



Tournament Rules - The Derby hosted by AFA Fillies SC September 15-17, 2023

Laws of the Game

The event shall be played in accordance with the laws of the game as observed by FIFA. Any ruling not covered by FIFA will be in accordance with the Missouri Youth Soccer Association (MYSA) and United States Youth Soccer Association (USYSA) with the following exceptions.

Player and Team Eligibility

- These events are open to competitive select teams, and all players must be registered with USYSA, US Club and their respective state associations and have a current player ID card with picture.
- All teams from outside of the state of Missouri must have a travel permission form from their state association. This rule does not apply for US Club sanctioned teams.
- Required documentation: player cards (USYSA, US Club), your state association approved guest player loan forms (if applicable), copies of the state or National Associated verified

roster and a notarized copy (if applicable) of medical release form for each player must be presented at registration.

- The AFA Fillies event staff will keep a copy of the state roster, guest forms and travel permits. Medical Release Forms will be reviewed and returned.
- This event will follow the newly implemented U.S. Soccer guidelines pertaining to field ranges and roster size.
- Team rosters will be comprised of no more than 12 players for 7v7 format games (U8 - U10).
- Team rosters will be comprised of no more than 16 players for 9v9 format games (U11 and U12).
- Team rosters will be comprised of no more than 18 players for 11v11 format games (U13 and up).

Teams playing U-17 through U-20 can roster 22 players but can only dress 18 players for any game. Some exceptions to this rule can be made with the event director's approval prior to event kick off.

- There is a maximum of six (6) guest players allowed per team, but the roster size stated above cannot be exceeded.
- A player may play for only one team during the event.. Exceptions to these rules must first be approved by the event director.

Electronic Check In

- Team check-in process entails minimal documentation to be given to the event committee and requires the teams to have the other applicable documentation in their possession during the event.
- The required documents that are to be sent to the event committee and subsequently retained are noted below. All other documents/passes are to be the possession of the teams. Each team will be asked to affirm that they have all the necessary documents in their possession in order to comply with the event rules, Missouri Youth Soccer Association (MYSA) rules, and US Youth Soccer Association (USYSA) rules.
- The following items are to be scanned, then emailed to the event:
 1. Official State Roster
 2. Travel Permit (if applicable)
 3. Guest Player Forms (if applicable)
- All identification cards will be collected and reviewed, prior to the game by the match officials or Field Marshall. Cards will be held during the game and returned after the game.

Uniforms

- All players except the goalkeeper must have a numbered jersey that has a different number from all other team players.
- The team listed first on the scorecard will be considered the “home team”.
- The home team should wear white or light colors, and will be required to change jerseys in case of a color conflict (as determined by the referee).
- Home teams will be responsible to supply the game ball.
- All equipment shall be subject to the referee’s approval.
- All fans must sit on the opposite of the field as the teams.

Substitutions

- Unlimited substitutions shall be allowed in accordance with USYSA rules.
- A player receiving a “yellow” card does not have to be substituted for.
- No substitutions will be allowed for a player ordered from the field by the referee for misconduct.
- Any player or coach who receives a “red” card shall not participate in the next scheduled game.
- Ejections will be reviewed by the event officials, who reserve the right to lengthen/adjust suspensions based on the nature of the offense.

Scheduling

- Scheduling shall be the sole responsibility of the event Committee.

| FORMAT | AGE | Gender | GAME LENGTH | ROSTER SIZE |
|---------------|------------|---------------|--------------------|--------------------|
| 7v7 Rules | U8 | Boys & Girls | (2) 25 min halves | 12 |
| | U9 | Boys & Girls | (2) 25 min halves | 12 |
| | U10 | Boys & Girls | (2) 25 min halves | 12 |
| 9v9 Rules | U11 | Boys & Girls | (2) 30 min halves | 16 |
| | U12 | Boys & Girls | (2) 30 min halves | 16 |
| 11v11 Rules* | U13 | Boys & Girls | (2) 30 min halves | 18 |
| | U14 | Boys & Girls | (2) 30 min halves | 18 |
| | U15 | Boys & Girls | (2) 30 min halves | 18 |
| | U16 | Boys & Girls | (2) 35 min halves | 22 |
| | U17 | Boys & Girls | (2) 35 min halves | 22 |
| | U18 | Boys & Girls | (2) 35 min halves | 22 |
| | U19/20* | Boys & Girls | (2) 35 min halves | 22 |

In some cases 'Trapped' players will be allowed to play with teams 1 year younger, up to the amount of players allowed in the event guest player policy. The Event Director may change the duration or length of games, subject to the following:

- a) inclement weather,
- b) delay from relocation and/or rescheduling of any games,
- c) may cancel any games in the preliminary rounds which have no bearing on deciding group winners,
- d) may modify rules for tie breaks due to inclement weather delays.

