

MidWEST Summer Classic

Updated 2/8/2018



ELIGIBILITY AND CREDENTIALS:

All teams must be currently registered with their State or National Association. Teams outside of the state of Indiana must provide valid permit to travel documentation from their State or National Association. Teams may carry a roster of no more than 18 players for U13-U19, 16 players for U11-U12 rosters and 14 players for U9-U10 rosters. 8 players for U8 Rosters may include up to 3 guest players. No roster changes will be permitted after a team roster has been approved at tournament registration. No player will be allowed to either register or play for more than one team in the same age group. No special formed all-star teams will be permitted. Each player must have a valid USSF/USYSA card which must be presented at registration and at the field of play as requested by the referee, field marshal or other tournament official. If a player who is not properly registered participates in any game, that game shall be automatically forfeited to the opposing team 3-0.

All games will be played at Grand Park in Westfield, Indiana. The Tournament will be played on August 24-26, 2018 (local teams may play on Friday Aug 24th).

AGE GROUPS:

U8	U9	U10	U11	U12	U13	U14	U15
2011	2010	2009	2008	2007	2006	2005	2004

Players must be born within the calendar year time frames as established by the US Youth Soccer for the division in which they will participate. The tournament will follow the guidelines from Indiana Soccer regarding trapped players. During the fall season only, U-15 players who are "trapped" when their peers move to high school may compete on U-14 teams but no more than 3 trapped U15 players may be roster on a team. Trapped players are required to be properly registered with their state association and their cards properly marked as trapped player.

LAWS OF THE GAME:

All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted.

Substitutions are unlimited and will be allowed with the consent of the referee after a goal by either team, before a goal kick by either team, before a throw-in in your favor, before the beginning of any period of play, during injury stoppage (one for one) and on a yellow card to replace the cautioned player.

- **Teams must play in the format for their age groups.**
 - 8U teams MUST play 4 v 4. They may not play up to 9 or 10 age 7 v 7 formats
 - 9-10U teams MUST play 7 v 7. They may not play up to 11U formats of 9 v 9
 - 11-12U teams MUST play 9 v 9 and may not play up to the full sided game format.
 - A player may be allowed to "play up".. But a team may not.
 - **Teams from other state associations that enter our event must follow these formats.**

U8 Modified rules:

Format 4v4

Field Sized- approximately 20 yards wide by 30 yards long: Goals 4ft x 6ft

- Minimum number of players to begin 4
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Sub on any stoppage
- Unlimited Subs
- Goal kicks the defending team must back up past the midfield line.
- Offside will not be called, however teams should not “cherry pick”.
- Half time will be limited to 5 minutes.
- No intentional heading (violation results in indirect kick)
- Goal kicks can be taken anywhere on the goal line
- **No semi-final or championship games in the U8, U9 and U10 age groups.**

U9&U10 Modified rules:

- Format is 7 v 7.
- Field size approximately 30 yards wide by 47 yards long.
- Minimum number of players to begin a match will be 4
- Sub on any stoppage
- Unlimited Subs
 - Play shall consist of 6 field players and 1 goalkeeper
 - Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: Throws, Rolls the ball, or plays it with his/her feet.
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be used, per US Soccer Mandate.
- No semi-final or championship games in 9U & 10U age groups, per Indiana Soccer mandate.
- Heading: Please see Indiana Soccer association rules on heading on the last page of these rules.
- Deliberate heading is not allowed in 7v7 games.
- If a player deliberately heads the ball in a 10 & under (7v7) game, an indirect free kick is awarded to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area, the indirect free kick is to be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

Off side “Build Out Line” “No Cherry Picking”

When the goalkeeper has the ball in their hand from the opponent or for a goal kick the opposing team must move behind the build out line until the ball is put into play. If the goal keeper is playing the ball with their feet, they are considered a field player and the build out line does not apply.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks are not allowed). If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team and taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

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

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Indiana Soccer Association Heading Restrictions revised June, 2017

All players, 11 & under shall not engage in deliberate heading in training or in games.

If a player, who is competing in an 11 & under game or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense. If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

U11&U12:

- Format is 9 v 9.
- Field size approximately 47 yards wide by 75 yards.
- Minimum number of players to begin a match will be 6.
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot 10 yards from the goal line.
- Half time will be limited to 5 minutes.

U13-U15

- Format is 11 v 11
- Field size approximately 70 yards wide by 110 yards.
- Minimum number of players to begin a match will be 7.
- The distance at restarts will be 10 yards.
- Penalty kicks will be taken from a spot 12 yards from the goal line.
- Half time will be limited to 5 minutes. Two equal 35 minute halves.

Play Format, Game Length, Ball Size and Roster Size:

AGE DIVISION	Play Format	PRELIMINARY GAMES	FINAL GAME	BALL SIZE	Max Roster Size
U13-U15	11 v 11	Two 35-minute halves	Two 35-minute halves	5	18
U12	9 v 9	Two 30-minute halves	Two 30-minute halves	4	16
U11	9 v 9	Two 30-minute halves	Two 30-minute halves	4	16
U10	7 v 7	Two 25-minute halves	N/A	4	13
U9	7 v 7	Two 25-minute halves	N/A	4	13
U8	4V4	Two 20 minute halves	N/A	3	8

Game clock will not stop for injuries unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel.

