

1. LAWS OF THE GAME

All games will be played in accordance with [USYSA/FIFA laws](#). Any exceptions are as noted below.

2. ELIGIBILITY TO PLAY

- All players must have been born in the year of their age group classification, unless:
 - The player has received an age exemption from his/her team's club AND league coordinating body
 - AND received written approval from the tournament director
 - Players may play in an older age group within the rules of the WYSA.
- Each team may have no more than 6 players that would be considered either Club player or Guest Player, with a maximum of 2 guest players for 10U & 4 as guest players for 11U - Older. A Guest Player is defined as a player who is not presently a member of the requesting team's club, nor a rostered player on any team affiliated with the requesting team's club. Guest players must have the WYSA Guest Player form completed and signed by an affiliated club officer or the WYSA state office. You can find this form in PlayMetrics. No roster changes will be permitted after registration unless approved by the Tournament Director.
- Player passing among teams within a club is permitted. However, Club players may play on only one team during the tournament unless approved by the tournament director. Any "passing" player must also meet the age requirements for any team for which he or she will play.
- Maximum roster size is:
 - 10U - 14 players
 - 11/12U - 18 players
 - 13U and older - 22 players
- All players must be listed on the Official Roster Form.
- Medical Release/ Waiver of Liability form is required for all players.
- A player may only play for one team in the tournament unless approved by Tournament Director PRIOR to start of tournament.
- All out-of-state teams must provide official "Permission to Travel" forms.

3. GAME INFORMATION

- Teams should be present at the field on which they are to play at least 25 minutes prior to game time to allow for check-in by the field marshal.
- There will be NO on field warm-ups. Failure to comply may result in point penalty, game forfeit or tournament disqualification at the discretion of the tournament director.
- Games for 9U/ 10U Academy will be 2x25 minute halves (7 x 7) with a 5-minute half time.
- Games for 11U and 12U will be 2x25 minute halves (9 x 9) with a 5-minute half time.
- Games for 13U – 19U will be 2x30 minute halves with a 5-minute half time.
- Time will only be added on for a significant injury.
- Game play time may be shorter or longer, determined by the Tournament Committee if necessary due to inclement weather or for other unforeseen events.
- There will be a coin toss to determine who kicks off and who defends what side. The team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match
- The team listed first on the schedule is the home team and is required to change jersey if a color conflict exists. Home team will provide the game ball.
- Both teams will have their bench on one side of the field. Parents and spectators must watch the games from the opposite side of the field as their team and must stay behind the spectator lines.

4. UNIFORMS AND EQUIPMENT

- Shin guards are required. Socks must be pulled over the shin guards.
- Hard casts, splints or braces are allowed subject approval by tournament staff. Players with casts, splints, or braces must submit a Permission Form ([Cast Form](#)) for playing with a cast, splint or brace prior to that player's first game of the tournament. Tournament staff will need to examine the player's cast, splint or brace. If the tournament staff decides to permit that player to play, tournament staff will sign the form and the player will need to present that to the referee prior to each game. Casts must be padded with closed cell slow recovery foam no less than ½ inch thick. Please click on this link for the Approved Padding
- No jewelry or knotted headbands are allowed.
- All players on a team must have the same type of jersey. All jerseys must be tucked in.
 - Jerseys must have a unique number on them.
- All players' equipment is subject to the referee's approval.

5. DISCIPLINE / BEHAVIOR

- PLAYERS / COACHES / SPECTATORS
 - All red and yellow cards will be reported to the Referee Director.

- Red-carded players will be suspended for at least one game. (Two yellow cards in one game equal a red card.) Players red-carded for violent conduct, violent fouls or abusive language may be suspended for the remainder of the tournament.
- All red cards will be reported to the state soccer association of the player's team.
- No substitution will be permitted for a red-carded player.
- A player receiving 3 yellow cards during the tournament will be suspended for a game.
- Harassment of officials will not be tolerated. Referees may temporarily stop games or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a game suspension, the Tournament Director will decide the outcome of the game.
- Coaches are responsible for the conduct of players, parents and spectators at the fields, hotels and other locations for the duration of the tournament. If the tournament receives complaints regarding conduct of any player or person associated with your team, the Tournament Director may ask any/all people to stay away from the tournament, and/or ask the team to leave the tournament, and/or ban the team from future tournaments. Any ejections will require the offender to be "out of sight and out of sound" from the field area before the match is restarted.
- Any coach removed for inappropriate conduct will not be allowed to coach any team for the remainder of the tournament and will be reported to the appropriate state sanctioning body.
- The following may result in loss of a point to a team in the standings: persistent or egregious violation of the Zero Tolerance Rule regarding referee abuse, verbal or physical confrontation with opposing team's players/coaches/spectators, approaching a referee at halftime/postgame and persisting with questions or complaints, or failure to cooperate with event officials with regard to tournament and park rules.