Point System

The following point system will be used to determine winners within each division throughout preliminary games:

- 3 points for a win
- 1 points for a tie
- 0 points for a loss
- Goals For (unlimited)
- Goals Against (unlimited)
- Maximum Goal Differential Per Game = +4, -4

Tie Breakers

If two or more teams are tied during the group stage, the below procedures shall determine the group winner. In 4 and 6 team divisions, the top two point earners advance to the final, regardless of bracket side (A or B). In 8 team divisions, the winner of Bracket A will play the winner of Bracket B. Some custom crossover divisions may exist in certain instances. Advancement for those specific divisions will be communicated to the affected teams.

Tie Breakers Protocol:

1. Winner of head-to-head competition (not used if more than 2 teams are tied)
2. Goal differential (4 goal maximum per game)
3. Fewest goals allowed
4. Most Goals For
5. Penalty kicks per FIFA rules

Note:

If more than two (2) teams are tied, the sequence above will be followed until a team is eliminated/advanced. The remaining teams will then restart the sequence at tiebreaker criteria 2 above until the tie is broken. In a situation where three teams remain tied, a draw between tied teams will be conducted by the event committee to determine an order

for a Penalty Kick contest between tied teams. The first team drawn will receive a bye; the next team drawn will be the home team against the remaining team in the first round of Kicks from the Penalty Mark. The winner of the first contest will then compete against the bye team in Kicks from the Penalty Mark to determine the team that advances. The bye team will be the home team.

Overtime Rules

- There will be no overtime periods for any games played during this event.
- In the event of a tie at the end of regulation of a final, teams will go directly into Penalty kicks. Only players ON THE FIELD at the end of regulation will be eligible to participate in the shootout. Players must remain on the field at the end of regulation. Should a situation occur where one of the teams was forced to play 'a man down' during regulation via ejection, the team at 'full strength' reserves the right to 'Reduce to Equate' regarding their lineup of spot kick takers.

Game Reports

- The center referee must sign the game report.
- The game report will be used for score verification.

Forfeits

- Any team that fails to report for play ten minutes after the scheduled game time shall forfeit the game (as determined by the referee).
- Any team that abandons a game prior to its conclusion shall forfeit the game.
- A team that forfeits a game will be ineligible to advance to a championship game.
- The team declared a winner by forfeit shall be awarded a win by the score of 4-0 (maximum points).

Ejections

- Any player or coach ejected from a game will be ineligible for the team's next game.
- Any player or coach ejected for fighting or violent conduct can be subjected to ejection from the remainder of the event.
- Player and coach's cards will be retained by the event director and returned after the suspension has been served.

Protests

- Protests may be made only by the designated coach and must follow the below criteria:

- Protests must be submitted in writing and submitted in duplicate with \$100 cash to the event Director.
- No protests will be heard concerning judgment calls made by all referees.
- Any protest concerning player eligibility must be made prior to the start of a game by notifying the Field Marshall and/or Referee.
- All protests must be made within 30 minutes of the conclusion of the game in question.
- Protests will be ruled on by the Event Committee by the start of the participants' next game, or ASAP.
- The protest fee of \$100 is not refundable if the protest is not upheld.

General Rules

- Trophy presentation for the 1st place team. (Not applicable in our Pre-Season Friendly events)
- 1st and 2nd place teams will receive individual medals. (Not applicable in our Pre-Season Friendly events)
- Bringing of personal alcoholic beverages onto event fields or at event facilities will not be allowed.
- No warming in the Goal mouths.
- Please Keep Children Away From Goals. No climbing on goals.
- No pets allowed at the complexes.
- Tournament staff have the right to adjust, amend all rules/decisions at their discretion
- Event Fees are due prior to the registration/payment deadline. Age group specific event fees may go up over time as event date approaches or age groups begin to reach their maximum capacity.

Refund Policy

Teams will receive full event tuition credit in the event a pandemic related mandated cancellation is put into place by local officials leading up to the event kickoff date.

