



WISCONSIN RUSH

RUSH WISCONSIN - TOURNAMENT RULES

1. Laws of the Game

- a. All games will be played in accordance with United States Youth Soccer Association -USYSA/FIFA laws except as noted herein.

**These rules are subject to change prior to the commencement of the tournament*

2. Eligibility and Team Composition for U9-U10:

- a. Maximum 12 players per roster for U9-U10.
 - i. **Up to 4 guest players**
 - ii. A 14-player roster is/can be approved, if all 14 players are rostered on that team and no club passes/guest players are being used to get to 14 players.
- b. U9 and U10 teams will play 7v7 (this includes a goalkeeper)
 - i. Goal and field sizes will be the same for U9-U10
- c. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA over-age player policy.
- d. No roster changes are allowed after team registration/check in.
- e. **A player may play on only one team in the tournament.** If a player is caught playing on a 2nd team/team not registered with for the tournament, a forfeit of the game (score) will be called.
- f. An official State Association (United States Youth Soccer Association –USYSA approved) Team Roster must be presented at registration.
- g. Matches within the U9 and U10 age group flights WILL observe the “no Heading” policy per US Soccer.

2a. Eligibility and Team Composition for U11-U19: full tournament roster plays - see maximum below

- a. Maximum 16 players per roster for U11 & U12.
 - i. **Up to 4 guest players** (with USYSA/US CLUB player pass)
 - ii. **Up to 6 club pass players.**
- b. Maximum 22 players per roster for U13-U19.
 - i. **Up to 4 guest players** (with USYSA/US CLUB player pass)
 - ii. **Up to 6 club pass players.**
- c. U11 & U12 teams will play 9v9 (this includes a goalkeeper)

- i. U12 teams may play 11v11 in separate bracket or with U13. U13 rules will be followed. (U12 teams wanting to play 11v11 in fall must register as U13)
- d. All players must have current valid USYSA/US Club player passes.
- e. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA over-age player policy.
- f. No roster changes are allowed after team registration.
- g. **A player will play on only one team in the tournament.** If a player is caught playing on a 2nd team/team not registered with for the tournament, a forfeit of the game (score) will be called. The opposing team will be awarded a 5-0 victory, for a total of 3 points. Exceptions may be made for goalie position or late injury but must be approved by tournament director prior to tournament.
- h. An official Team Roster, signed by the USYSA District or State Registrar/US Club must be submitted at Registration.
- i. Matches within the U11 age group flights WILL observe the "no Heading" policy per US Soccer.

3. Team Registration

- a. All out-of-state teams must present official "Permission to Travel" forms during online check-in.
- b. Medical authorization/release forms are required for all players. All teams should use the Wisconsin medical release/waiver form available on the tournament or WYSA website. Wisconsin teams do not have to fill out a new waiver, bring a copy of the WYSA waiver/release form for each player already completed for the season.
- c. Teams using guest players will need to present their local US Youth Soccer Association approval form if required and an official player card for each of those players.
- d. Teams utilizing the Club Pass will need to present an official team roster for each of the Club Pass players.
- e. All teams must register using the online registration system in GotSport prior to the start of the event.

4. Game Information

- a. Teams must report to the field 15 minutes before each game.
- b. The Home team is listed first and supplies a properly inflated game ball.
- c. The Home team will wear light colored Kits. The Away team will wear dark Kits.
- d. The Home team changes jerseys in case of a color conflict.
- e. Team benches shall be on the same side of the field. Spectators will be on the opposite side of the field from the players.

f. Law 22, Offside, will be called for U11 and above.

5. Uniforms and Equipment

a. Shin guards are required. Socks (same color) must be pulled over shin guards.

b. Hard Casts are not allowed in tournament. Wrapping a cast in foam or bubble wrap does not make the cast legal. Soft Casts and Braces must receive a waiver from the tournament director. Out of State teams, please note, this policy may be different in your home state.

c. No jewelry is allowed, nor are knotted bandanas. Rings must come off, NOT taped.

d. All players on a team will wear the same jersey and the same color shorts. Jerseys will remain tucked into shorts. Jerseys must be numbered, and each player shall have a different number. Waivers may be given by the tournament director.

6. Tournament Directors and Referee Authority

a. All referee decisions are final. **No protests are allowed EXCEPT player eligibility or incorrectly reported score.**

b. The decisions of the Tournament Director (or the club Technical Director as his/her designated substitute) are final. They reserve the right to modify the length and location of any game. In the case of severe weather, the Tournament Director has the authority to cancel, reschedule, relocate, or abbreviate any game. The Tournament Committee, the Wisconsin Youth Soccer Association, and MYSC/Rush WI shall not be responsible for the expenses incurred by any team or individual if the tournament shall be canceled in whole or in part.

7. Discipline

a. Players

i. All red and yellow cards will be reported to the Tournament Director.

ii. Players who are sent off (receives a red card) will be suspended for a minimum of:

***ONE game:** if sent off for 2CT (receives a second caution in the same game), DGF (denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick), or DGH (denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball).

***TWO games:** if sent off for AL (uses offensive, insulting or abusive language and/or gestures) or SFP (serious foul play).

The remainder of the tournament: if sent off for VC (violent conduct) or S (spits at an opponent or any other person).

