



CANTON SOCCER CLUB – CANTON CUP

TOURNAMENT RULES



Tournament Headquarters and contacts – Independence Park will serve as the Tournament HQ during the tournament. During the Tournament, the contact is Darryl Noel, Tournament Director who can be reached by email at td@cantoncup.net or by cell phone at 734-255-0416. Prior to the Tournament your main contact will be the Canton Soccer Club office at P.O. Box 87244 Canton, MI 48187. The club office phone number is 734-480-7046. Email for the Canton Soccer Club is office@cantonsoccerclub.com. In addition, the Tournament Director can be emailed at any time prior to the Tournament.

Length of Games

Divisions	Format	Length of Game
U7-U8	4v4	Four 10-minute quarters (2 minutes between quarters and 5 minutes between halves)
U9Y-U10	7v7	Two 25-minute halves (5 minutes between halves)
U11Y-U12	9v9	Two 30-minute halves (5 minutes between halves)
U13Y-U19	11v11	Two 35-minute halves (5 minutes between halves)

Final games times are as follows:

Divisions	Format	Length of Game
U7-U8	4v4	Four 10-minute quarters (2 minutes between quarters and 5 minutes between halves)
U9Y-U10	7v7	Two 25-minute halves (5 minutes between halves)
U11Y-U12	9v9	Two 30-minute halves (5 minutes between halves)
U13Y-U19	11v11	Two 40-minute halves (5 minutes between halves)

Note: Games may be shortened to maintain the integrity of the schedule during the preliminary and semi-final games. There is no overtime during preliminary rounds.

CALENDAR BIRTH YEAR REGISTRATION: Teams at all age groups will be registered based on Calendar Birth Year. All age groups will have a cut-off date of Jan 1. Players on a team registering at a particular age group must meet the age requirements in the Table listed below:

Bracket Name	Max	Min	Bracket
Under 7	1/1/13	12/31/13	U8Y
Under 8	1/1/12	12/31/12	U08
Under 9	1/1/11	12/31/11	U09
Under 10	1/1/10	12/31/10	U10
Under 11	1/1/09	12/31/09	U11
Under 12	1/1/08	12/31/08	U12
Under 13	1/1/07	12/31/07	U13
Under 14	1/1/06	12/31/06	U14
Under 15	1/1/05	12/31/05	U15
Under 16	1/1/04	12/31/04	U16
Under 17	1/1/03	12/31/03	U17
Under 18	1/1/02	12/31/02	U18
Under 19	1/1/01	12/31/01	U19

TEAM CONFIGURATION: All teams in a particular age group with adhere to the format shown in the Table below:

Bracket	Format	GK	Ball Size
U7 – U8	4v4	NO	3
U9Y – U10	7v7	YES	4
U11Y – U12	9v9	YES	4
U13Y - U19	11v11	YES	5



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TOURNAMENT RULES



RISK MANAGEMENT: We adhere to the MSYSA Risk Management Policy (Rule 2.8 of MSYSA Rules, Regulations and Policies). This policy can be found at www.michiganyouthsoccer.org under "GOVERNANCE AND ADVOCACY" then "MSYSA RISK MANAGEMENT". MSYSA registered teams will be required to submit Risk Management cards for the team's Head Coach as part of on-line tournament registration. The MSYSA R.M. policy however extends to all individuals over the age of 18 who have direct or indirect contact or influence on a youth player. Non-MSYSA teams' coaches are required to submit a copy of their state or provincial equivalent background check documentation as part of on-line tournament registration. Application for or update of Risk Management cards is done through your GotSoccer account.

Concussion Policy: all MSYSA coaches must confirm they have their CDC Heads-Up Concussion Certification and be able to provide proof if requested. All non-MSYSA coach must confirm they have their CDC Heads-Up Concussion certificate or the NFHS Concussion in Sports certificate and be able to provide proof if requested. All teams must confirm they have the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament and be able to provide proof if requested (see tournament liability waiver).

Uniforms and Game Ball: Home team (1st team on the schedule) will change uniforms in case of conflict in colors. Teams should have an alternate jersey. All players **MUST** wear shin guards that are covered by their socks. Special circumstances such as players with casts, etc. need to be reviewed by referee and is solely at the discretion of the referee.

