

## Bash in the Boro Tournament Rules

### General Information:

These rules are designed for Murfreesboro Soccer Club Tournaments. The Tournament Committee shall administer the rules as stated, but reserve the right to adjust and/or amend any rules if necessary, to accommodate unforeseen problems or circumstances before and during the tournament except as stated. All decisions of the tournament director or acting tournament director are final. Otherwise, the USYSA/ FIFA Laws of the Games shall apply.

- Submission of application does not guarantee acceptance to the tournament. The Tournament Director and Tournament Committee will use a criteria model in which teams will be selected and placed in different divisions.
- Teams are not considered accepted to the tournament until **Payment is received**.
- If a team withdraws prior to acceptance to the event we will refund all registration fees except the processing fees. All sales are final once a team is accepted into a tournament. No cash refund will be given.

### Credentials Check:

- Five copies of the roster must be presented at registration
- All teams must have their rosters approved, medical release forms checked and travel permits (for out of state teams) turned in at the team check-in. Player and coaches passes will be checked at this time.
- Coach cards, player passes and rosters will also be checked before each game.
- Guest players are included in the roster limit (up to 3 guest players). All guest players must present player passes, travel permits, guest player requests and medical releases to be eligible for competition.

### Eligibility:

All teams must be currently registered with their local USSF, USYSA state organization. The

maximum number of players on a team will be:

- 12 for U9-U10
- 16 for U11-U12
- 18 for U13 through U16
- 22 for U17 through U19

No player will be allowed to register with more than 1 team. All players (including guest players) must have a valid, laminated, USSF/USYSA player registration card with current player photo ID. In addition, a medical release form is required at check-in and should be available during games.

### Uniforms and Equipment:

- All players on a team shall wear identical uniforms (shirts, shorts, & socks).
- Shirts shall be tucked in at the start of play.
- The designated "home team" shall wear light colored uniforms and the designated "visiting team" shall wear dark colored uniforms.

- The home team will change to colors distinct from the opponent if necessary. Goalkeeper jerseys must be different color from the other players/referees.
- Player numbers must be affixed to the back of the uniform shirt and no two players on the same team shall wear the same number.
- Shin guards must be worn during all games.
- No jewelry is to be worn.
- Playing in a cast is permitted at the referee's discretion. Casts must be covered in bubble wrap or similar material; all equipment is subject to the approval of the referees.
- The home team will furnish the game ball.
- The "home team" is the team listed first on the official schedule. The home team will stage to the right of mid-field. (Facing the field at the mid-field line).

#### **Length of Game:**

Under 18/19: 2 - 40 minute halves

Under 15-17: 2 - 40 minute halves

Under 13-14: 2 - 35 minute halves

Under 11-12: 2 - 30 minute halves

Under 8 – 10: 2 - 25 minute halves

#### **Playing Conditions:**

In the event of inclement weather, the Murfreesboro City Parks and Recreation Department and the Tournament Committee has the authority to restructure or cancel the tournament.

The tournament committee is not responsible for any expense incurred by any team if the tournament is canceled in whole or in part.

- If a game is canceled, it is up to the coaches of the teams to check with the tournament director for re-schedule information.
- Games shall be considered complete if one half of the game time has elapsed and the score at the time of the stoppage will be the final score.
- If one half has not elapsed and the game is stopped, every effort will be made to re-schedule the game if it affects the outcome of the tournament and weather permits.

#### **Weather Policy**

##### **IN CASE OF LIGHTNING, HEAVY RAIN, THUNDER or TORNADO**

- All games will stop immediately.
- Everyone must leave the fields and take shelter.
- Team Manager or Coach of your team should check with the Tournament Director(s) after the bad weather stops.
- If delay will be more than 30 minutes the field hotline and website will be updated.
- The Tournament Director(s) or Field Marshals will inform the teams when the games will resume.
- Game times may have to be shortened to ensure the games are decided on the field. The Tournament director(s) or field marshals will advise you if this will be necessary.
- Tournament website will be updated every 30 minutes.

#### **Starting Times and Forfeited Games:**

- Teams must check in with Field Marshall 15 minutes before kickoff.

- A ten-minute grace period is allowed before a team forfeits a game. This grace period takes away from the duration of the game.
- All games must end 10 minutes prior to the next scheduled match.

#### **Start of play:**

- To help keep games on time there will not be a coin toss at the beginning of pool play games.
- The home team will kick off to begin the first half and will defend the goal in front of their bench.
- The visiting team will kick off to begin the second half and will defend the goal opposite their bench area.
- The home team will occupy the bench area to the right of the mid field line and the visiting team the bench area to the left. (Ex. If you are a sub waiting to enter the game the bench area to your right is Home and to your left Visitor.)

#### **Substitutions:**

##### **Substitutions will be allowed with referee's consent at the following times:**

- A. Prior to a throw in, in your favor;
- B. Prior to a goal kick;
- C. After a goal by either team;
- D. For an injured player (Both teams may sub equal number of players);
- E. At the beginning of the 2nd half and each overtime period;
- F. After a caution;
- G. Red carded players may not be substituted for.

