

ALL TEAMS NEED THE FOLLOWING PAPERWORK FOR CHECK-IN

- ***Risk management***
 - For all coaches and team officials that will be on the player sidelines
- ***Official Team Roster for Fall 2021-2022***
 - Team rosters from the 2020/21 seasonal year will be accepted for the tournament.
- ***Permission to Travel***
 - This is not needed as this is a US Club sanctioned tournament.
- ***Medical release forms***
 - Each player needs a Medical Release form from their state organization signed by parent or guardian. If US Club Soccer team, need the US Club Soccer Medical Release.
- ***Tournament liability release form***
 - Available on the tournament website and must be signed by each player's parent/guardian.
- ***Guest player paperwork and approval (if applicable)***
 - Guest players must be shown on a roster with their state player id number listed. No more than 5 guest players (from outside a team's club) are allowed per team. Additionally, an 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.
- ***Concussion Policy***
 - All coaches and team officials must be able to provide their CDC Heads-Up-Concussion Certification or the NFHS Concussion in Sports Certification. These Certification are no older than 3 years to be valid. Team must be able to provide the Michigan department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.
- ***SafeSport Compliance***
 - All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request. SafeSport certificate are no older than 1 year to be valid.

NON MSYSA REGISTERED TEAMS

US CLUB SOCCER REGISTERED TEAMS

- ***Risk management***
 - Approved Risk Management Certification from US Club Soccer
- ***Permission to Travel***
 - The approved roster printed from the US Club Soccer player registration system is 'proof of travel' approval from US Club Soccer.
- ***Medical release forms***
 - Medical release forms must be signed by the parent or guardian of each player. The US Club Soccer Medical Release is needed for each player.
- ***SafeSport Compliance***
 - All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request. SafeSport certificate are no older than 1 year to be valid.

USYSA TEAMS REGISTERED OUTSIDE OF MICHIGAN (OTHER STATE ASSOCIATIONS)

- ***Risk management cards***
 - For all coaches and team officials that will be on the player sidelines
- ***Permission to Travel***
 - All USYSA teams traveling from outside Michigan must provide appropriate travel documents approved by their State Soccer Association.
- ***Medical release forms***
 - Medical release forms from the team's state organization must be signed by the parent or guardian of each player.
- ***SafeSport Compliance***
 - All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request. SafeSport certificate are no older than 1 year to be valid.

NOTE: TEAMS ARE NOT ALLOWED TO MIX USYSA (MSYSA) AND US CLUB SOCCER PAPERWORK TO REGISTER.

FOR FOREIGN TEAMS – FOR A TEAM COMING FROM A CONCACAF NATION:

- ***Permission to Travel***
 - All USYSA teams traveling from outside Michigan must provide appropriate travel documents approved by their State Soccer Association.
- ***Medical release forms***
 - Medical release forms from the team's state organization must be signed by the parent or guardian of each player.
- ***SafeSport Compliance***
 - All coaches, team officials, adult members, etc. participating in the tournament must have a valid "SafeSport Trained" certification and be able to produce their certification upon request. SafeSport certificate are no older than 1 year to be valid.

OFFICIAL TOURNAMENT RULES

FIFA rules apply to all games unless otherwise specified.

DIVISION PLACEMENT

When possible we will have multiple divisions (Gold, Silver, Bronze, Black). Depending on the number of teams accepted, the divisions will be grouped as follows:

Division of 14: Two groups of four teams and two groups of three teams. The two groups of three teams play a cross over game. Top teams in each of the four groups qualify for semi-finals.

Division of 12: Three groups of four teams. Top team from each group and the next best wild card team from the combined three groups advance to semi-finals. Tie breaker also used when determining wild card team in division of 12.

Division of 10: One group of four, two groups of three. Top team from each group and the next best wild card team from the combined three groups advance to semi-finals. Tie breaker also used when determining wild card team in a division of 10.

Division of 8: Two groups of four. Each team will play three games. Winners of each group will advance to the Championship.

Division of 6: Two groups of three teams. Each team will play two games within the group and one seeded cross-over game with the other group. Semi #1a vs #2b & #2a vs #1b winners advance to the Championship. Consolation #3a vs #3b

Division of 5: One group of five teams. Each team will play a four game round robin schedule. Best team after the four games is the champion.

Division of 4: One group of four teams. Each team will play a three game round robin schedule. The first and second place teams will play for the division championship.

GAME BALL The home team will provide the game ball.