Referee may request that a goal keeper change jersey color if it is deemed too similar to away team's jersey color. All players on the field are required to have a number clearly visible on their jersey; the number must match that stated on the Tournament Roster. The home team will provide the Game Ball. A Tournament Ball will be provided to each team at registration; U7-U8 will be provided with a Size 3 ball, U9Y – U12 will be provided with a Size 4 ball, and U13 – U19 will be provided with a Size 5 ball.

Substitutions: Must be made from the centerline

Substitutions are unlimited; however they can be made only at the following times and under the following conditions:

- After a goal is scored.
- Prior to restarting the game with a goal kick by either team or a throw-in (kick-in for 4v4) has been awarded for the team in possession of the ball.
- At half time. (Referee notification is only required for a goalkeeper substitution at this time).
- When play is stopped for an injured player. Only the injured player may be substituted, the opposing team may substitute one if so desired.
- For a player who has just received a yellow card, but only if the game has not been restarted.
- In order to preserve time, goalkeeper substitution will be allowed only if substitute comes from the bench and is ready immediately, exception: during play only in the event of injury to the goalkeeper.

Protests: No protest or appeals will be allowed. In all cases, the ruling of the referee is final.

Ejection's

- A player that is sent off (Red Card) for a second yellow card in the same game will have to sit out one game. A player/coach/assistant/manager, etc. that is sent off (Red Card) for serious foul play or violent conduct, or foul or abusive language will have to sit out 2 games. If the occurrence is during the semi-final or final game the player/coach/assistant/manager, etc. will have to sit out the rest of the tournament. Player's wristband will be removed following the game where the Red Card was received and replaced after the suspension has been served.
- The CANTON SOCCER CLUB CANTON CUP TOURNAMENT in agreement with the USYSA Tournament Hosting Agreement; will take the following action:
 - The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by our organization and that this information shall be reported immediately to the home state association, US Soccer Federation, and the home club/league.
 - Any player/coach/assistant/manager etc. that receives a red card and does not sit out the required number of game(s) during the Tournament must sit out the required number of game(s) starting with his/her next League Game.
 - The field coordinator will pull the pass card of the ejected player/coach/assistant/manager and turn it into the scorekeeper's tent at Independence Park. Coaches may pick up the pass card after the required number of games have been sat out. Those Red Cards issued in the semi and final games will be sent to the MSYSA office for return to the appropriate state/club/league. Wrist bands for Red Carded players will also be forfeited during the period of suspension.

Rule Changes: FIFA laws will apply to all games unless otherwise specified within these tournament rules.



CANTON SOCCER CLUB – CANTON CUP

TOURNAMENT RULES



7v7 Small Sided Game Rule Provisions (including offsides, substitutions and build out line): The following provisions apply to all U9Y – U10, 7v7 small sided games based on the new modified Laws of the Game meet the Best Practices date from U.S. Soccer of August 2016 for their Player Development Initiative. **Offsides** will be called, with the Build Out line serving as the offside line. On-Field Coaching is not allowed. FIFA Pass-Back to GK rule enforced. Assistant Referees are provided. **Substitutions** may take place with any ball out of bounds (goal, goal kick, Corner Kick, Throw in) at the Referee's discretion. **Build Out Line** promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in hand in the run of play (from opponent) or from a goal kick, the opposing team must move behind the build out line. The retreated team can resume normal play once the ball crosses the penalty area line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed). If the Goalkeeper chooses to play the ball before the opposing team retreats to the build out line all players resume normal play immediately upon release from the GK. **Goal Kicks;** Restarts are started with the ball on the ground placed inside the 6-yard box.

4v4 Small Sided Game Rule Provisions: The following provisions apply to all U7 – U8, 4v4 small sided games based on the new modified Laws of the Game meet the Best Practices date from U.S. Soccer of August 2016 for their Player Development Initiative. There is no **Offsides** and no assistant referees are provided. No On-Field Coaching is not allowed. No throw-ins, which are replaced by kick-ins from the spot that the ball exited the field of play. For all free kicks and kick-ins, opponents must be 10-feet (not yards) from the spot of the foul or where the ball exited the field. Any foul occurring inside the goal box will be brought 10-feet from the center of the goal at the same angle as the foul. All restarts will be indirect. Players cannot dribble off the kickoff, restart or kick-in.

