



## Mid-Missouri Meet Up Rules

### **Laws of the Game**

This 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).

### **Player and Team Eligibility**

The event/tournament is open to competitive, select teams and all players must be registered with USYSA, or US club teams and their respective state associations and have current player ID cards with picture. USSSA teams are eligible to participate however additional registration documents may be required prior to acceptance.

All teams from outside the state of Missouri must submit a travel permit form from their state association in order to participate. US Club teams do not require a state issued travel permit.

### **Required Documentation**

Current, in good standing player cards for each player and coach will be required at kick off for each game. State association approved guest player loan forms (if applicable), copies of the state or national associated verified roster are to be uploaded into Gotsoccer team account prior to the document submission deadline. Medical release forms for each player must be kept on hand by team coach or manager during each game.

### **Roster Size**

This event will follow the most up to date US SOCCER guidelines pertaining to field ranges and roster sizes however some flexibility is granted in the friendly 'spirit of the game'.

Team rosters will be comprised of no more than 14 players for 7v7 format games.

No more than 16 players for 9v9 format games.

No more than 20 players for 11v11 format games. Some exceptions to this rule can be made with event director's approval.

Maximum of 8 guest players allowed per team (if applicable). Use of a 'tournament roster' is permitted, but roster size stated above cannot be exceeded.

A player may only play for one team during the event/tournament. Exceptions to this rule must first be approved by the event director.

### **Electronic Check In**

Team check in process entails minimal documentation be given to the event/tournament committee and requires that all teams have the other applicable documentation in their possession during the event.

The following items are to be uploaded into each team Gotsoccer account documents folder:

Official state roster

Travel permit if applicable

Guest player forms if applicable

-There is no on-site check in required nor allowed for any team.

-Teams will be required to present their player cards and official roster to the referees prior to kick off of each match.

### **Uniforms**

-All players except the goalkeeper must have a numbered jersey that is a different number from all others on their team. Ultimately it is the officiating referees discretion if a uniform can/cannot be used.

-The team listed first on the game card will be considered the “home team“

-The home team should wear white or light colors and will be required to change jerseys in the event of a color conflict as determined by the referee.

-Home team will be responsible to supply a game ball

-All equipment shall be subject to the referees approval

-All fans must sit in the designated seating areas of each field. The referee of each match has the authority to move or remove any spectator from the field.

### **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 substitution will be allowed for a player ordered to leave the field by the referee for misconduct.

-Any player or coach who receives a “red“ card will not be eligible to participate in the next scheduled game.

-Ejections will be reviewed by the event/tournament officials who reserve the right to lengthen suspensions based on the nature of the offense.

### **Scheduling**

-Scheduling shall be the sole responsibility of the event/tournament committee.

-Each team will be scheduled to play two friendly matches on their event day. The scheduling committee will attempt to schedule each team as conveniently as possible, allowing for ample rest time for players between their matches, as well as taking into consideration travel time for teams in participation.

### **Game Format, Duration, Rosters**

#### U8-U10

7v7

(6 field players and 1 goalkeeper)

Roster size: 14

Game length: 2-25 minute halves

#### U11-U12

9v9

(8 field players and 1 goalkeeper)

Roster size: 16  
Game length: 2-30 minute halves

#### U13-U14

11v11  
(10 field players and 1 goalkeeper)  
Roster size: 20  
Game length: 2-30 minute halves

#### U15-U19

11v11  
(10 field players and 1 goalkeeper)  
Roster size: 20  
Game length: 2-35 minute halves

In some cases “trapped“ players will be allowed to play with teams, one year younger, up to the amount of players allowed by the tournament guest player policy.

The event/tournament director may change the duration or game lengths, subject to the following: inclement weather, delay from relocation and or rescheduling of any games, may cancel any games in the preliminary rounds which have no bearing on the side in group winners, may modify rules for tie breaks due to inclement weather delays.

Any game that reaches halftime can be considered completed in the event continuation of play is unable to take place after halftime. Referee can suspend play at anytime at their discretion. The tournament director reserves the right to consider a game complete, as is, at anytime. It is the goal of the event to allow for all games to be played to completion whenever possible. The event/tournament director reserves the right to make any necessary adjustments to the event deemed necessary.

#### **Point System / Scoring**

For these matches there will be no points system nor standings. There will be no tiebreakers nor overtime periods. The Center Referee will maintain and report the game card to the event/tournament committee. It does not have to be signed by team officials in these friendly events.

#### **Forfeits**

- Any team that fails to report for play 10 minutes after the scheduled kick off time of their match, shall forfeit the game (as determined by the referee).
- Any team that abandons a game prior to its conclusion shall forfeit the game.
- Any team that forfeits a game shall not be allowed to proceed out of group play.
- The team declared a winner by forfeit shall be awarded a win by the score of 3-0.

#### **Ejections**

- Any player or coach ejected from the game will be ineligible for the teams next game.
- Any player or coach ejected for fighting can be subject to rejection from the remainder of the tournament.
- Players and coaches cards will be retained by the event/tournament director and returned after the

suspension has been served. It is the responsibility of the suspended player or coach to pick up their card from the tournament committee.

### **General Rules**

- There will be no trophy nor individual medals presentations
- Bringing of personal alcoholic beverages on tournament fields or tournament facilities is not allowed.
- No warming up in the goalmouth.
- Please keep children away from goals. No climbing on goals.
- There will be no protests of games nor decisions during this event.
- All players MUST have a current, in good standing player card from a USYS, USClub, or USSSA entity.
- Additional Covid-19 safety protocol rules and guidelines will be in effect and provided to all participating teams prior to the event start date. These guidelines and procedures will be updated as quickly as possible as they change every few weeks in the current landscape.**

### **Refund Policy**

Team entry fee deadline is roughly 3 weeks prior to event/tournament kick off date. Teams who choose to withdraw after acceptance will forfeit their entry fee. Complete cancellation of the event/tournament due to Covid-19 mandated cancellation shall result in a full refund of each team's game related fees. If a complete cancellation occurs due to weather, no less than 80% of each team's game related fees will be refunded. Administrative fees of up to \$40 for each team, will be retained by the event/tournament committee in the event of cancellation for any reason. If a team plays only one of their two scheduled matches, and the other is cancelled due to weather, they will receive a refund of no less than 90% of their game related fees for the cancelled match.

All travel costs incurred are the responsibility of the individual teams and families in participation. The event host, tournament committee, staff, and match officials are not liable for any loss, damage, or injury taken place during event.

### **Weather Contingency**

The goal is to complete all games as scheduled. Should weather conditions be so severe that we must use a weather contingency plan, the event/tournament committee may use any of the following adjustments at their discretion:

- Games shortened, games rescheduled, games cancelled.