

# 2016 WAZA FC SPOOKTACULAR

## RULES AND REGULATIONS

### 1. REGISTRATION:

- Registration will be held at Splash Universe. THERE WILL BE NO REGISTRATION OUT AT THE FIELDS.
- Teams are required to have two copies of their stamped roster, pass card for each player, liability form, risk management cards for coaches and managers and if applicable, guest player rosters and pass cards, and permission to travel for foreign teams and out of state teams. Teams must show proof of medical release forms for each player attending the tournament, as well as concussion certificates for coaches, and parent and athlete concussion information sheet for each player attending tournament.
- One Wrist Band for each player listed on the roster will be given to the team manager at check-in.

### 2. AGE BRACKETS:

- Under 7 - Born on 1/1/10 or after
- Under 8 - Born on 1/1/09 or after
- Under 9 - Born on 1/1/08 or after
- Under 10 - Born on 1/1/07 or after
- Under 11 - Born on 1/1/06 or after
- Under 12 - Born on 1/1/05 or after
- Under 13 - Born on 1/1/04 or after
- Under 14 - Born on 1/1/03 or after
- Under 15 - Born on 1/1/02 or after
- Under 16 - Born on 1/1/01 or after
- Under 17 - Born on 1/1/00 or after
- Under 18 - Born on 1/1/99 or after
- Under 19 - Born on 1/1/98 or after

### 3. ROSTERS:

- A roster must be on file with tournament headquarters prior to competition and it must be a team roster for the Fall of 2016.
- A player can only be rostered on one team.
- The maximum roster size per age group is as follows:
  - 4 v 4: 8 players maximum (U7-U8)
  - 7 v 7: 14 players maximum (U9-U10)
  - 9 v 9: 18 players maximum (U11-U12)
  - 11 v 11: 22 players maximum (U13Y - U19) \*
  - \* Teams U13Y to U19 may have 22 players registered for the tournament, however teams may only dress 18 of the 22 players registered for any one game
- Guest Players:
  - A maximum of 5 guest players (from outside a team's club) are allowed per team
- Passcarded Players:
  - A unlimited number of club passcard players are allowed per team, provided that at least 50% of the players appearing on a tournament roster also appear on a team's league roster
  - "Club" means 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 Waza Spooktacular tournament 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, and
    3. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.
- Wrist Bands and Pass Cards will be checked by the Referee prior to each game

### 4. CONCUSSION POLICY:

- All MSYSA coaches must be able to provide their CDC Heads-Up Concussion Certification.
- All Non-MSYSA coaches must be able to provide the CDC Heads-UP Concussion Certificate or the NFSH Concussion in Sports Certificate.
- Teams must be able to provide the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

**5. REFEREE ASSIGNOR:**

- The tournament will use a 2016 USSF certified assignor and all referee assigning is done through Game Officials.
- Any out-of-area referee will need to show photo proof to verify identity.

**6. RISK MANAGEMENT:**

- Waza FC and the Waza Spooktacular tournament adhere to all MSYSA risk management policies. All coaches and team officials must be risk-management certified and be able to present their card to the Tournament Director at any time. Team officials from other State Associations must provide their respective State Association's risk management documentation.
- Application for risk management cards can be made online at [www.michiganyouthsoccer.org](http://www.michiganyouthsoccer.org). Click on "MEMBERSHIP SERVICES" then "BACKGROUND CHECKS" and follow instructions.
- Non-MSYSA teams need to bring their organization's equivalent to the MSYSA risk management card.

**7. LENGTH OF GAME:**

- 4 v 4 -U7: 4 x 8-minute periods (prelim, semi & finals)
- 4 v 4 -U8: 3 x 15-minute periods (prelim, semi & finals)
- 7 v 7: 2 x 25-minute halves (prelim, semi & finals)
- 9 v 9: 2 x 30-minute halves (prelim, semi & finals)
- 11 v 11: 2 x 35-minute halves (prelim, semi & finals)

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.

