

RUSH WISCONSIN - SOCCER TOURNAMENT RULES

1. Laws of the Game

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

2. Eligibility and Team Composition for U11-U19: full tournament roster plays, no game rosters needed – see maximum below

- a. Maximum 22 players per roster for U13-U19. Up to 6 guest players (with USYSA/US CLUB player pass) and up to 4 club pass players.
- b. Maximum 16 players per roster for U11 & U12. Up to 6 guest players (with USYSA/US CLUB player pass) and up to 4 club pass players.
- c. U11 & U12 teams will play 9 v 9 (this includes a goal-keeper)
 1. 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 presented at Registration.
- i. Matches within the U11 age group flights WILL observe the “no Heading” policy per US Soccer.

2a. Eligibility and Team Composition for U8-U10:

- a. Maximum 12 players per roster for U8-U10. Up to 6 guest players
 1. 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 7 v 7 (this includes a goal-keeper),
 1. U8 teams will play 4 v 4 (this includes NO goal-keeper)
 2. goal and field sizes potentially will be the same for U8-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 U8, U9, U10 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.
- 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 team roster for each of those guest 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 no later than one hour prior to their first game.

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. Home team changes jerseys in case of a color conflict.
- c. A size 4 ball is used by: U9 - U12 teams, and a size 5 ball by U13 and older teams. Size 3 ball is used by U8 teams.
- d. Teams shall be on the same side of the field. Spectators will be on the opposite side of the field from the players.
- e. 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 bandannas. Rings must come out, 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

All referee decisions are final. No protests are allowed EXCEPT player eligibility or incorrectly reported score. 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
 1. All red and yellow cards will be reported to the Tournament Director.
 2. 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.
 3. “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.

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

b. Coaches and Spectators

1. 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.

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

3. All COVID protocols must be followed. An individual not following protocols will be asked to leave. Teams and individuals may also be removed for the event for failure to follow COVID protocols.

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 8v8 and 4 for 6v6 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 half-way line.

10. Duration of Games

a. U8-U10 will play 25-minute halves (5 minute half-time) in games.

b. U11 & U12 will play 30-minute halves (5 minute half-time) in all games.

c. U13 & U14 will play 35-minute halves (5 minute half-time) in all games.

1. this includes U12 -11v11 when available

2. this includes the U14/U15 - 8th grade teams

d U15 & HS Open will play 35-minute halves (5 minute half-time) - U15-U19.

1. U15HS - U19HS - 3 games, no finals

2. U14/U15 8th grade - follow U13/U14 game duration/championship

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. Referees should not add any additional time to the half. 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. 3 points for a win 1 points for a tie 0 points for a loss

b. Scores will not be posted for U8-10, the game is played for pure fun and the experience playing in a tournament against opponents that they may not have seen before.

12. Division Size and Playoff Games - U11 and older

▪ 4-Team Flights: Teams play a round robin. Where possible then play a final between two top teams.

▪ 5-Team Flights: Teams play all other teams in their group during group play. There is no playoff round. Points determine champion and Runner up. Use tie-breaker rules for placement in case of tie. (except HS - only 3 games)

▪ 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 (points) will advance to play in the final game.

▪ 7-Team Flight - teams seeded after first 2 games to determine 3rd and final games (except HS)

▪ 8-Team Flights: Bracket winners play for the championship. (except HS)

▪ 10-Team Flights - bracket A round robin with winner to championship, bracket B&C are treated as 6-team flight with cross-over game and points (see #11) to determine winner to play in championship game. (except HS)

▪ HS Open flights -round robin format for most flights/brackets -no championships

13. Tie Breakers

a. Tie Breakers for group play - none (except 5-team bracket follow 13-b. below)

b. Tie Breakers for Advancement (does not apply at U9/10 - note: *once 3-way tie is broken DO NOT start over but continue down the list to break any additional ties*)

1. Head-to-head competition (not applicable with 3-team tie)

2. Highest goal differential of all tournament games played with a maximum of 5 per game. (tie games count as 0 differential points)

3. Fewest goals allowed with a maximum of 5 per game.

4. Most goals scored with a maximum of 5 per game.

5. Most shutouts

6. Coin Toss - we will enforce this method to keep tournament on time

c. Tie Breaker in Semi-Finals and Championship Games (U11 -U14)

1. Kicks from the mark - NO Golden Goal

2. 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.

3. If at the end of the game and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.

15. Awards

a. All U8-U10 participants will receive a "Participation Award."

b. First and second place team INDIVIDUAL awards for U11-U19 will be champion and finalist medals awarded to the manager after the final score has been confirmed. No award ceremony will be held due to COVID protocols.

