

Acceptance and Fees

- No refund of tournament fees once team is accepted into the tournament.
- Making your payment does NOT guarantee acceptance into the tournament. The Midland Soccer Club, while trying to be equitable in its team selections, reserves complete jurisdiction of the teams that are selected.
- Any team not accepted will have its tournament fee refunded.

Age Groups	Fee
U09 & U10	\$450
U11 & U12	\$500
U13 – U19	\$550

Risk Management

This tournament adheres to all MSYSA risk management policies and all MSYSA coaches, assistant coaches, and managers and any other volunteer helping on the side of the players must be risk management certified and be able to present their card to the Tournament Director at any time. Team officials from other State Associations must provide their respective State Association's risk management or Kid Safe clearance documentation. For non-MSYSA team, they must provide their organization’s equivalent to the MSYSA risk management card (i.e. proof of a background check).

Concussion Policy

All MSYSA coaches must be able to provide their CDC Heads-Up Concussion Certification or equivalent. All non-MSYSA coaches must be able to provide the CDC Heads-Up Concussion Certificate or the National Federation of State High School Associations (NFHS) Concussion in Sports Certificate. Coaches refer to both the head and assistant coaches. Teams must also be able to provide the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

Insurance

Insurance coverage for MSYSA and/or US Youth Soccer players does not apply nor is it extended to players or team officials who are not currently members of the MSYSA and/or US Youth Soccer.

As Non-Members of the MSYSA and/or US Youth Soccer, participating in the "Fusion Invitational Tournament" do so with the complete understanding that the various insurance program(s) for Non-MSYSA, Non-US Youth Soccer Member Organization(s) apply for its respective members or team officials who may be injured or hurt in any manner during the course of the above named tournament/event. Insurance coverage with MSYSA excludes Non-Members of MSYSA and Non-Members of US Youth Soccer.

Team Eligibility

All teams must be currently registered with their State or National Association. Team rosters for the 2016-2017 seasonal year will be accepted. Special formed tournament only teams will be permitted. Each player must have a valid USSF/USYSA ID card issued by their respective State Association (Exceptions being non-MSYSA/US Youth Soccer players who must have their respective pass card, passbook, etc.). **No electronic pass cards will be accepted.** All out-of-state teams must have an approved permission to travel form from their respective State Association. No roster changes will be permitted after a team roster has been approved at tournament registration.

No player will be allowed on the roster of more than one team.

Guest Players

- All leagues / clubs must use the approved MSYSA Guest Player Roster and pay all applicable fees prior to the tournament. Any in-house or out-of-date forms will not be accepted.
- Any Michigan player who is not registered with the MSYSA through an affiliated league may play only if prior to the tournament the player is issued a **Guest Player Pass Card** by the MSYSA Registrar.
- An approved MSYSA Guest Player Roster must be presented at team registration along with league / club team roster.
- A team is not permitted to have more than 5 guest players.

Age Divisions

Players must be born on or after January 1 of their respective year. There is no minimum age.

U9 – 08 U10 – 07 U11 – 06 U12 – 05 U13 – 04 U14 – 03
 U15 – 02 U16 – 01 U17 – 00 U18 – 99 U19 – 98

Division Placement

When possible we will have multiple divisions (i.e. Premier, Championship, and Select). The Tournament Director reserve the right to create separate (or adjust) age divisions in the U15-U19 age groups to facilitate tournament bracketing. Special requests for team placement in a bracket 1 age group higher will be considered. Depending on the number of teams accepted, the divisions will be grouped as follows:

- **Division of 12:** Four groups of three teams. Each team will play two games within the group. The winners of each group will advance to the semi-finals. Others will play a consolation game. The semi-final winners will play for the division championship.
- **Division of 8:** Two groups of four teams. Each team will play 3 games within the group. The group winners will play for the championship.
- **Division of 7:** One group of seven teams. Each team will play a four game round robin schedule. The champion will be determined by point system. (Head to head will not be used as a tiebreaker if the top two teams did not play each other.)
- **Division of 6:** Two groups of three teams. Each team will play two games within the group. The first and second place team in each group will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.
- **Division of 5:** One group of five teams. Each team will play a four game round robin schedule. The champion will be the top finishing team.
- **Division of 4:** One group of four teams. Each team will play a three game round robin schedule. The first and second place teams will play for the division championship.

PLEASE NOTE: Individual and team trophies will be awarded to the Champion in each division. Finalist in each division will be awarded a team trophy.

