



Mountain State Cup
November 17-19, 2023
1 Salango Way, Dunbar, WV 25064

RULES & REGULATIONS

LAWS OF THE GAME:

All games will be played under international IFAB Laws of the Game except as modified below.

TEAM ELIGIBILITY:

U7-U8 teams playing 4v4 may have **up to 8 active players** on the roster.
(2 guest players)

U9-U10 teams playing 7v7 may have **up to 12 active players** on the roster.
(4 guest players)

U11-U12 teams playing 9v9 may have **up to 15 active players** on the roster.
(4 guest players).

U13-U19 teams playing 11v11 may have **up to 18 active players** on the roster.
(5 guest players).

The Tournament Director reserves the right to grant an exemption to these roster limits.

Team Check-In: YES

November 10, 2023: All Documents are due via Upload to the Applications tab on your Got Sport account within this tournament application.

Documents Needed:

USYS teams out of state: Competitive Teams - Pass Cards, State Certified Roster, Travel Permit.

*If you are using a photo roster you do not need to upload the player cards.

USYS teams out of state: Recreational Teams- State Certified Photo Roster and Travel Permit

USYS teams in WWSA system: Competitive and Recreational - State Certified Photo Roster

US Club **teams** out of state: Competitive and Recreational Teams - Photo Roster

Tournament Weekend

****Teams must stop in and register no later than 30 min. prior to their first game to let us know you are at the facility****

Teams must pay cash or check when checking in either Friday or Saturday if you have not already made payment.

Nov 17, 2023: Team check-in for teams playing Friday - Registration is from 4:30-9pm at the tournament headquarters Shawnee Sports Complex prior to first game's kickoff.

Teams playing Saturday may also check-in on this day. Recommended for coaches with multiple teams.

Nov. 18, 2023: Teams must check-in at the tournament headquarters prior to first game's kickoff

You will receive a Tournament Approved/Stamped Roster at Check-In to use at your games.

Requirements per team:

No roster changes will be permitted after a team roster has been approved. **No player may be rostered on more than 1 team roster in the tournament – including different age brackets without the prior written permission of the Tournament Director. Even if permission is granted, a maximum of 2 games per day per USYS guidelines is still in effect for that player.**

All teams must be currently registered with their State or National Association. Each player must have a valid USSF/USYSA/US Club ID card OR be pictured on the team's photo roster. Cards and/or photo rosters must be available at every game. Each team should have their medical release forms with them at the tournament.

AWARDS: U7-above Champions and Finalists

DURATION OF GAME:

| AGE DIVISION | Birth Year | All Matches | BALL SIZE | |
|--------------|------------|----------------------|-----------------------|---|
| U19 | 2005 | 2 - 40 minute halves | 5 | |
| U18 | 2006 | 2 - 40 minute halves | 5 | |
| U17 | 2007 | 2 - 40 minute halves | 5 | |
| U16 | 2008 | 2 - 40 minute halves | 5 | |
| U15 | 2009 | 2 - 40 minute halves | 5 | |
| U14 | 2010 | 2 - 35 minute halves | 5 | |
| U13 | 2011 | 2 - 35 minute halves | 5 | |
| U12 | 2012 | 2 - 30 minute halves | 4 | |
| U11 | 2013 | 2 - 30 minute halves | 4 | |
| U10 | 2014 | 2 - 25 minute halves | 4 | |
| U9 | 2015 | 2 - 25 minute halves | 4 | |
| U8 | 7v7 | 2 - 25 minute halves | 4 | |
| U7-U8 | 4v4 | 2016-2017 | 3 - 12 minute periods | 4 |
| | | | | |

U7-U8 4V4 PLAYING RULES

Teams

- A team will have 4 players with a maximum roster of 8 players
- Teams must have an alternate jersey or pennies to wear in case of color conflict.
- * The Away team, listed 2nd on the schedule, will be required to change.
- Home team will provide game balls.
- Teams are guaranteed 3 games with a possibility of 4 games in total.