**8. FIFA RULES APPLY, UNLESS LISTED DIFFERENTLY IN TOURNAMENT RULES.**

**9. SUBSTITUTIONS:**

- a. A player may be substituted on at a stoppage of play only with the permission of the referee.
- b. If the age group is U15 and under, free substitution is allowed. For age groups U16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries.
- c. Substitutions may be made with referee's approval only.
- d. Substitution requests may be given at these times:
  - (1) Before a goal kick
  - (2) Before a throw-in for your team
  - (3) After a goal
  - (4) At halftime
  - (5) After an injury (one for one)
  - (6) After a yellow card has been issued (one for one)

**10. FIELD:**

- Both teams will have their bench on the same side. Spectators will be on the opposite side.
- The half-way line will divide the teams and the spectators.
- Coaches are responsible for the spectators' behavior. Dissent will not be tolerated.

**11. HOME TEAM:**

- The home team is the FIRST team listed.
- In the case of similar color uniforms, the home team will change to their alternate jersey.

**12. GAME BALL:**

- Game ball is provided by the team listed as HOME TEAM. The home team is the FIRST team listed.
- U7-U8 will use a size 3 ball
- U9-U12 will use a size 4 ball.
- U13 and above will use a size 5 ball.

**13. PLAYER EQUIPMENT:**

- Shin guards are mandatory and must be covered by socks.
- Shirt/jerseys will be tucked into players shorts at all times.
- Hard casts are not permitted. Soft cast will only be allowed upon approval of referee.
- The home team will be responsible for using alternate-color uniform if necessary.

- All uniforms must have numbers, there should be NO DUPLICATE numbers on the field. If there are duplicate numbers then those players should have proper credentials to play on the team, such as being on the roster or being properly registered as a guest player with the tournament. Any disputes over a team that has players with duplicate numbers will be resolved by the tournament committee.

#### 14. DIVISION STANDINGS:

- Win = 3 pts. Tie = 1 pt. Loss = 0 pt.
- 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.

#### 15. TIE BREAKER:

- 1) Head to Head (skip if more than two teams are tied).
- 2) Net score - Goals scored less goals allowed (max. 4 per game).
- 3) Least goals against.
- 4) Most goals scored (max. 4 per game).
- 5) Penalty kicks
  - 5 per team, alternating.
  - If tied after 5 each, 1 per team will be selected until the tie is broken.
  - The penalty shooters can be anyone who is dressed to play and rostered, only applies to tie-breaker.
- 6) All Division winners are set, and then the wildcard process takes place.
  - The Selection of a Wild Card Team, if required, shall be determined by:
    1. Non-group winner with the most total points.
    2. Non-group winner with the most wins.
    3. Winner of the game, if applicable, played between the tied teams.
    4. Goal differential.
    5. Fewer total goals allowed.
    6. Penalty kicks. If both teams advance, the tournament committee will decide the opponents at the next level of play.
    7. Wildcard teams may be changed if the two teams played each other in preliminary rounds.
    8. **PLACEMENT OF WILD CARD TEAMS IS AT THE DISCRETION OF THE TOURNAMENT COMMITTEE.** There is no actual seeding of wildcards.

#### 16. TIES DURING CHAMPIONSHIP OR PLAYOFF GAMES:

- Are settled by two x 5 minute overtime periods. Both periods will be played in duration.
- **OVERTIME** – FIFA’s rules specify that if overtime periods are used, overtime periods must be played to completion. “Golden goal” and “Silver goal” are not allowed.
- If a tie still exists, penalty kicks will take place, Rule #15.5 will not apply.
- Players taking penalty kicks must be players that were on the field when the whistle blew to end overtime.
- Penalty kick elimination:
  - (1) When semi-final and final matches are still tied after overtime the FIFA Laws of the game for Penalty Kicks apply.
  - (2) Only players on the field at the end of the second overtime period are eligible for penalty kicks.
  - (3) Coin flip will determine who will go first (visiting team calls). Five penalty kickers per team.
  - (4) The team scoring the most goals scored after five kicks for each team wins the game.
  - (5) If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams.
  - (6) After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.
- **THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO SHORTEN OR ELIMINATE OVERTIME PERIODS IN ORDER TO KEEP GAMES ON TIME.**

#### 17. FORFEITURES:

- A team that fails to field 7 players for 11v11 games, 6 for 9v9 games, 5 for 7v7 games, or 3 for 4v4 games, 5 minutes after the scheduled kick-off time, will forfeit.
- The score will be 4-0.
- Any team who forfeits a game will not advance from their bracket.
- Any use of illegal players will result in a forfeiture of all games.