EQUIPMENT

- Home teams shall be the first team listed on the schedule. The home team shall furnish a game ball. When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. Home teams are encouraged to wear light colored uniform jerseys and away teams are encouraged to wear dark colored jerseys.

- All players are required to wear shin guards.
- Eyeglasses must be secured by a safety strap or goggles.
- All body piercing and other jewelry must be removed, including newly pierced ears.
- Under cold weather conditions the following clothing may worn in addition to the uniform.
 - Long sleeves shirt and/or long pants under the uniform.
 - Gloves or mittens
 - Stocking caps without straps
 - Jacket may be worn under the uniform.
- Equipment **not** allowed to be worn include hooded sweatshirt, ear muffs with hard plastics.
- Any equipment issues not specifically mentioned in these rules shall be ruled on by the center referee.

STANDINGS AND SCORING:

Midwest Turf Classic is using the Standings and Scoring systems used by Indiana Soccer in the State Cup Tournament.

The standing of teams within brackets is based upon the number of points earned in qualifying games. Teams earn points as follows:

- Three (3) points for a win (including forfeits)
- One (1) point for a tie, and
- Zero (0) points for a loss

In the event of a forfeited game, the team forfeiting the game will not be allowed to advance out of their group. The team declared the winner of a forfeited game shall receive three (3) points for the win and a score of 1-0. No other scoring points will be awarded. All games previously played against the forfeiting team shall be rescored 1-F (F = Forfeit) with 3 points awarded for the win; all remaining games to be played against the team forfeiting will be scored in the same manner.

Tie Breakers

If two or more teams are tied, the tiebreaker sequence below will be followed until the tie is clearly broken. At any point where a team is eliminated after a particular tiebreaker is applied to all teams, and two or more teams still remain tied, the remaining tied teams will then restart the sequence at point "1" in the sequence below, until the tie is broken.

The following tiebreaker rules, for determining standings at the end of the Preliminary Rounds will be:

1. Winner of head to head competition (this criteria will not be used if more than two teams are tied)
2. Winner of most games
3. Goal differential (goals scored minus goals against) with a maximum differential of four goals per game) Goal differential can be a negative number. i.e. W 2-0, W 1-0, L 0-4 Goal differential is -1
4. Goals scored for (with a maximum of 4 goals per game)
5. Fewest goals allowed
6. Penalty shootout.

Ties after Regulation Play

In Preliminary Round play, if the game is tied at the end of regulation play, the game will stand as a tie

Semi-Final games with winners moving on to a Championship game and Championship games will not end in a tie. In the Semi-Finals and Championships, if the game is tied after regulation play, the game will continue with overtime play in accordance with one overtime period of 5 minutes for U11-

U15. Golden Goal will be used any team scoring during over time is declared the winner.. If the game remains tied after overtime play, FIFA “Kicks from the Mark” Rules will apply to determine the winner.

STARTING TIMES AND FORFEITS:

A five (5) minute grace period will be extended beyond kick-off time before a forfeit will be declared. A team's failure to complete a match or leaving the field during play will result in forfeiture. No team that has forfeited a game will be declared a group winner. The winning team of a forfeited game will be awarded three (3) goals. The Tournament Director has the only authority to declare a forfeit.

BLOOD RULE:

The blood rule is in effect. Any player bleeding must leave the field until the bleeding is adequately controlled. Players may not re-enter the game with blood on any part of their uniform. The player must check in with the assistant referee to verify that all blood has been cleaned from the person, uniform and equipment.

OVERTIMES:

Any regular tournament match that ends in a tie score shall be declared a tie. Any Semi-Final games with winners moving on to a Championship game or Championship game tied at the end of regulation play will go into overtime (OT). The OT shall consist of one 5-minute half. Golden Goal will be applied to all over time periods. If a team scores the game is over with that team being declared the winner.. If the game is not decided in the overtime, Kicks from the Mark according to FIFA rules will be used. Only players playing at the end of the OT will be allowed to participate in the kicks. Standard FIFA rules will be followed:

- Each team shall select five players to kick, from the players on the field at the conclusion of the overtime period.
- The referee will toss a coin and the team whose captain wins the toss selects whether to take the first or second kick.
- Teams shall alternate kicks.
- If, before both teams have taken 5 kicks each, one team scored more goals than the other team could, even if it was to score on its remaining kicks, taking kicks shall cease and the winner declared.
- If, after teams have taken 5 kicks, both have scored the same number of goals, or have not scored any goals, the kicks shall continue with 5 new players selected from the remaining players who were on the field at the end of the overtime. Kicks continue until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has score one goal more than the other. This means if teams are tied after the first round of five penalty kicks, successive rounds of one shooter from each team will be taken until one team prevails. No player may take a second kick until all other eligible players have kicked.