- Entry fee = Applicable admin fees (up to \$40/team NON-REFUNDABLE in the event of cancellation) + event tuition. Registration and entry fee deadline is between 3-5 weeks prior to event kick off date.
- Teams which withdraw after acceptance will forfeit their entry fee. The only exception to this rule would be if a team has a player/coach test positive for Covid-19 within 5 days of the event kick off date. In this case the team would be removed from the event and a refund processed. A portion of this team's tuition will be retained in order to refund their scheduled opponents who had been promised a guaranteed minimum of games as well as the inconvenience caused to these opponents. This cost burden will be shared by the host entity. This retainer is contingent on several factors and will be assessed on a case by case basis.

All registered teams are subject to up to \$40 non-refundable administrative fee. This fee is incurred to cover sunk costs such as field reservations, software and registration platform fees which are to be paid by the host entity regardless of the event taking place or not.

- Weather related cancellation refund policy remains as it has for many years and is in line with dozens of similar size events of similar offering. Teams that play no games receive no less than a 70% refund. If only 1 game played, no less than 50% refund given, if only 2 games played no less than 20% refund given. Assuming 3 games were originally scheduled to be played.
- Travel costs incurred by teams accepted into the event are not the responsibility of the host club.
- Teams travel at their own risk. Teams coming from more than 90 miles away must book their housing through our event housing provider.

Weather Contingency

- We will do whatever possible to play all games as scheduled. Should the rain and/or lightning be so severe that we must use this weather contingency, the event Committee may use any of the following rules at their discretion:
- Preliminary round play games will be shortened as deemed necessary or if weather does not permit time to shorten games, then 11v11 full team penalty kicks to determine preliminary round games will be used. If tied at the end of 11 shooters then the same 11 will shoot in a sudden-death round. (7v7 and 9v9 games will follow the same format, however in smaller numbers. Reduce to Equate measures in effect)
- Finals will be played at full length if at all possible. Please consult the event website for additional information.
- Matches that have reached halftime prior to a weather delay / halt of play may be deemed complete as they stood at the time of the delay / halt.
- Cold Temperature Guidelines:
U14 and younger will halt play if the cold index with wind chill reaches 18 degrees*
U15 and older will halt play if the cold index with wind chill reaches 14 degrees*
* The above listed temperature guidelines may be just one factor that could influence the decision of the event directors to play or not to play even if the field conditions are deemed playable. Other conditions that may influence the decision include wind, humidity, rain, snow, sleet, freezing rain, ice, etc. Event directors, along with the medical staff, and referee staff will make all stoppage distinctions at their discretion.

MYSAs Partner Event Referee/Official Abuse Policy

Missouri Youth Soccer, its member organizations, and tournament providers, are united in their belief that there is no place for hate or abuse in youth activities. As such, all teams should be aware of the consequences for any actions or verbalizations that are directed at any team members, game officials, spectators, or tournament staff at a Missouri Youth Soccer sanctioned event. These actions are not limited to on-field but encompass anywhere on tournament property leading up to, during, or immediately following the event. At all times, the head coach of a team is directly responsible for the actions of its coaches, players, fans, and supporters. As such, a head coach may be dismissed for the actions of their team by tournament staff should it become necessary and in such cases that another coach is not available the team will forfeit the match and it shall end immediately.

The following sanctions shall be considered as the advised actions should any abuse or hate speech be observed by game officials and reported promptly to tournament officials:

Players – 2 game suspension for physical or verbal abuse directed toward any game official or tournament staff. Consideration shall also be given to language and content directed towards players and spectators that would be considered hate speech.

Coaches – 2 game suspension for any physical or verbal abuse directed toward any opposing team member, game official or tournament staff.

Spectators/Fans – Spectator and Fan support is highly valued! However, demeaning statements, ridicule of calls or actions, and overall negative or abusive treatment of anyone has no place in developing players in any youth sport. In the event of these issues the sideline shall be cleared for the remainder of the match and shall remain cleared for the next match played by the team.

Other Parties not covered above – Shall be banned from tournament grounds immediately and for the remainder of the tournament. A full report from all applicable persons involved in violent or abusive actions shall be submitted to the Missouri Youth Soccer office within 48 hours of the tournament for review of further possible actions. At its own discretion,

Missouri Youth Soccer may investigate claims further and take further action in those persons or situations that may call for it. In these instances,

Missouri Youth Soccer could extend game suspensions and bans toward other Missouri Youth Soccer sanctioned events that may be participated in.

Please consult the event website for additional information.