#### 18. EJECTIONS:

- Any player or coach ejected from a game will be ineligible to participate in the next scheduled game.
- The player/coach passcard is to be turned in to the site headquarters immediately following the initial suspension game.
- If dismissed in the last game, a red card report will be filed with the state association and disciplinary action will be determined by the club, league, and/or governing body.
- All MSYSA players, coaches, and other team officials who receive a red card in the tournament but do not serve their suspension in the tournament, must serve their suspension in their next League game.
- Tournaments are required to distribute the yellow/red card report to each league registering a player or coach who received a card in the tournament.

#### 19. DISSENT:

- There shall be no dissent between players and/or coaches and the referee.
- Questioning a referee is considered dissent.
- All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees.
- Such abuse will not be tolerated by the tournament and any decisions will be made by the tournament committee.

#### 20. DISPUTES:

- **Score Disputes:** In situations where there is a disagreement about the score between teams, coaches, managers, etc, the tournament committee will determine outcome by referring to the original signed game card from the game. Please make sure that the score is correct prior to signing the game sheet
- **REFEREES' DECISIONS ARE FINAL - NO PROTESTS, NO APPEALS.**
- **FINAL RULINGS -** The final interpreter of the foregoing rules and regulations and any matters not provided for in these rules, will be the Tournament Committee, whose decisions shall be final.

#### 21. 4v4 PROVISIONS:

- NO Goalkeepers will be used.
- Offside will NOT be called.
- Restarts/Free-kicks - all free-kicks will be indirect.
- When ball is out of sideline, play will be restarted with a kick-in at the spot where it crossed the sideline.

#### 22. 7v7 PROVISIONS:

- Offside will be called.
- The field will include Build Out Lines to promote individual skills and facilitate game flow.
  - The build out line is used to promote playing the ball out of the back in an unpressured setting.
  - When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.
  - Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate.
  - Punting the ball is not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the back in an unpressured setting.
  - After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.
- Restarts/Free-kicks - all free-kicks outside of the penalty area will be indirect. All restarts from inside the penalty area will conform to FIFA rules, including penalty kicks, which will be marked 8 yards from the goal line.
- On pass back to Goal Keeper, keeper may play ball at feet, but NOT handle, as per FIFA rules.
- When ball is out of sideline, play will be restarted with a throw-in at the spot where it crossed the sideline
- Penalty kicks will be awarded for flagrant fouls occurring inside the penalty area and are considered direct.

#### 23. INCLEMENT WEATHER:

- The tournament committee and/or director have the right to stop games due to weather.
- Games interrupted in the first half:
  - (1) Will continue if time permits
  - (2) If time does not permit, a 0-0 tie will be awarded.
- Games interrupted after the completion of the first half:
  - (1) Will continue if time permits
  - (2) If time does not permit, the score of the game will stand.

**DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND OUR CONTROL, THE TOURNAMENT COMMITTEE WILL NOT BE RESPONSIBLE FOR ANY REFUNDS.**

**24. GAME CLOCK:**

- Due to the time allowed for completion of all games the clock runs continuously

**25. ALL PARK RULES MUST BE OBEYED WHILE ON PREMISES, VIOLATORS WILL BE ASKED TO LEAVE**

- Please refrain from smoking near the fields.

**26. ELIGIBILITY:**

- All US Soccer affiliated teams, foreign teams/Canadian teams are eligible to participate in the 2016 Waza FC Spooktacular tournament.

**27. REFUNDS:**

- If the tournament is cancelled due to events beyond the control of the tournament committee, the tournament will not be required to make any financial remuneration. There will be no guarantees of rescheduling of games due to weather or any circumstances beyond our control.

**28. AWARDS:**

- Team awards will be given to the first and second place teams in all divisions.

**29. TOURNAMENT HEADQUARTERS:**

- Tournament headquarters will be located at:  
Munson Park  
2770 North Custer Road  
Monroe, MI 48162
- Key contact is Leif Larsen, Tournament Director at 734-765-3480

**30. QUESTIONS SHOULD BE DIRECTED TO THE TOURNAMENT DIRECTOR AT: [leif@wazafc.com](mailto:leif@wazafc.com)**