Header Rules: As part of the U.S. Soccer Recognize-to-Recover concussion prevention initiative, the following rules are in effect:

- All players age 10 and younger, regardless of what age group they play in, may not head the ball.
- All players in the U11 age group or younger may not head the ball.
- A header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Ties (Semi-finals/Finals): Ties will be allowed in preliminary rounds but will not be allowed in semi-final or final games. During semi-finals or finals, if two teams are tied at the end of the game, two (5) minute overtime periods will be played. Overtime periods will be played to completion, Golden Goal or Silver Goals are not permitted. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game. For 4v4 matches (without goalkeepers), kicks will be taken from the halfway line.

Rules of Play

Division of 5 Teams – A round robin competition will be held. Upon conclusion of the round robin play, all teams will be ranked as to their performance over the 4 games. Champion and Finalist awards will be made to the teams with the highest two point totals. Ties will be broken according to Tie Breaker Rules.

Division of 4 Teams – A round robin competition will be held. Upon conclusion of the round robin play, all teams will be ranked as to their performance over the 3 games. Ties will be broken according to Tie Breaker System.

The top two-teams will play in a final under the Performance Ranking Criteria.

Performance Ranking Criteria:

The teams will be ranked in order of points earned for wins and ties, (3 points for each win, 1 point for each tie, and 0 points for each loss). Among teams with the same number of points, final placing will be determined by the following tiebreaker system, which will be applied in order.

Tie Breaker System:

Note: In the 4 and 5 team brackets the first place team will be determined and then the second place team will be determined from all remaining teams starting over at the First Tiebreaker.

- First Tiebreaker. Head to head competition. Not applicable if tie involves more than 2 teams
- Second Tiebreaker. Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4 goal spread per game.
- Third Tiebreaker. In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the preliminary round games. The team having the fewest goals against them will be determined as having the better record.
- Fourth Tiebreaker. Most wins during the preliminary round games.
- Fifth Tiebreaker. Goals scored by each team will be totaled for the preliminary round games. The team having the most goals will be determined as having the better record.
- Sixth Tiebreaker. Penalty kicks. The Tournament Director will determine time and field location. For 4v4 matches (without goalkeepers), kicks will be taken from the halfway line.



CANTON SOCCER CLUB – CANTON CUP

TOURNAMENT RULES



Wildcard Teams: In divisions where a wildcard team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wildcard team. If the wildcard team is from the C bracket; A plays the wildcard team and B plays C.

Game Clock: The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously.

On-line Tournament Registration: All teams, Travel and Recreational are required to submit their tournament registration documents on-line. These documents include: league roster for current season (previous fall season or spring if the team didn't participate in fall) signed by league official, guest player forms, player pass cards or player books for Canadian teams (not necessary for recreational teams player in recreational divisions), risk management card (or equivalent) for head coach, , permission to travel form (non-Michigan teams that do not play as a U.S. Club team), tournament liability waiver form confirming the team has proof of concussion training by coach, concussion forms and medical release forms (notarization is not necessary) for all players. All teams upon verification and acceptance of on-line tournament registration documents will receive an **Online registration APPROVED email with instructions to print and bring to tournament check-in.** Instructions for submitting on-line tournament registration documents can be found on the tournament website.

Tournament Check-in: All teams (Coach or Manager only) are required to Check-in for the tournament at Independence Park (1898 Denton Road, Canton Michigan) on Friday of the tournament during the hours 4:00 – 9:00 pm. Local teams are required to check-in the previous evening (Thursday) during the hours of 4:00 – 9:00 pm. Non-local teams with a Friday night game will be allowed to check-in on Friday starting at 3:00 pm. At Tournament Check-In, all teams are required to submit their e-registration acceptance letter. Tournament rosters, game sheets, tournament soccer ball and other tournament-supplied items will be provided to you in the team packet received at Tournament Check-In.