RED CARDS AND OTHER EJECTIONS:

Any player receiving a red card in any game will be required to leave the field and playing area for the duration of the game in process and will be suspended for the next game. Substitutions are not allowed for an ejected player. Center referee will retain the player card and submit it with the game report containing the reason for the red card.

Coaches/managers and/or spectators ejected will also be required to leave the field and playing area, failure to do so will result in the match being ended with the team of the offending coach being considered to have forfeited. Ejected coaches are not permitted to communicate with players or coaches by voice or hand signals. Coaches and managers and spectators are required to complete their suspension prior to returning to the playing fields regardless of their status with another team or their club. Center referee will retain the coach's or manager's card and submit it with the game report containing reason for the red card.

Player/coaching passes for players or coaches ejected will be held by the tournament committee and will be returned to a team official (registered with appropriate card) upon completion of the required suspension. If an ejection occurs

during a team's final game, the card will be returned at the end of the game and the report will be made to the appropriate State Association.

The tournament committee may impose additional penalties and suspensions or ejection from the tournament which can not be appealed.

POLICY AND RULE INTERPRETATIONS:

Questions concerning these rules shall be directed to the Tournament Director, who reserves the right to render interpretation or implement modifications, which they judge to be in the best interests of the tournament. Protests and Disputes by any team must be submitted in writing to the Tournament Directors within 30 minutes of completion of the game. The referees' judgment is NOT an acceptable basis for protesting the outcome of a game. \$250 in cash fee must accompany the protest and will be returned only if the protest is upheld. All decisions and interpretations of the referees or Tournament Director shall be final

INCLEMENT WEATHER

In the event of inclement weather and/or impending darkness, the Tournament Director will have the authority to relocate, reschedule, cancel, or change the duration of any game. Any observation of lightning should be immediately reported to the field marshal, referee assigner or tournament director. Upon notification of lightning, the tournament director and/or referee assigner will implement procedures to evacuate the fields. Teams and spectators will be notified to evacuate the field by one or more of the following methods: 1) Field marshals notifying the referees and coaches, 2) Single long blast of air horn, 3) Verbal notification over the PA system 4) Red Flag on flag pole. All games will be halted at that point and all players and spectators will be asked to take shelter in their vehicles.

Play will resume when the Tournament Director determines it is safe to return to the field. In the event of lightning, play will resume 30 minutes after the last observed lightning strike. Restart of suspended games, as well as any match length adjustments for such restarted matches, will be the decision of the Tournament Director. Matches, that reached half time at the time play was suspended, will be considered to be complete games with the score at time of suspension of play being the final score. If match did not reach the end of first half when play is suspended, every effort will be made to complete the game or play at least the first half and record the score as final. If the game is cancelled before it starts, every effort will be made to reschedule the game. It is the responsibility of each coach to check Tournament Headquarters for reschedule information.

The Tournament Director reserves the right to cancel matches that can not be played due to persistent inclement weather, unsatisfactory field conditions, or other uncontrollable situations, although every effort will be made to play the matches as scheduled. However, in the event that rescheduling is not possible, and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie breaking procedure). The team with the highest average points will be declared the winner of the group. In the event there is a tie which cannot be resolved by point averaging, the advancing team will be determined by a coin toss, or penalty kicks, per FIFA as directed the Tournament Director. If in the event the Championship Game cannot be played, the winner will be decided by Penalty Kicks or by coin toss.

If the Tournament is canceled due to events beyond the control of the Tournament Committee, the Tournament will refund registration fees for those teams participating in the tournament as follows:

- If the tournament is canceled anytime prior to 72 hours before the start of the first game, then teams will receive a 50% refund
- If the tournament is canceled between 72 hours before the start of the first game and up to the start of the first game, then teams will receive a 25% refund
- Once the first game of the tournament has begun, then teams will not be eligible for any refund

The tournament director will administer the tournament rules as stated but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament. The decision of the director will be final.

CODE OF CONDUCT

All participants in the MidWEST Summer Classic are expected to maintain high standards of conduct during their stay in the Plainfield area. These standards are expected of players, referees, families and other guests in the hotels and motels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament. There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. If dismissed in the last game, an incident report will be filed with the appropriate state association and disciplinary action will be assessed by that association. A complete report of disciplinary action(s) taken against a player, coach or team is provided to the sanctioning organization at the conclusion of the tournament. Spectators may be ejected from the park for improper conduct at the discretion of the tournament officials. Persons ejected due to any of the above situations must leave the site immediately.

Unmanned Aircraft Systems (Drone)

In recognition of the US Youth Soccer POLICY ON UNMANNED AIRCRAFT SYSTEMS (DRONE) (Adopted November 22, 2015) and for the health and safety of the participants, Indiana Soccer will also implement the following effective immediately. – December 17, 2015. Unmanned Aircraft Systems (UAS) or Drones are strictly prohibited from use during this event by any spectators, coaches, players, referees and tournament staff. Any person attending this event is strictly prohibited from the use of UAS or Drone. As an organization, we are committed to providing a developmental, healthy and safe environment. Indiana Soccer along with Westside United recognizes that the safety of its players is paramount