AGE GROUPS & GAME LENGTH (OVERTIME ONLY IN FINALS-SEE BELOW FOR DETAILS)

2013-14	U8 & U9	7v7 w/ GK	12	Yes	2x25min Halves	4	Length – 55-65 Width - 35-45	Height – 6.5 Width – 18.5
2012	U10	7v7 w/ GK	12	Yes	2x25min Halves	4	Length – 55-65 Width - 35-45	Height – 6.5 Width – 18.5
2011	U11	9v9 w/ GK	16	Yes	2x25min Halves	4	Length – 70-80 Width - 45-55	Height – 7 Width - 21
2010	U12	9v9 w/ GK	16	Yes	2x25min Halves	4	Length – 70-80 Width - 45-55	Height – 7 Width - 21
2009	U13	11v11 w/ GK	22	Yes	2x30min Halves	5	110 x 70	8 x 24
2008	U14	11v11 w/ GK	22	Yes	2x30min Halves	5	110 x 70	8 x 24
2007	U15	11v11 w/ GK	22	Yes	2x35min Halves	5	110 x 70	8 x 24
2006	U16	11v11 w/ GK	22	Yes	2x35min Halves	5	110 x 70	8 x 24
2005	U17	11v11 w/ GK	22	Yes	2x35min Halves	5	110 x 70	8 x 24
2004	U18	11v11 w/ GK	22	Yes	2x35min Halves	5	110 x 70	8 x 24
2003	U19	11v11 w/ GK	22	Yes	2x35min Halves	5	110 x 70	8 x 24

****U13-U19 can only dress 18 per game***

PLAYERS CAN ONLY PLAY ON ONE TEAM IN THE TOURNAMENT. NO EXCEPTIONS

1. Definition of Club

- a. A 'club' is defined as an organization provided soccer to youth players.
- b. At no time shall an affiliated member of MSYSA who functions as a 'scheduling league' also be considered a club.
- c. 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 tournament if the teams and players from the satellite club are registered with the main club and their registration software account.
- d. The only exception to 'C' above is if all the following criteria are met:
 - i. The main club and satellite club have the same Board of Directors
 - ii. The main club and satellite club have the same Tax ID Number.
 - iii. The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors.

OVERTIME

If the game is tied after regulation, the game will go to Overtime. Overtime is 2 – 5 minute overtime periods and will be played in their entirety. If the game is still tied after the overtime periods the game will proceed with a penalty kick shoot-out in accordance to FIFA Laws of the Game

UNIFORMS

Home team (1st team on the schedule) will change uniforms in case of color conflict. All teams must have an alternate set of jerseys. Home teams are required to wear their light-colored uniform.

All players MUST wear shin guards that are covered by their socks.

Each player must wear an official uniform with a number on the back.

Casts, splints, or body braces made of a hard substance must be covered on all exterior surfaces with no less than 1/2 inch thick padding to protect the injury.

GAME CLOCK

The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously. There is no additional extra time added to any period.

OFFSIDE RULE

Offside WILL be enforced in U9 and above matches.

NEW: 7 v 7 Build out Rule - All 7v7 games - Build Out Line

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in hand in the run of play (from opponent) or from a goal kick, the opposing team must move behind the build out line. The retreated team can resume normal play once the ball crosses the penalty area line. For example, the keeper drops the ball and starts to dribble you can enter once ball leaves penalty area and the same if GK throws, rolls to a wide player. By allowing an extra moment for the build out team to actually build out will help develop our players long term. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting and dropkicks are not allowed). If the Goalkeeper chooses to play the ball before the opposing team retreats to the build out line all players resume normal play immediately upon release from the GK. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The 6 second rule starts when all opposing players have retreated to the build out line. If the opposing team crosses the build out line early the 6 seconds starts over after all opposing players properly retreat to the build out line.

OFFSIDE in 7v7 Matches

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the two build out lines on the field. Players can be penalized for an offside offense between the build out line and goal line. Placement of the Build out Line The build out line shall be placed equidistant between the top of the penalty line (not the top of the arc that is attached to penalty line) and the halfway line of the field

ELIMINATION OF HEADING POLICY

- a. All players age 10 and younger, regardless of what age group they play in, may not head the ball.
- b. All players in the U11 age group or younger may not head the ball.
- c. A header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

START OF PLAY

The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game. During play, teams will be benched on **THE SAME SIDE** of the field. Parents and spectators must take the **OPPOSITE SIDE OF THE FIELD FROM THE PLAYERS**. Please see field map for designated spectator areas on each field.

SUBSTITUTIONS

Substitutions are to be made from the centerline. Substitutions can be made under the following conditions:

- After a goal by either team
- Before a goal kick for either team
- Before a throw-in in your favor (other team at the same time)
- At beginning of any period of play
- In case of injury for the injured player
- On yellow card (to replace a cautioned player, 1 for 1)

TOURNAMENT SCORING

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

FORFEIT

A maximum 5 minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A forfeit will be recorded as a 4-0 score. A team that is responsible for a forfeit may not advance in the tournament. The minimum players on a (7v7) are 5, (9v9) is 7, and (11v11) is 7.

INCLEMENT WEATHER/CANCELLATION

The tournament committee reserves the right to make the following changes in the event of inclement weather.