6. FORFEITS/FAILURE TO SHOW

- All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the end of a game may be disqualified from the tournament. That team may also be banned from future tournaments and its state association will be advised of its misconduct.
- A minimum of 7 players constitutes a team.
- The score of any forfeited game will be recorded as 3-0.

7. SUBSTITUTIONS

- 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. Referees have the final authority on substitutions; this includes but is not limited to the timing and frequency of substitution.
- A player with blood on the uniform or on the body must be substituted out. The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood-free before the player may return to play.

8. TOURNAMENT DIRECTOR AND REFEREE AUTHORITY

- Authority: All referee decisions are final. No protests are allowed. The Tournament Director has the right to relocate, reschedule, cancel, or reduce the length of any game. The tournament committee and WYSA are not responsible for the expenses incurred by any team or individual if the tournament is canceled in whole or part.
- Neenah Soccer Club is not responsible for lost mail. If mail is lost, it remains the team's responsibility to ensure payment is made. Neenah Soccer Club will not reimburse any bank fees for stop payment or other check cancellations in the event of lost mail.
- Absolutely no payment refunds after April 1st (Flatgrass) or Sept 19 (Copia Cup) for teams withdrawing from the tournament.
- In the case the tournament is canceled prior to the first tournament game due to circumstances beyond the control of the tournament committee (including but not limited to inclement weather or poor field conditions), team registration fees will be partially refunded within 60 days, at the discretion of the tournament committee; every attempt will be made to refund the maximum amount possible after the tournament's fixed/non-refundable obligations have been met.
- After the tournament has kicked off (first game has started), any refunds are not guaranteed and will be evaluated in a good faith effort by the committee.

9. STANDINGS / SCORING

Please work through team's coach or manager for questions or clarifications regarding standings and tie breaker scenarios at Tournament Headquarters. (No points are awarded for U9 – U10 games). Rule 5-9 may also be applied to tie-breakers.

- 3 points for a win, 1 point for a tie (including 0-0), 0 points for a loss
- Tie Breakers -- Preliminary Round (If three teams (or more) are tied, the following procedures listed below will be used in the following order: (Note: If one of the procedures results in one team being eliminated and two remaining, the two-team tiebreaker procedure as stated restarts beginning with #1 (Head-to-Head):
 - 1. Head-to-head
 - 2. Team with most wins

- 3. Goal Differential (goals scored minus goals allowed) with a maximum of three per game. (A score of 4-2 is a goal differential of 2, a score of 4-0 is a goal differential of 3. Team winning 3 games 4-2, 4-0, 7-1 would have a goal differential of $2+3+3 = 8$).
- 4. Fewest goals allowed
- 5. Most goals scored
- 6. "Kicks from the Mark" (Penalty kicks).
- In the event that penalty kicks must be used, USYSA/FIFA rules will be followed.
 - Each team will select 5 players to kick from those that were on the field at the end of regulation. The goalie for the shoot-out must be on the field at the end of regulation. Teams will alternate kicks --the visiting team shoots first. If the score remains tied after 5 kicks, teams will alternate kicks one at a time until a winner is determined. All eligible players must be used before anyone can repeat. Both teams must use the same number of players before anyone can repeat.
- Playoff games (Semifinal and Championship games) tied at the end of regulation goes directly to penalty kicks. Same rules apply as stated in 9.B.6 above.
- Ties in round robin play will remain a tie. 1st and 2nd place will be determined by total points.
- There is no Championship game for a 4 or 5 team brackets. The team with most and second most points will determine first and second place.

10. DIVISION SIZE / PLAYOFF GAMES / AWARDS

- 4 or 5-team divisions: Teams play all other teams in their group during group play. There is no playoff round. First and second place are determined by points
- 6-team divisions: Each team will play 3 games. The 2 teams that have the most points after 3 games will advance to the championship game.
- 7-team division, the team with the most points after Saturday will earn the #1 seed. The team with the 2nd most points will earn the #2 seed & so on until seeding of the 7 teams is completed. #2 seed will play #3 seed in a semi-final with the winner going to the championship game to play the #1 seed. The #4 seed will play the #5 seed and the #6 seed will play the #7 seed just to get their 3rd game.
- 8-team divisions: Each team will play 3 games in their bracket. The top team from each of the brackets will advance to the championship game.
- 9/10U players will each receive a participation award.

11. NO ALCOHOLIC BEVERAGES AND NO PETS

No alcoholic beverages are allowed on Neenah School District facilities or Neenah Public Parks. Pets are only permitted at Neenah Memorial Park if they are on a leash and on roads and trails. No pets are permitted on Neenah High School fields. If we see you have a pet at the field, we will ask you to leave.