Deliberate, but errant header results in an own goal. Referee allows a goal.
2. Deliberate, but errant header goes directly to the attacker who “easily” shoots and scores. Referee allows a goal.

## **B. Duration of the Game, Ball Size, Roster Limits, and Game Format**

<b>Age</b>	<b>Game Length</b>	<b>Ball Size</b>	<b>Max Roster</b>	<b>Format</b>	<b>Max Guests</b>
8U	4x8 MINS	3	6	4v4	3
9U	2-20 MINS	4	12	7v7	3
10U	2-20 MINS	4	12	7v7	3
11U	2-25 MINS	4	16	9v9	5
12U	2-25 MINS	4	16	9v9	5
13U	2-30 MINS	5	18	11v11	5
14U	2-30 MINS	5	18	11v11	5
15U	2-30 MINS	5	18	11v11	5
16U	2-30 MINS	5	18	11v11	5
17U	2-30 MINS	5	18	11v11	5
18U	2-30 MINS	5	18	11v11	5
19U	2-30 MINS	5	18	11v11	5

\* All half times to be 4 minutes in duration.

\* Inclement Weather: The tournament committee shall have the authority to, in the event of inclement weather, to adjust the schedule as needed.

## C. Substitutions

\* Either team can substitute anytime at the referee's discretion

## D. Scoring

\* Games in preliminary rounds will be scored as follows: 3 points for a win, 1 point for a tie, 0 points for a loss.

v Tiebreakers will be as follows:

- a) Head-To-Head Competition,
- b) Goal Differential (goals scored minus goals allowed),
- c) Total goals allowed,
- d) Most Shutouts,
- e) Coin toss or joint first.

## E. Overtime

\* In the event of a tie, in semi-final or championship games –immediately after the game the team will designate 5 players to take alternate penalty kicks, with the best of the 5 winners.

\* If there is still a tie, alternate penalty kicks will be taken until a winner is decided. *Note – Only those players on the field at the end of the overtime will be allowed to take penalty kicks.*

## **F. Forfeits**

\* In 12U, 14U, and 18U divisions, a minimum of 7 players constitutes a team.

\* If a team has less than 7 players at the scheduled game, it will be given a 5 minute grace period before forfeiting.

\* In the event of a forfeit, the score of the game shall be posted as a 3 – 0 game result.

## **G. Failure to Show**

\* Any team leaving the field of play before the conclusion of any game is automatically disqualified from the tournament.

\* Failure of any team to appear for a scheduled game shall be reported to their appropriate state association.

## **H. Equipment, Game Ball, Sidelines**

\* Each player on a team must have a number on the back of his/her jersey.

\* In preliminary games, the home team listed first on the schedule shall change jerseys to avoid color conflicts.

\* In semi-final or championship games, the loser of the coin toss shall change jerseys to avoid color conflicts.

\* All players' equipment is subject to referee approval.

\* Teams will position themselves on the sidelines as indicated on the field map.

## **I. Protests**

\* Protests must be made in writing by the team coach and submitted to the Tournament Director at the tournament headquarters within ½ hour after the scheduled completion of the game.

\* The tournament committee interpretation of the rules and protests shall be final.

\* On the field, Referee decisions are final.

## **J. Ejections**

\* Ejected (red-carded) players or coaches will not be allowed to play or coach in the game following the game from which they are ejected. This includes players who receive two yellow-cards during a game. Appeals and protests will not be accepted on this issue. Any player or coach ejected because of flagrant misconduct or receives 2 red-cards during a tournament, will not be allowed to play or coach the remainder of the tournament.

\* No games will be terminated without the Tournament Directors approval.

## **K. Illegal Players**

\* Players pass cards will be verified at check-in and subject to being checked prior to each game upon request. Teams using illegal players will forfeit and games in which an illegal player participated and that team will be disqualified from the tournament.

## **L. Cancellation**

\* Refunds, if any, due to cancellation of the tournament or games, shall be at the discretion of the tournament committee.

## **M. Awards**

\* 8U, 9U & 10U Divisions, every player will receive a participation award, and no trophies are awarded for 1<sup>st</sup> & 2<sup>nd</sup> places.

\* 11U through 19U Divisions, 4 Teams or more: 1<sup>st</sup> & 2<sup>nd</sup> place trophies will be awarded, 3 Teams or less divisions: only 1<sup>st</sup> place trophies will be awarded.

## **N. Tournament Directory**

Visit [www.morethanatournamnet.com](http://www.morethanatournamnet.com) for more information and contact for