Check-in

Pre-tournament Team Registration: Check-in/packet pick-up will open Friday evening from 4 to 8 pm and Saturday morning from 7 am to noon. Coach/Manager or team official must have the following documents ready for pre-tournament check-in at the MSC Complex registration tent at least 1 hour prior to your first game is preferred:

- Official Team Roster
- Player pass cards (electronic pass cards will not be accepted)
- Player signed Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet
- Guest Player Passes (if applicable)
- Medical Release forms, notarization preferred but not necessary
- Coach/Manager Risk Management Card/Number
- Coach CDC Heads-Up Concussion Certification
- Out-of-state teams must provide a copy of their permission to travel form.

Pre-game check-in: Each team must check-in with the Field Marshall tent closest to your scheduled game field at least 30 minutes prior to game time. Refer to tournament field map for tent locations. Player pass cards will remain at the Field Marshall tent until after the game. Winning team or Home team (in the event of a tie) will submit the Game Card to the Field Marshall tent following the game. The pass cards will be returned when the proper post game paperwork has been signed and received in the Field Marshall tent. It is the coach/manager responsibility to pick up your player pass cards after the game. All players must have the appropriate color wrist band in order to play.

Inclement Weather

The tournament committee reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match
- Change a division structure
- Reduce scheduled duration of a match
- Cancel a match

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. The tournament director will have the final decision on field closure.

In case of cancellation of the entire tournament (i.e. no games played), a portion of the tournament fee may be refunded at the discretion of the Tournament Director and the Midland Soccer Club.

Referees

The Midland Soccer Club 2016 USSF certified assignor will assign all referees employed for the 2016 Fusion Invitational Tournament games. All referee assigning will be done in “Game Officials”. All referees that are “out-of-the area” at the Fusion Invitational Tournament must show a current photo identification prior to their first scheduled game to tournament officials.

Laws of the Game

The tournament will be played in accordance with FIFA Laws of the Game, except as modified by these rules.

The Ball

Tournament ball will be provided by the field marshal.

- Size 4 – U9 through U12
- Size 5 - U13 through U19

Number of Players

The small sided games format adopted by MSYSA board of directors on July 31, 2016 will be used for all appropriate age groups.

Age Group	Number of Players	Maximum Roster Size	Minimum player #
U09/U10	7 v 7	14	6
U11/U12	9 v 9	18	7
U13 and above	11 v 11	18*	7

* U13 – U19 teams may carry a roster of 22 players. However, only 18 of these players may dress, sit on the bench or play in any one game.

Uniform

- Players shall bring an alternate jersey to all games. In case of a conflict, home team will wear alternate jersey.
- All players **MUST** wear shin guards that are covered by their socks.
- Each player must wear an official uniform with a unique number on the back and must match the number on the game roster.
- Casts, splints, or body braces made of a hard substance must be covered on all exterior surfaces with no less than 1/2 inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to the protect the injury. Referee or Tournament Director must grant permission.

Duration of the Game

Age Group	Round Robin	Elimination*	Over Time
U09/U10	2 - 25 minute halves	2 - 25 minute halves	2 - 10 minute periods
U11/U12	2 - 30 minute halves	2 - 30 minute halves	2 - 10 minute periods
U13/U14	2 - 35 minute halves	2 - 35 minute halves	2 - 10 minute periods
U15 – U19	2 - 40 minute halves	2 - 40 minute halves	2 - 15 minute periods

*Elimination matches include all Semi-Final and Final matches. Overtime will only be played in elimination matches and only if the score is tied at the conclusion of the 2nd half of regular time. Overtime periods will be played to their conclusion. There is no “Golden Goal”. If the game is still tied after the overtime periods have concluded, the referee will proceed with a penalty kick shoot-out in accordance with FIFA rules. Consolation matches are not considered ‘Elimination’ and will be played according to ‘Round-Robin’ schedules.

Game Clock

The game clock will not be stopped for any reason, including an injury to any player. Due to the time allowed for completion of all games, the clock runs continuously. There is no “extra time” added to any period.

Home Team

- Team listed first on match schedule is “home” team.
- Home team has first choice of bench area.
- Home team will change jerseys if referee determines jerseys of opposing team are not sufficiently distinct

Start of Play

No coin-toss. The home team (team listed 1st on the schedule or listed on top of bracket) will choose the side of the field they wish to attack. The away team will get the kick-off to start the game. **During play, teams will be benched on opposite sides of the field. Parents and spectators must take the same sidelines as their respective team.** Home team has the choice of preferred sideline. No spectators, coaches or other team officials are permitted behind the goals.

