



2010 Reddan Ice Age Classic

**Reddan
Soccer
Park**

Wisconsin's Premier
Soccer Complex

GENERAL INFORMATION & RULES OF PLAY

1. FIFA/USYSA & WYSA Rules apply to all games. Exceptions are noted below.
2. **TEAM COMPOSITION:**

It is the responsibility of each team to field a team that meets the requirements of the following rules for each game. Players may only register with one team. ALL players must be affiliated with their state association. Each team must present a signed or certified league roster as well as USYSA Player Passes. Teams are permitted up to THREE guest players. "Club Pass" players will be counted as part of a team's regular roster, the number of which will be limited by its respective State Association policies.

U11 & 12 Teams: maximum roster size is 14. These teams will play 8 players (goal keeper being one of them) on the field for each team. Field size will be (approx) 70 yds x 50 yds. Goal size will be 7' x 21'.

U13 – U16: maximum roster size is 18. These teams will play 11 v 11 "full sided" matches.

U17 and older: maximum roster size is 22. These teams will play 11 v 11 "full sided" matches.
3. **REGISTRATION:**

Will be conducted at the tournament headquarters located at Reddan Soccer Park in the concession area. Please report to register your team at least 60 minutes previous to your first game. Come with rosters, player passes, Guest Player form, Waiver of Liability and Medical Release from each player (Waiver and Medical Release may be on the same document such as the Universal Permission & Medical Treatment Statement on the WI Youth Soccer Association web site).
4. **DURATION OF GAMES:**

U11-U14: 2x25 minutes (Running time with a five-minute halftime).
U15-U19: 2x30 minutes (Running time with a five-minute halftime).
Starting Kick-off and which end a team attacks at the beginning of the game will be determined by a coin toss which will be "called" by the Away team listed on the schedule.
5. **GAME SCHEDULE:**

Tournament Committee shall have the authority, in the event of extreme or inclement weather, or other circumstances, to do any of the following:

 - Relocate or reschedule any game
 - Reduce by up to half the duration of any game
 - Cancel any game that has no bearing on the outcome of a group
 - Terminate any game five minutes before the next game is scheduled to start
 - Please refer to Rule 17 regarding refunds if the event is called off prior to its commencement. No refunds will be provided to teams after they complete two or more matches.
6. **HOME TEAM:** The home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict.
7. **TEAM AREAS:** Both teams will be located on the same side of the field with ALL spectators located on the opposite side of the field.
8. **SUBSTITUTIONS:** Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line.
9. **PLAYER EQUIPMENT:**
 - a. All players will wear adequate shinguards covered by stockings.
 - b. No casts or splints are allowed
 - c. No jewelry will be allowed
 - d. ALL player equipment is subject to referee approval.

10. STANDINGS:

- a. 6 points are awarded for a win, 3 points are awarded for a tie, 0 points are awarded for a loss but BONUS POINTS may be awarded for goals scored (see "c").
- b. 1 point for a shut-out Win. This is considered a BONUS POINT. 0-0 ties do not get awarded a BONUS POINT.
- c. BONUS POINTS are equal to the number of goals scored in a match, up to a maximum of three per game, plus the shut-out bonus if applicable. For example, a team winning by a score of 4-1 would receive 3 BONUS POINTS. The losing team would receive 1 BONUS POINT. A 4-0 score would result in 4 BONUS POINTS for the winning team. The losing team would receive 0 BONUS POINTS.
- d. TIE BREAKERS: In the event of a tie in determining flight winners or a wildcard berth, the following criteria will be used, in order, to break the tie:
 - i. Head to Head Competition (disregarded when three or more teams are tied)
 - ii. Most Games Won
 - iii. Best Goal Differential with a 3 goal differential maximum per game
 - iv. Most "Goals For" (GF) up to a maximum of 3 goals per game being considered.
 - v. Least "Goals Against" (GA) up to a maximum of 3 goals per game being considered.
 - vi. Kicks from the Mark in accordance with FIFA guidelines

11. WILDCARD GAMES

Some divisions have Wildcard berths into Semi Final matches. The Wildcard team will be decided after Round Robin play is completed in all flights (ie. Red, White, Blue, etc.). The berth will be granted to the team that has the most total points of all teams without considering the 1st Place team from each flight. Tie Breakers will be the same as listed in Section 10. Standings. The Tournament Director reserves the right to reassign teams to the semi-final games to avoid a Wild Card team playing the same team from their preliminary matches.

12. ELIMINATION GAMES

Semi-final Matches: If a Semi-Final game ends in a tie, the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines. A coin toss will be held immediately after regulation, with the winner of that toss taking kicks first. The Center official will determine which goal will be used, unless a specific location for the procedure is identified by the Tournament Director.

Championship Matches: If a Championship game ends in a tie, teams will play a maximum of two five-minute overtime periods. A coin toss will be held immediately after regulation, with the winner of that toss having the choice of which goal to defend. The other team kicks off. If the game is still tied after the two overtime periods, then the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines.

13. AWARDS: Champion and Runner Up teams receive an individual award for each player.

14. FORFEITS:

- a. Use of a suspended player will result in forfeiture of the match in which the suspended player was used.
- b. If a team has less than 7 player's present, five-minute grace period will be granted before a forfeit is declared. All teams are responsible to play the entire tournament. A minimum of 7 players constitutes a team. Failure to appear will jeopardize future acceptance for the team or club in this tournament.
- c. A team forfeiting will be disqualified from placing 1st or 2nd in their group and/or advancing to a semi-final or final.
- d. The score of any forfeited game will be recorded as 1-0.

15. BEHAVIOR:

- a. Coaches are responsible for the behavior of their players and spectators.
- b. All yellow and red cards will be reported to the tournament director and to the WI Youth Soccer Association.
- c. Any player receiving a red card will be suspended from the next game in the tournament. Except in the case of referee assault or abuse, MAYSA shall have the authority to impose, should circumstances warranted by matters arising from the tournament or games, additional penalties to a player, team staff, team or club originating from the MAYSA district.
- d. In accordance with USYSA regulations, the issuance of all red cards and other matters involving the conduct of a team, its coaches, or supporters will be reported to the home state association and the home club/league of the player, coach, team, or supporters involved. All matters involving a referee assault or abuse shall, in accordance with USSF Rule 1108, be referred immediately to the Wisconsin Youth Soccer Association.

16. PROTESTS: The decisions of the referee and those of the tournament committee are final. Referee feedback will be accepted, but only in writing, via a form available at Tournament HQ. Only a team's coach may submit this form.

17. REFUNDS: If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team. If the event is called off refunds will not be given to teams having completed two or more matches. No refunds will be given to teams that drop out after the schedule (even in preliminary/draft form) is communicated.