- Relocate and / or reschedule a match

- Change a division structure
- Reduce the duration of a match. If a game's progress is terminated due to severe weather conditions after 20 minutes of play, the game will be considered official and the score at that time will stand.
- Only the Tournament Director, Referee Assignor, or Referees can cancel or postpone a game. In the event of tournament cancellation due to weather or other forces beyond our control, the tournament will not provide refunds of any typed to accepted teams.
- The tournament will follow US Soccer's position statement that indicates when lightning is seen, the tournament will count the time until thunder is heard. If this time is thirty (30) seconds or less, seek shelter. Wait thirty (30) minutes or more after hearing the last thunder before resuming activities.
- **Cancellation Policy - Tournament can be for any reason including COVID related issues:**

Refunds

- If the tournament is cancelled for any reason including COVID teams receive 90% refund if cancellation is 14 days in advance. 75% refund if it is within 14 days, Teams that are accepted and drop out do not receive a refund.

TIE-BREAKERS

First Tiebreaker	Head to head competition. Not applicable if tie involves more than 2 teams.
Second Tiebreaker	Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4 goal spread per game. Examples: A 2-0 win is +2. A 4-1 win is +3. A 8-1 win is +4. A 4-0 win is +4.
Third Tiebreaker	In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the preliminary round games. The team having the fewest goals against them will be determined as having the better record.
Fourth Tiebreaker	Penalty kicks. The Tournament Director will determine time and Field location.

EJECTIONS

Players/Coaches/Managers are expected to conduct themselves within the spirit of the Laws of the Game.

- A player/coach/manager that receives a Red Card in a game will be ineligible to participate in the next scheduled game.
- The player pass card for the Red Carded individual will be retained by the Tournament Director and held in the registration tent, the Coach/Manager is responsible to pick up the pass card after the required number of games has been sat out.
- The Tournament committee, in agreement with the USYSA Tournament Hosting Agreement, will take the following action:
 - The issuance of all red cards, yellow cards, and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by our organization. This information shall be reported to the home State Association and home Club/League.
 - Any player/coach/manager etc. that receives a red card and does not sit out the required number of games during the Tournament must sit out the required number of games starting with their next League game.

REFEREES:

The Crusader Cup uses a referee assignor that is currently certified by US Soccer and all referee assigning will be done in Game Officials. All out of area referees must show photo identification to verify identity.

TROPHIES AND AWARDS

Champion and Finalist trophies in all divisions.

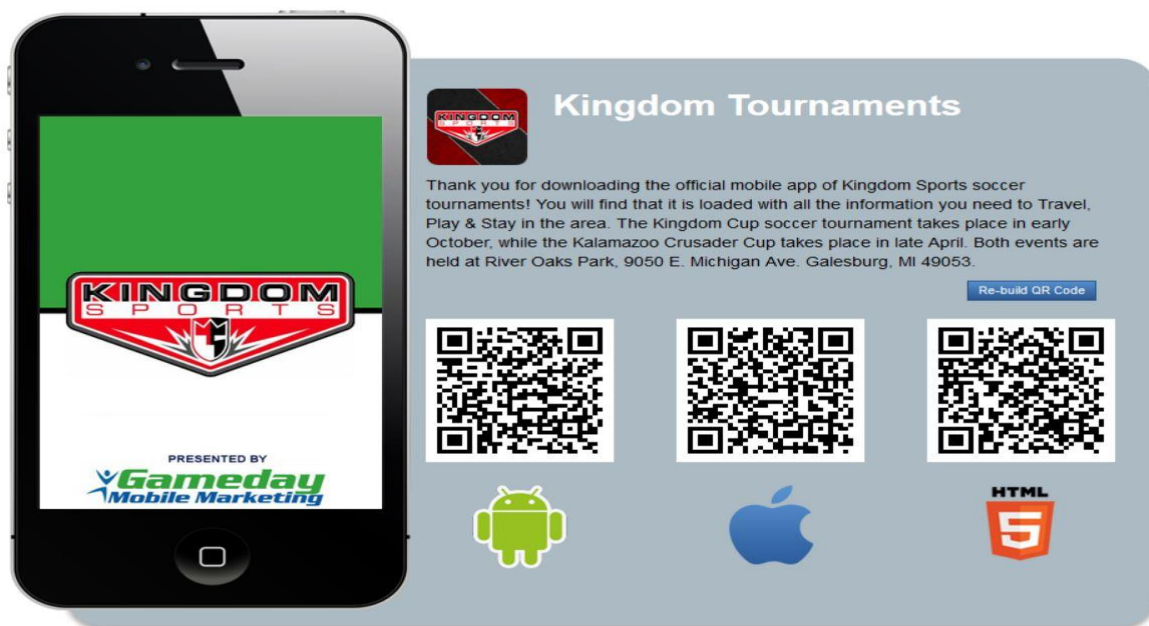
Individual awards for Champions and Finalists in all divisions.

PROTESTS:

There will be no protests. All officiating decisions are final.

***The Tournament Director has sole discretion for interpretation of the tournament rules**

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