Playing Rules:

- Normal fouls per FIFA.
- Playing field will be approximately 32yds x 24yds
with a Goal size: 4x6 Kwik Goal
- Games will consist of three 12-minute periods with a 3-minute break between each period.
- No goalkeeper.
- After a goal is scored there must be a kickoff to restart the game.
- All free kicks are indirect with the exception of PKs.
- A goal may not be scored directly from a kick off.
- All restarts for the ball out of play over the touchline will be taken as a throw in.
- All penalty kicks will be taken from mid-field. All players must be behind the kicker (open goal with no goal keeper). The play is live once the ball is touched but cannot be touched again by the kicker until it touches another player.

- Opponents must be 5 yards away from all restarts – including out of bounds restarts.
- Goal kicks are indirect and must be taken from "The Crease" line.
- Teams may substitute "on the fly". Substitutions on and off the field should occur at the center field line from the same touchline as the team is located. "On the fly" substitutions are allowed without waiting for the referee's permission to leave or enter the field of play. If a team has more than four players on the field and a goal is scored, the goal shall not be awarded. Any goal scored during a substitution "on the fly" by the defending team shall be allowed.
- "The Crease" – The box around the goal creating the goal area.
- No player from either team is allowed in the crease until the ball enters the crease. This means that any defender must stay on the crease line until the ball enters the crease.

REFEREES:

U7-U10 games will have one referee only.

U11-U19 games will have one referee and 2 assistant referees.

U9-U10 MODIFIED RULES:

U9-U10 teams: Offside will be enforced after the buildout line.

U9-U10 teams: All U9-U10 matches will be played with a buildout line, per the U.S. Soccer Player Development Initiatives (PDI) as implemented by the WV Soccer Association (see www.wvsareferees.org/pdi). *When taking a goal kick and the ball is touched by the defending team, the attacking players can then pressure the ball. If on a distribution, a keeper decides to put the ball down then the ball is in play and players can pressure the ball.

U9-U11 teams: The prohibition against deliberately heading the ball will be enforced at all age groups, per the U.S. Soccer Player Development Initiatives (PDI) as implemented by the WV Soccer Association (see www.wvsareferees.org/pdi).

*Indirect free kicks are awarded if a player deliberately motions towards and touches the ball with their head.

Kicks from the Mark - 5 eligible players (including a goalkeeper) identified per team.

UNIFORMS AND EQUIPMENT: Home team provides the game ball and Away teams are asked to change uniform if there is a conflict. Home and Away will be listed on the schedule. Each player must wear shin guards and an official uniform with a number on the back that is unique among their team. Goal keepers are also required to wear a number on their shirt.

SUBSTITUTION: Substitutions may be made at any stoppage with the permission of the referee. Substitutions are unlimited in number, and substituted players may return to the match.

FAILURE TO SHOW – FORFEITS:

A minimum of seven players constitutes a team (five players for 7v7). A five (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score as spelled out below and will receive the 3 points for the win.

A team participating in competition and forfeiting a game(s):

Each forfeited round robin/standard game: The non-forfeiting team shall be awarded:

- 1.) 3 points for a win
- 2.) Goal differential by the winner of a forfeited game shall be equal to the average goals, for game(s) in the same bracket against the team that forfeits.
- 3.) Zero goals against the winner of forfeited game.

Each forfeited round robin/standard game: The forfeiting team shall be awarded:

- 1.) Zero points for the loss.
- 2.) Zero goals for.
- 3.) 6 goals against

PLAYER SEND-OFFS AND COACH DISMISSALS:

Player: Any player who is sent off or coach who is dismissed from a game will be ineligible to participate in the team's next game. No substitution will be permitted for a player who is sent off. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach of the team after the player has sat out their suspension. The coach is responsible for picking up the player's pass after their suspension is completed.

Coach: In the event a coach is dismissed from a game, he/she must leave the complex and not return until the team they were coaching completes their next game, UNLESS a coach has a game for another team between that time period. A coach that has been dismissed from a game MAY coach another team's game, but if dismissed from more than two different team's games they will be dismissed from the tournament permanently.

PROTESTS: No protests regarding the outcome of a game will be entertained. The decisions of the referee are final and may neither be protested nor appealed. Each coach will sign referee scorecard after every game.

SCORING FORMAT: Official scoring is held by the tournament director at headquarters and will be published online via the tournament website.

Three (3) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss.

