

# LINCOLN PAGE MEMORIAL DAY TOURNAMENT RULES AND ONLINE CHECK IN INSTRUCTIONS

## HEADQUARTERS

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ALL CHECK-INS/REGISTRATIONS ARE ONLINE VIA GOT SOCCER

THERE WILL BE NO ONSITE/GAME DAY CHECK-INS

**\*PLEASE READ THESE INSTRUCTRUTIONS CAREFULLY\***

- Check-ins/registration are due by: Sunday May 7<sup>th</sup>,2017
- All teams will receive a confirmation email stating that their check in documents were complete no later than May 17<sup>th</sup>,2017
- Instructions for check in can be found below: PLEASE READ CAREFULLY
- Please note that a player can ONLY play for ONE team throughout the tournament.
- Player cards, rosters and med forms must be available at field if requested. Failure to produce any or all documents if requested at game time, will result in a forfeit of all games
- If there are questions please email [msctournamentdirector2@gmail.com](mailto:msctournamentdirector2@gmail.com)

## **REQUIRED DOCUMENTS**

### **US CLUB TEAMS NEED TO PROVIDE**

- 1 copy of the US Club Roster
- A copy of each US CLUB Players Passes(Only front must be copied)
- Current US Club signed Medical Release forms for every player( Does not need to be notarized)
- A copy of each guest players US Club Player Passes( Only front must be copied)

### **US YOUTH SOCCER TEAMS NEED TO PROVIDE**

- 1 copy of the State Approved Roster

- A copy of each US Youth Soccer Player Passes (Only front must be copied)
- A copy of each guest players US Youth Soccer Player Passes( Only front must be copied)
- Permission to Travel Form. All USYS teams including Region 1 need this form. Check with your state association for the appropriate form.

## **UPLOADING TO GOT SOCCER**

After you have gathered the appropriate documents to register your team please scan or create **PDF** files for each document type, as they will be uploaded separately. **Please use appropriately descriptive names, (for example: ROSTER, PLAYER PASSES, RULES) so you will know which files to upload.**

We recommend scanning multiple player cards to fill an 8.5” x 11” piece of paper and thus requiring fewer “ID Card” attachments. Please be sure to combine all of the player passes (alphabetical order) into a single pdf. Please be sure to keep docs under 6 MB.

### **Follow the instructions below:**

- Login to [www.gotsoccer.com](http://www.gotsoccer.com) with your username and password.
- Select the 2017 Lincoln Page Memorial Day Tournament
- Select “Documents”
- Select the labels from the drop down list and upload the appropriate files.

## **TOURNAMENT RULES**

### **ROSTERS:**

A team may use up to Five (5) guest players but any team utilizing loaned players is still limited to the player maximum based upon age groups.

US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

### **RULES OF PLAY**

FIFA Laws of the Game will apply as modified by USYSA and ENYSSA as described herein.

<b><u>Division</u></b>	<b><u>Length by Half</u></b>	<b><u>Finals by half</u></b>	<b><u>Overtime***</u></b>	<b><u>Ball Size</u></b>	<b><u># of Players</u></b>	<b><u>Max Roster Size</u></b>
U18	30Min	30min	5Min	5	11	18
U17	30Min	30min	5Min	5	11	18
U16	30Min	30min	5Min	5	11	18

U15	30Min	30min	5Min	5	11	18
U14	30Min	30min	5Min	5	11	18
U13	30Min	30min	5Min	5	11	18
U12	30Min	30min	5Min	4	9	15
U11	25Min	25min	5Min	4	9	15
U10	25Min	25Min	5Min	4	7	15
U09	25Min	25Min	5Min	4	7	15

\*\* Semi-Final or Final games tied after regulation will play two 5 minute golden goal periods. If a tie still exists after overtime halves in Semi-Final or Final, FIFA Penalty Kick will determine the winner. Penalty Kicks will immediately follow game.

**HALF TIME:** Half Time will be exactly five minutes.

**SUBSTITUTIONS:** Free substitution will be allowed on any stoppage of play.

**PLAYERS EQUIPMENT:** It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players.

**COACHING:** All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sideline (giving direction to

One's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the

Referees, other coaches, players, substitutes, or spectators; No coach, substitute, or spectator

Uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS:** A player or coach receiving two cautions (yellow cards)

in a single game is considered to have been given an Ejection (red card) for the purposes of

Awarding points for the Tournament competition. A player who has been ejected (sent off),

Will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is Ejected **for violent conduct or serious foul play** may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament.

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:** Delays of the game due to injury will result inappropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

### **TOURNAMENT COMPETITION**

**DETERMINING WINNERS:** Teams will be awarded points on the following basis:

Six (6) points for each Win,

Two (3) points for each Tie,

Zero (0)points for each Loss.

One (1) point for each goal scored up to a maximum of three (3) per game.

One (1) point for each shutout

MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi- Final or Final will be determined as follows:

1. The winner in head to head competition. (If there is a 3team tie, proceed to the next tie breaker)
2. Goal differential, maximum of+/-3 per game (Team wins 4-0, only gets 4 points, losing team gets -3)
3. Least Goals Against
4. Most total wins.
5. Most shut outs.
6. If a tie still exists after steps 1 through 5, FIFA Kicks from the Penalty Mark will be taken Fifteen (15) minutes prior to the scheduled start of the Semi-Final game.

NO RULES WILL BE REVISITED

**HOME TEAM:** The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas.

**FORFEITS AND BYES:** Teams failing to report ready to play within five minutes of the scheduled kick off time. Teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit the game(s) 1-0. The winner will be awarded eight points (six for the win, one for a goal, and one for a shut out).

**PROTESTS:** NO PROTESTS WILL BE ALLOWED.

**DISPUTES:** All disputes will be settled by the Tournament Director or his designee and the decision will be final.

### **TOURNAMENT PLAY**

**SIXTEEN TEAM DIVISION** will consist of four (4) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three(3) preliminary games. The winner of Group A will play the winner of Group D in Semi-Final Game 1, and the winners of Group B and C will play in Semi-Final Game 2. The Semi-Final winners will meet for the

Championship.

**TWELVE TEAM DIVISION** will consist of three (3) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winners of Group B and C will play Semi-Final Game 1, and the winner of Group A will play the Wildcard Team in Semi-Final Game 2, The Wildcard Team will be the second place team with the most points or tie-breakers. If the Wildcard Team comes from Group A, then the Group A winner will play Winner of Group B, and the Winner of Group C will play the Wildcard. The Semi-Final winners will meet for the Championship.

**TEN TEAM DIVISION** will consist of two (2) Brackets of five (5) teams. Each team will play the others within its Bracket for a total of four (4) preliminary games. The winner of Bracket A will play the winner of Bracket B in the Championship.

**EIGHT TEAM DIVISION** will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Group A will play the winner of Group B for the Championship.

**SIX TEAM DIVISION** will consist of two(2) Brackets of three (3) teams. Each team will play the others within its Bracket for a total of two (2) preliminary games. The 3<sup>rd</sup> Place team of Group A will play the 3<sup>rd</sup> Place team of Group B for their third and final game of the tournament. The winner of Group A will play the 2<sup>nd</sup> Place team of Group B in one Semi- Final. The winner of Group B will play the 2<sup>nd</sup> Place team of Group A in the other Semi- Final. The winners of the Semi-Finals will play each other in the Championship.

**FIVE TEAM DIVISION** will consist of one (1) Bracket of five (5) teams. Each team will play the others within its Bracket for a total of four (4) preliminary games. The team with the most points will be declared the Champion. The team with the second most points will be the Runner-Up and awarded 2<sup>nd</sup> place awards.