Game Check-In/Check-Out: You must check-in at the Field Check-In tent assigned to your field (see field maps for locations) at least 45 minutes prior to the start of your first game, 15 minutes prior for all subsequent games. The field coordinator will hold pass cards until after the game and all the proper post game paperwork has been turned in. Player pass cards will be withheld for any players sent off with a Red Card. Teams will provide tournament game reports (pre-printed for you) at the time of game check-in. All uniform numbers must match the game report roster. Teams that make the finals can pick up pass cards at the trophy tent.

Teams and Coaches will be stationed on the side of the field opposite the spectators. See field maps for spectator locations.

Forfeits: In an effort to keep the schedule on track, a maximum 5-minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A minimum number of players constitutes a team and only less than the minimum present may delay the start of a game. A forfeit will be recorded as 3-0 score. A team that is responsible for a forfeit may not advance in the tournament.

- 4v4 – minimum 3 players (3 field players with no goalkeeper)
- 7v7 – minimum 5 players (4 field players + one goalkeeper)
- 9v9 – minimum 6 players (5 field players + one goalkeeper)
- 11v11 – minimum 7 players (6 field players + one goalkeeper)

Tournament Roster Size (maximum number of players):

U7 and U8 playing 4 v 4 (no GK) with 8 players maximum roster.

U9Y thru U10 playing 7 v 7 (6v6 plus GK) with 14 players maximum on roster.

U11 and U12 playing 9 v 9 (8v8 plus GK) with 18 players maximum on roster (only 16 eligible to complete in any given game).

U13 and above plays 11 v 11 with 22 players maximum on roster (only 18 eligible to compete in any given game).

The above roster sizes are INCLUDING guest players

Team Gender: Canton Cup recognizes 2 types of team genders:

- (1) Teams with female players only are girl's teams.
- (2) All other teams are boy's teams.



CANTON SOCCER CLUB – CANTON CUP

TOURNAMENT RULES



Guest Players and Club Pass Players: Recreational teams playing in recreational divisions may not use select/premier players. No more than 5 guest players, (players from outside a team's club), or 4 guest players for 4v4, are allowed per team. Additionally, teams are allowed to club pass (guest players from other teams within your club) unlimited players provided that at least 50% of the players appearing on a tournament roster also appear on the team's league roster.

Tournament Referees: Following are tournament guidelines regarding referees:

- (1) All referees will be assigned to games by a USSF Certified Referee Assignor.
- (2) All referee assignments will be done in Game Officials.
- (3) All out-of-state referees must show photo ID to the Tournament Head Referee when checking into the tournament

All schedules are final unless changed by the Tournament Committee

Inclement Weather: Regardless of weather conditions, other than the examples below, coaches and their teams **MUST** appear on the field of play, ready to play as scheduled (unless currently on a thunder or lightning delay). Failure to appear will result in forfeiture of the game. Only referees and/or Tournament Director can cancel or postpone a game.

- Inclement weather before game: In cases of severe weather conditions before play, referees and/or the Tournament Directors MAY reduce the length of the game by 50%.
- Inclement weather during game: Should a game's progress be terminated due to weather conditions after 20 minutes of play, the game will be considered official and the score at that time will stand.
- If the weather situation in the discretion of the tournament becomes so severe, then games may be decided based on a coin toss, but only as a last resort. The Tournament in its discretion may utilize Memorial Day as a rain date.

Definition of Club: For all references to a "Club" in this document, the following definition shall apply; Club refers to an organization providing soccer to youth players that is either a direct member of MSYSA or that registers players with MSYSA through an affiliated member. At no time shall an affiliated member who functions as a "scheduling league" also be considered a "club". In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the National Championship Series if all the following criteria are met:

1. The main club and satellite club have the same Board of Directors
2. The main club and satellite club have the same Tax ID number
3. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.

The Tournament Committee reserves the right to decide on all matters pertaining to the Tournament and its judgment is final.

Due to contractual Commitments there are absolutely no refunds of the tournament fee for any reason in the event the tournament is cancelled.