In the event of ties in total point standings, the following sequence will be used:

1. Head to head competition between teams that are tied
2. Goal Difference – 6 +/-
3. Fewest goals allowed
4. Kicks from the Mark - 5 eligible players (including a goalkeeper) identified per team

****In the event of a three team tie or teams playing in a “crossover” flight, head to head competition will be eliminated for the first sequence but will come back into play once the first team is eliminated.**

During the process of utilizing the tie breaker sequence, once one team is eliminated, we begin with the sequence over using only two teams (begin with head to head competition). The following tie breaker sequence will be used:

1. Head to head competition between teams that are tied
2. Goal Difference – 6 +/-
3. Fewest goals allowed
4. Kicks from the Mark - 5 eligible players (including a goalkeeper) identified per team

TIE BREAKER, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semi-final or final game, kicks from the mark will be taken per the IFAB Laws of the Games.

INCLEMENT WEATHER POLICY:

Coach/Manager: In the event a game needs to be stopped due to inclement weather, lightning, etc., one or all the following methods will instruct you:

Notified by tournament official and or field marshals

Referees on the field

Air Horns/Police sirens

The tournament director will continue to update the manager and coach via email, text message, social media and the tournament website.

In the event of **Lightning** the tournament will wait 30 minutes after lightning strikes before the games will be restarted. Shelter in place is in your vehicle. **DO NOT LEAVE THE COMPLEX!**

In the event of a **Severe Thunderstorm Warning**- all fields will be cleared until the local National Weather Service lifts the warning. Shelter in place is in your vehicle. **DO NOT LEAVE THE COMPLEX (unless otherwise notified by the Tournament Director)**
In the event of a **Tornado Warning**- all fields will be cleared until the local National Weather Service lifts the warning.

Extreme Cold

In the event the local air temperature or wind-chill index dips to or below 33°F the following guidelines will take effect.

33°F and above - No action taken

32°F and below - Air temperature or wind-chill Index 2 hours prior to game time; The tournament may cancel or delay games & outdoor activities- the tournament will notify teams and referees. ****Please understand that moisture (rain or snow) will impact all decisions on delaying or canceling games.**

Extreme Heat

In the event the air temperature rises to or above 90°F the following guidelines will take effect:

90°F and below - No action taken

Between 90°F and 100°F - Enforced 2-minute water breaks during each half

100°F and above - Projected air temperature or Heat Index at game time may cancel or delay games & outdoor activities- the tournament will notify teams and referees.

Re-Entry on the Fields: The air horns/sirens will sound again or a tournament official will inform you when everything is "all clear." You should then return to the field. If it is necessary for you to check with Tournament Headquarters regarding this situation, we ask that only one team official go to the headquarters tent. If your team/player is on the field prior to the "ALL CLEAR" your team may be asked to leave the tournament and all your games will be forfeited. No refund is given.

Communication to teams: The tournament will use one or all-3 ways to communicate to all teams and spectators -- Email or text message from event via the REGISTRATION System, Phone Call from tournament official or club official, website/social media update

Security Plan

Tournament Officials: All staff in identifying apparel with 2-way radios.

Field Marshals: 1 per 2 fields with 2-way radios.

Police: Onsite during event hours.

EMTs: (up to 4) Onsite during event hours.

Weather Monitoring: Onsite Radar, Onsite Lightning Detector

INCLEMENT WEATHER/CANCELLATIONS:

The tournament director has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond our control. In the event that severe weather delays the tournament, all games which are at least at half time will be considered complete. All which have not reached halftime will complete the half only if weather permits (in the event the game cannot be completed the game will be considered a tie). If the game determines a bracket winner the below standard for Semi-Finals/Finals will be followed for determining a winner. In the event Semi-Finals or Finals cannot be played due to severe weather the following tie-breaker format will be used to declare champions. *Please note this is for inclement weather only!*

CANCELLATION POLICY/ REFUND POLICY:

All sales are final once a team is accepted into a tournament. If a team withdraws prior to acceptance the event will refund all registration fees except the processing fees.

We know "**life**" happens and sometimes you can't make an event you signed up for due to multiple reasons.

You can defer your registration at no cost to another event or transfer your registration fee to another team in your club prior to flights being officially posted.

If the event starts at any point no refunds are given. If the event is fully canceled prior to the start of the tournament the event may refund a portion of the registration fee (not including processing fees) only.

HOUSING POLICY:

This is not a Stay and Play Tournament.

The Tournament Director makes all final decisions.