The tournament discipline committee may decide to suspend players for more than the minimum number of games.

iii. "Professional fouls," e.g., intentional and severe fouling of an attacker with a clear scoring opportunity, will lead to an automatic red card at the referee's judgment.

iv. All red cards will be reported to state association of the player's team.

b. Coaches and Spectators

i. **Harassment of officials and/or players will not be tolerated.** Referees may suspend a game if they deem necessary. If the harassment is from spectators, referees should remind the coaches that they are responsible for the behavior of their parents, (see rule 7.b.2). If necessary, the referee has the authority to terminate the game if the harassment cannot be stopped. The result terminated game will be determined by the Tournament Director or the Technical Director of Rush Wisconsin, either a winner will be declared, the game will be forfeited, or the game will be replayed in its entirety.

ii. Coaches are responsible for the behavior of the team's parents and supporters.

8. Forfeits/Failure to Show

a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game may be disqualified from the tournament. That team's club may also be banned from future tournaments, and its state association will be advised of the misconduct.

b. A minimum of 7 players constitutes a team for 11v11, 6 for 9v9, and 4 for 7v7 teams.

c. In the event of a forfeit, the winning team will be awarded a 5-0 victory, for a total of 3 points.

9. Substitutions

a. Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the halfway line.

b. All substitution opportunities will be determined at the discretion of the referee in charge of the game.

10. Duration of Games

a. U9-U10: 25-minute halves (5 minute half-time)

b. U11 & U12: 30-minute halves (5 minute half-time)

c. U13 & U14: 35-minute halves (5 minute half-time)

i. this includes U12 -11v11 when available

d. U15-U19: 35-minute halves (5 minute half-time)

i. 3 games, no finals unless bracket dictates otherwise to reach min game req.

e. All games will start on time.

- f. All games will end at least 5 minutes before the scheduled start of the next game on that field.
- g. There will be no allowance for time lost, this includes time lost for injuries.
 - i. Referees should not add any additional time to the half.
 - ii. The Tournament Director or the Technical Director of Rush Wisconsin may approve the allowance for time lost in the case of a very serious injury that requires more than 5 minutes to remove the injured player from the field.
- h. Referee may shorten playing times to keep the tournament on schedule.

11. Scoring and Bracketing - (does not apply at U8-U10)

- a. Points will be awarded as follows:
 - 1. 3 points for a win
 - 2. 1 points for a tie
 - 3. 0 points for a loss

12. Division Size and Playoff Games – U11 and older

- a. 4-Team Flights: Teams play a round robin for group play, then play a final between two top teams (determined by points). No Final for HS age groups.
- b. 5-Team Flights: On Saturday, each team will play two group games (opponents determined at random). On Sunday, #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.
- c. 6-Team Flights: Brackets play each other, then one cross over game with other bracket team. The top A bracket and top B bracket teams (determined by points) will advance to play in the final game. (no final for HS)
- d. 7-Team Flight – On Saturday, teams will play two group games (opponents determined at random). On Sunday, #7 will play #6 in a Consolation. #5 will play #4 in a Consolation. #3 will play #2 in a Semi-Final. The winner of the Semi-Final will play #1 in the Final. Standings going into Sunday's matches will be determined by points after all teams have completed group games.
- e. 8-Team Flights: Teams will be divided into two brackets of four teams and they will play round robin. Bracket A #1 plays Bracket B #1 for the Final. (except HS)

13. Tie Breakers

- a. Tie Breakers for Advancement (note: once 3-way tie is broken DO NOT start over but continue down the list to break any additional ties)
 - i. Head-to-head competition (not applicable with 3-team tie)
 - ii. Highest goal differential of all tournament games played – max 5 per game
 - iii. Fewest goals allowed - maximum of 5 per game
 - iv. Most goals scored - maximum of 5 per game.
 - v. Most shutouts
 - vi. Coin Toss – we will enforce this method to keep tournament on time
- b. Tie Breaker in Semi-Finals and Championship Games (U11 –U14)
 - i. Kicks from the mark – NO Golden Goal

- ii. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- iii. All kicks taken from the mark must be taken by players already on the field when the regulation time whistle is blown. No substitutions are allowed prior to taking kicks from the mark.

15. Awards

- a. U9-U19: 1st AND 2nd place individual awards will be champion and finalist medals awarded along with a team award.
- b. Awards will be handed out at the HQ area following the division Final or once final standings can be determined based on games being finished in divisions without Finals.

16. Refunds

- a. If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team.
- b. If the event is called off once started, refunds will not be given to teams having completed two or more games.
- c. No refunds will be given to teams that drop out after the schedule (even in preliminary/draft form) is communicated unless a team from the waiting list can take the slot.

17. Weather Policy

- a. In case of inclement weather, the Tournament Director will determine if a game is to be played. Once the game has started the decision to continue play rests with the referee. If the referee suspends the game due to weather conditions, the tournament committee will decide when the game is restarted. A second stoppage of the game will result in automatic termination. **Terminated games shall be considered completed if one half of the game has elapsed at which time the score at the stoppage of play shall be the final score.** If a game is terminated before one half has been played, the game will be restarted at the time of delay and with the same score. Continuations are subject to Tournament Director discretion.
- b. Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. **Games shall be considered complete if one half has been completed** and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks, or coin tosses.
- c. In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It may not be rescheduled, and no refunds will be issued.

The Tournament Director and/or Tournament Coordinators will decide upon any situation or subject not covered by the aforementioned rules and regulations. All decisions by the Tournament Director are final and are not subject to appeal. To contact the Tournament Director, please visit Tournament Headquarters and they will locate the Director for you.