



# 2012 MAYSA Cup Rules



All events at Reddan Soccer Park rely heavily on the “Spirit of the Game”: An emphasis on sportsmanship, fun, respect-for-all and quality of play over winning, rivalries or trophies. Highly competitive play is encouraged but never at the expense of mutual respect among competitors, adherence to the rules and the basic enjoyment of participating. Spirit of the Game provides the underpinnings of the Rules of Play and will guide any unique decisions or unforeseen circumstances not covered in the Rules of Play.

## 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 MAYSA.  
**U9 & 10 Teams:** maximum roster size of 12  
**U11 & 12 Teams:** maximum roster size is 14  
**U13 – 16:** maximum roster size is 18
3. **REGISTRATION:** Will be conducted at the tournament headquarters located at Reddan Soccer Park. Please report to register your team at least 30 minutes previous to your first game and present your team roster, which should include all players that intend to play for your team during the event.
4. **DURATION OF GAMES:**  
U9 & U10: 2x20 minutes (Running time with a five-minute halftime).  
U11-U14: 2x25 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. Stoppage/injury time will not be added.
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
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.
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 (U9 & 10 age groups please refer to #14):**
  - 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 QUALIFICATION: 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 1<sup>st</sup> 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. SEVEN TEAM DIVISIONS: Some divisions have seven teams. Each team will play two games, after which all teams will be seeded 1-7, based on total points earned (and tie-breakers). In the third game, the second seeded team will play the seventh seeded team, third will play sixth, fourth will play fifth. The top-seeded team will receive a bye; thereby automatically qualifying for the semi-finals.
13. ELIMINATION GAMES:
 

Semi-final Matches & Play-in games: If a Semi-Final or Play-in 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.
14. U9 & 10-SPECIFIC PLAYOFFS: Per United States Soccer Federation Best Practices, there are no playoffs for U9 & U10 and there will not be recognition of teams who "win" their division/bracket.
15. AWARDS: Champion and Finalist teams in the U11 and older age groups receive an individual trophy or medal for each player. All U9 & U10 players will receive a participation award; awards for finalists and champions are not distributed at these age groups.
16. 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 1<sup>st</sup> or 2<sup>nd</sup> 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.
17. 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.
  - e. **Feedback regarding referee performance will only be accepted via a team's coach and will never result in a decision being overturned. Coaches will be required to complete some paperwork before any discussion with the Tournament Director in order to ensure that the conversation will be efficient and constructive.**
18. PROTESTS: The decisions of the referee and those of the tournament committee are final.
19. REFUNDS: If the event is called off prior to its commencement, fees shall be returned to the teams less \$75 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. The tournament committee interpretation of the rules will be final. The tournament committee and sponsors shall not be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part.