

# **St. Louis Development Academy** **Tournament Rules**

Entry Fee includes Parking for the weekend.

**Laws of the Game:** The tournament shall be played in accordance with the laws of the game observed by FIFA. Any ruling not covered by FIFA will be in accordance with Missouri Youth Soccer Association (MYSO) and United States Youth Soccer Association (USYSA) with the following exceptions.

**Eligibility:** The tournament is open to competitive select teams and all players must be registered USYS or US Club and their respective state association and have current player ID cards with photo. All players, including guest players, must be carded by the same governing body (ie team is USYS cannot use a US Club guest player).

**Roster sizes:** 12 players U9-U10, 16 players U11-U12 and 22 players U13 and above. There is a maximum of 4 guest players 7v7, 5 guest players 9v9 and 6 guest players 11v11 per team. State Guest Player form is required. Proper travel procedures must be followed. Each team must submit copies of a state or National Associated verified roster and state medical release will be reviewed for each player. Teams must have guest player forms for state association and permission to travel from your state.

**Exceptions for Player Age:** A U-19 player who is currently enrolled in high school is allowed to play on a U-18 team. A U-15 player that is currently enrolled in 8th grade (or lower grade) during his/her high school season is allowed to play on a U-14 team.

**Check In:** All teams **MUST** check in electronically by the designated date (sent out through an email to all team staff via GotSport). All identification cards will be collected and reviewed, prior to the game by the officials. Cards will be held during the game and returned after the game. \*\*If your documents are not uploaded in GotSport and a dispute is brought to tournament staff where verification of your roster and cards will be required, your team will forfeit the game immediately and a score of 3-0 will be awarded to the opposing team.

**Substitutions:** Unlimited substitutions shall be allowed in accordance with USYSA rules. A player receiving a "yellow" card does not have to be substituted.. No substitutions will be allowed for a player ordered from the field by the referee for misconduct. Any player who receives a "red" card shall not participate in the next scheduled game. Ejections shall be reported to the tournament officials, who reserve the right to lengthen the suspensions based on the seriousness of the offense.

**Point System:** The following point system will be used to determine winners within each division throughout preliminary games: A) 6 points for a win B) 3 points for a tie C) 0 points for a loss D) 1 point for a shut out E) 1 point for each goal, 3 goal maximum F) Minus 1 goal per a red card received by a player or coach Tie Breakers: In the event of teams being tied in the preliminary round standings, the following procedure shall be used to determine the group winner: A) Winner of head-to-head competition B) Goal differential (3 goal maximum) C) Fewest goals allowed D) Number of shut outs E) Penalty kicks per FIFA Rules

**Overtime:** Any game that ends in a tie that requires a winner for advancement will be decided by Penalty kicks per FIFA rules.

**Forfeits:** Any team that fails to report for play fifteen minutes after the scheduled game time shall forfeit the game (as determined by the referee). Any team that abandons a game prior to its conclusion shall forfeit the game. Team coaches are required to be license and have a background check as required by their association, any team not in compliance will forfeit the game. A team that forfeits a game shall not be allowed to move on in play. The team declared a winner by forfeit shall be awarded a win by the score of 3-0.

**Length of Games:** The Tournament Director may change the duration or length of games, subject to the following: a) inclement weather, b) delay from relocation and/or rescheduling of any games, c) may cancel any games in the preliminary rounds which have no bearing on deciding group winners, d) may modify rules for tie breaks due to inclement weather delays.

Preliminary, semis, and finals game lengths:

~U8 – U10 7v7 .....2 - 25 minute halves, total game length 50 minutes and 1-10 minute break

~U11-U12 9v9 .....2 - 30 minute halves, total game length 60 minutes and 1-10 minute break

~U13-U19 11v11 .....2 - 35 minute halves, total game length 70 minutes and 1-10 minute break

**Mercy Rule:** shall apply for U-6 - U-10 age groups. The mercy rule states, whenever there is an 8-goal differential, it will be considered a complete game. Off Sides – Will not be called in 7v7 games

**Player Uniforms:** All players except the goalkeeper must have a numbered jersey that has a different number from all other team players. The team listed first will be considered the “home team.” Home team should wear white or light colors, and must change jerseys in case of conflicts (as determined by the referee). Home team shall supply the game ball. All equipment shall be subject to the referee’s approval. All fans must sit on the opposite side of the field as the teams.



**Protests:** No protests will be heard concerning judgment calls made by referees. A designated coach can make a protest, and must be made in writing and submitted in duplicate with \$100.00 cash. Protests must be made within 60 minutes of the end of the game in question. All protests shall be ruled upon by the start of the participants' next game. The protest fee (\$100) is not refundable if the protest is not upheld.

**Scheduling:** Shall be the sole responsibility of the Tournament Committee.

**Concussions:** In case of head injury, if the medical trainer determines a possible concussion, the player pass will be collected. The player will only be allowed to play, after the Tournament Director receives a doctor's note stating that the player has been cleared to play.

**Refund Policy:** Entry fee is due at the time of registration. Confirmation of acceptance will be provided. Teams which withdraw after acceptance will forfeit their entry fee. The tournament director and board shall have the authority to cancel or change game duration in the event of weather. Complete cancellation of the tournament shall result in a refund of 100%, if no games are played. If teams play 1 game of the entry fee 50% of the entry fee. If they play two games the refund would be 25%. Travel costs incurred by teams accepted into the tournament are not the responsibility of the host club. Teams travel at their own risk.

**Stay to Play:** The tournament is a Stay to Play Tournament. Out of town teams must book their hotel reservations through the approved hotel. Information will be provided on the St. Louis Development Academy tournament page.

**Weather Contingency:** We will do whatever possible to play all games as scheduled. Should rain and/or lightning be so severe that we must use this weather contingency, the Tournament Board may use any of the following rules at their discretion: A) Preliminary round play games will be shortened as deemed necessary. B) IF rain does not permit time to shorten games, then FIFA style penalty kicks to determine preliminary round games will be used. If tied at the end of 11 shooters then the same 11 will shoot in a sudden death round (4v4, 7v7, 9v9 will follow the same format). Semifinals and finals will be played at full length if at all possible. Please consult the website at [www.stlouisda.com](http://www.stlouisda.com) for updates concerning game times.