Substitutions

Unlimited substitutions may be made at the following stoppages of play with the permission of the referee:
 After a goal by either team
 Before a goal kick for either team
 Before throw-ins or corner kicks in your favor, or if both teams are substituting, on either teams' throw in or corner kick.
 At beginning of any period of play
 In case of injury for the injured player
 On yellow card (to replace a cautioned player if substituted 1 for 1)

Scoring

Teams will play within their respective division. The teams will be ranked in order of points earned for wins and ties.

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Note: Game cards will be collected and held by the Field Marshall after each game. Coaches must confirm scores and sign game cards to obtain their respective player pass card from the Field Marshall.

Forfeits

A maximum 5 minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A forfeit will be recorded as a 3-0 score. A team that is responsible for a forfeit may not advance in the tournament.

Tie-Breaker

Among teams with the same number of points for wins and ties, final placing will be determined by the following tie-breaker rules which will be applied in the following order:

Rule	Description
Head to Head	The winner of previous match advances (not applicable if the tie involves 3 or more teams)*
Goal Differential	Subtract total goals allowed from total goals scored (max 3 per game)**
Goals Against	Fewest goals allowed during round robin play
Goals Scored	Most goals scored during round robin play (max 5 per game)
Penalty Kicks	Using FIFA rules. The tournament directors will determine time and field location.

* For three way ties after round robin play, one team will be advanced using tie-breaker rules starting with “Goal Differential”. If there is still a tie among the remaining teams, the tie-breaking process will restart again beginning with the Head to Head rule.

** Bonus points example:

- Game 1 – team wins by 5 goals and receives +3 bonus points
- Game 2 – team wins by 1 goal and receives +1 bonus point
- Game 3 – team loses by 2 goals and receives a -2 point
- Goal Differential would be 3+1-2 = 2 in the example above

Rule Modifications for Small Sided Games

A) U9, U10, U11 and U12 Game Rules and Exceptions:

1. There are championship matches for the U9, U10, U11 and U12 age groups when division placement is an even number of teams.
2. All players will receive a participation token.

B) 7v7 Modified Rules (U9-U10):

1. The offside rule is enforced.
2. Goal kicks – FIFA rules.
3. The pass back rule is enforced.

4. When the ball crosses a sideline, the game is restarted with a throw-in.
5. All players must be six (6) yards from all restarts.
6. Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
7. The goalkeeper can use hands anywhere inside the 10-yard deep area in front of the goal and can not be impeded while in possession of the ball in this penalty area.
8. Penalty kicks will be taken from the eight (8) yard line, centered in front of the goal.
9. Slide tackles are not allowed.
10. Build out lines will be utilized. When goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the built out line. When the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate. Punting the ball is **not** allowed. Once ball is in play, the opposing team can then cross the build out line and play can resume as normal.

C) 9v9 Modified Rules (U11-U12):

1. The offside rule is enforced.
2. Goal kicks – FIFA rules.
3. The pass back rule is enforced
4. When the ball crosses a sideline, the game is restarted with a throw-in.
5. All players must be eight (8) yards from all restarts.
6. Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
7. Penalty kicks will be taken from the ten (10) yard line, centered in front of the goal.

Ejections – Red Card Policy

Players/Coaches/Managers, etc. are expected to conduct themselves within the spirit of the Laws of the Game.

- A player/coach/manager that is ejected from a game will be ineligible to participate in the next scheduled game.
- An ejected player may not be replaced; therefore, the team will play short. If the ejection causes the team to play with less than the minimum required, the game will be stopped and the score will stand at that time.
- Player pass card for the ejected individual will be retained by the field marshal and forwarded to the tournament headquarters.
- The coach/manager is responsible to pick up the pass card after the required number of games has been served.
- The Fusion Invitational Tournament, in agreement with the USYSA Tournament Hosting Agreement, will take the following action:
 - The issuance of all red cards, yellow cards, and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by our organization. This information shall be reported to the home State Association and home Club/League.
 - Any player/coach/manager etc. who receives a red card and does not sit out the required number of games during the Tournament, must sit out the required number of games starting with their next League game.

Protests & Disputes

There will be no protests. All officiating decisions are final.

Disputes – all disputes for non-referee decisions (e.g. Player eligibility issues, or disputes over tournament rules) will be handled by the Tournament Director or their designated representative(s). All decisions are final and no appeals will be allowed.

Behavior

The Midland Soccer Club reserves the right to remove any person who intentionally disavows MSC conduct rules. These include verbal or physical abuse of referees, MSC volunteers, and/or spectators; plus the following posted rule signs: no animals, no glass, no alcohol, and no smoking on the MSC Complex. Parking is permitted only in the areas designated for parking. Animals and smoking are permitted only in designated parking areas.