#### **Game Reports:**

- Game reports shall be signed by the referee and the coach or his/her designee at the conclusion of each match and given to the field marshal. At this time, player cards shall be returned to the team coach/official by the referee and the game reports (along with the player cards of any ejected players) shall be turned in to the scorer's table by the Field Marshall as soon as possible.
- If a match score is incorrect and all parties have signed the match report, both coaches and managers must be contacted and agree that the score was incorrect before a score may be reversed.
- The referee shall request the player card(s) for any player cautioned or ejected and shall file the proper TSSA report before leaving the complex. All game reports shall be given to the referee assignor. Any requests for copies of USSF match reports need to be through the VP of Comp.
- Player Cards for cautioned players must be returned to the team immediately upon completion of the referee report. All cautions and ejections need to be recorded on the game card at the completion of the match.

#### **Red Card Policy**

- Players sent off and/or coaches removed from the game are automatically suspended from their team's next tournament game. The player card will be turned in to the Tournament Headquarters and can be picked up following the game the player was suspended from. **No exceptions!**

#### **Protests: Protests will not be allowed.**

#### **Heading**

- U8, U9, U10, and U11 Heading is NOT allowed. Intentional heading on the ball will result in an indirect free kick unless denying an obvious goal scoring opportunity. (If referee sees a heading that is denying an

obvious goal scoring opportunity it will result in a PK and ejection)

- U8, U9, U10, and U11 there is NO PUNTING allowed.
- U8, U9, and U10 have a BUILD OUT LINE that TSSA has established as midfield. Offside will still be called as usual.
- U12 has no restrictions.
- If there is a combined 11/12 division the No Heading rule is applied to both teams playing if one of them is u11. This done to make the game fair for both teams and to protect everyone's liability. In games where u12 is playing u12 in that same division there is no rule about heading for those games. Punting will be allowed for u11s when playing in the u12 division.

Additional circumstances that apply to the "no heading" rule to for the 9U, 10U and 11U age groups:

- If in the referee's opinion a **player intentionally attempts to deny a goal scoring opportunity** by "heading" the ball and the ball enters the goal **without being played** by another player .... The goal is allowed and player cautioned.
- If in the referee's opinion a **player intentionally attempts to deny a goal-scoring opportunity** by "heading" the ball and the ball **does not** enter the goal .... The referee immediately stops play, the player is shown a yellow card and the restart is INDIRECT FREEKICK if outside the penalty area and PENALTY KICK if inside the penalty area. (Under no circumstances is the referee to allow "advantage" to another offensive player **touching** the ball when the ball is "headed" either intentionally or not).
- If in the opinion of the referee a **player intentionally "heading" the ball (not denying an obvious goal-scoring opportunity)** ... play is stopped an INDIRECT FREEKICK awarded to the team last in possession at the spot of infraction but not closer than the goal box area.
- If in the referee's opinion a **player inadvertently "heading" the ball ...** play is not stopped as no infraction occurred.

#### Concussion Policy

- ***Any player suspected of having a concussion will not be permitted to play from that point on without a Doctor's Release.***

#### Sportsmanship:

Murfreesboro Soccer Club has committed to promoting good sportsmanship by players, coaches, and spectators at all MSC sanctioned events. Profanity, degrading remarks, repeated loud criticism or other intimidating statements or actions directed at referees, players or other spectators and fans will not be tolerated and are grounds for removal from the tournament venue.

Any spectator, fan or parent who is removed from the field will not be allowed to return to any venue for the remainder of the tournament. Players and Coaches should review the Tournament Rules for specific info on misconduct and terms for dismissal from game(s) and bans as a result.

Thank you for your cooperation in the promotion of good sportsmanship during the MSC Bash in the Boro Tournament.

#### Scoring:

**Divisional standings will be determined by the following point system:**

Win = 6 points

Tie = 3 points

Loss = 0 points

Shutout = 1 point (For a 0-0 Tie, 4 points are awarded to each team)

Goals = 1 point for each scored goal (Max of 4 goal points per game)

Forfeit is scored as a 3-0 game win and a maximum of 10 points will be awarded to the opposing team. No team that forfeits a game will be allowed to advance beyond bracket play nor will they be

eligible for awards in round robin play.

#### **Tie Breakers:**

In the event of a tie in the preliminary round standings based on total points, the following procedure will be used to determine group winners: Listed in order of priority:

- A. To determine preliminary winners and wild cards, if necessary (in order):
  - 1. Winner of head-to-head competition.
  - 2. Highest goal differential – goals for minus goals against (max. 4 goals per game).
  - 3. Least total goals allowed (max. 4 goals per game)
  - 4. Most shut-outs
  - 5. Least goals allowed (no maximum)
  - 6. Most goals scored (no maximum)
  - 7. Kicks from the penalty mark (per FIFA Laws of the Game)

**\*When determining seeding for semi-final matches, a coin flip will be substituted as the final tie-breaker in lieu of kicks from the penalty mark (per FIFA Laws of the Game)**

- B. For semi-final and final games:
  - 1. Two five (5) minute overtime periods.
  - 2. If still tied, kicks from the penalty mark per FIFA Laws of the Game.
- C. Winner and Finalist of “Round Robin” play will not have a final, and will be determined by points. If tied in points, tiebreakers will be utilized to determine a winner.

#### **Semi-finals and Finals:**

In games where a winner must be determined on the field (semifinals and finals) there will be a coin toss to begin play with the visiting team making the call.

#### **Consolation games:**

Sunday consolation games that do not begin at the scheduled game time will be shortened by 5 minutes per half. This is necessary to keep fields on schedule since any semifinal or final that goes to overtime will play two five-minute overtime periods in their entirety and then, if necessary, go to penalty kicks. We appreciate your understanding.