

MSI  

MEMPHIS
SOCCER
INVITATIONAL



V. 8.28-30.26

MIKE ROSE
SOCCER
COMPLEX

TOURNAMENT RULES

GAME FORMATS

AGE GROUP	FORMAT	GOAL SIZE	FIELD SIZE	MAX ROSTER	DURATION
U8 – U10	7v7	6.5 × 18.5 ft	55 × 35 yds	14 players	50min (2x25)
U11 – U12	9v9	7 × 21 ft	75 × 50 yds	16 players	60min (2x30)
U13-14	11v11	Standard	Standard	22 players	60min (2x30)
U15/16	11v11	Standard	Standard	22 players	70min (2x35)
U17/19	11v11	Standard	Standard	22 players	80min (2x40)

- ▶ No overtime in preliminary or post-group games
- ▶ Unlimited free substitutions for all age groups
- ▶ Semi-finals & finals: straight to FIFA Kicks from the Mark if tied
- ▶ Player numbers required on backs; no duplicate numbers allowed
- ▶ Minimum 7 players for 11v11; no grace period at kickoff
- ▶ Home team = light jerseys; Away team = dark jerseys

SCORING & TIE-BREAKERS

3pts - WIN

1pt - DRAW

0pts - LOSS

FORFEIT = 0-4 loss (3 pts to opponent) · Forfeit in playoffs = 3-0

TIE-BREAKER ORDER (PRELIMINARY)

1. Head-to-head result
2. Highest goal differential (max ± 8 goals per game)
3. Fewest total goals allowed (max 8 per game)
4. Most shut-outs (0-0 ties count)
5. Most goals scored (no maximum)
6. Fewest goals allowed (no maximum)
7. Penalty kicks (FIFA Kicks from the Penalty Mark)

7V7 (U8-U10)

FIELD DIMENSIONS

55 yds × 35 yds
Goals: 6.5 × 18.5 ft

BUILD-OUT LINE

Set at 20 yds from goal line (min 14 yds, max halfway). Opposing players must retreat behind build-out line when GK has possession. Play resumes when ball is put into play.

OFFSIDE

Offside only applies between the opposition's build-out line and end line. No offside between halfway line and build-out line.

NO PUNTING

Goalkeepers may NOT punt. Violation = indirect free kick at spot of infraction.

NO HEADING

No heading allowed for U9, U10, or U11 age groups.

- Intentional heading denying a goal: goal allowed + yellow card
- Intentional heading (not denying goal): indirect free kick
- Inadvertent heading: play continues, no infraction

BUILD-OUT LINE: GOAL KICKS

All opposing players must be behind build-out line before kick is taken. GK teammates do NOT need to retreat. GK may restart quickly – opponents may engage immediately.

9V9 (U11-U12)

FIELD & GOAL DIMENSIONS

Field: 75 yds × 50 yds
Goals: 7 × 21 ft
(5 yds longer field than previous standard)

PUNTING

Punting IS allowed for U11 and U12 divisions in 9v9 play.

HEADING RULES – 9V9

AGE GROUP	HEADING	INFRACTION / NOTES
U9 / U10	No heading	INDIRECT FREE KICK or YELLOW CARD (see 7v7)
U11 (9v9)	No heading	Same infractions as U9/U10
U12 (9v9)	Heading ALLOWED	Normal FIFA Laws apply

No referees should allow 'advantage' when heading occurs – play stops immediately

Note: No build-out line rule applies in 9v9 formats

DISCIPLINARY

PLAYER – 1ST RED CARD

- Removed from current game immediately
- Suspended for next game
- Serves suspension away from bench

PLAYER – 2ND RED CARD

- Removed from any further participation in the tournament
- Reported to appropriate State Association

COACH – 1ST RED CARD

- Removed from current game
- Suspended for next game
- Cannot coach by any means, directly or indirectly

COACH – 2ND RED CARD

- Removed from any further participation in the tournament
- Reported to appropriate State Association

⚠ Ejected players CANNOT be substituted – team plays short for remainder of match

All Red Cards reported to the State Association. The team coach is responsible for actions of all players and spectators.

Physical/verbal abuse of officials may result in game forfeiture and/or expulsion from the tournament.

FORFEIT RULES

- ▶ 10-minute grace period after scheduled kickoff – after that, match is awarded to opponent
- ▶ Minimum 7 players required; if 7 present, no delay permitted
- ▶ Preliminary forfeit: 0-4 loss, 3 pts awarded to opponent
- ▶ Playoff forfeit: recorded as 3-0 loss
- ▶ Forfeiting team CANNOT be declared division winner or wild card
- ▶ If apparent division winner forfeits, next-best team advances
- ▶ If a team causes termination of a game, that team is deemed to have forfeited
- ▶ No team receiving a forfeit advances beyond bracket play or is eligible for awards in round-robin

FLIGHT STRUCTURE

4 or 5 TEAMS

Final may or may not be played (Tournament Director decides). Winner/Finalist by points if no final. Tiebreakers apply for equal points.

6, 7, or 9 TEAMS

Semi-finals held before the final.

CONSOLATIONS

No overtime or penalty kicks if tied. Placement determined by group standing. Check schedule for times/fields.

WEATHER, FACILITY & COMPLIANCE

INCLEMENT WEATHER POLICY

- ▶ Tournament Director may delay, reduce game times, reschedule, or cancel the tournament
- ▶ Once started, the referee decides whether to continue play
- ▶ A game is considered COMPLETE if one half has been played – score at stoppage is final
- ▶ If less than one half played, game may be rescheduled if it affects tournament outcome and weather permits
- ▶ THE TOURNAMENT DIRECTOR HAS AUTHORITY TO RESTRUCTURE OR CANCEL ENTIRELY
- ▶ NO REFUNDS will be issued if tournament is cancelled in whole or in part
- ▶ Rain hotline: 901.751.4223 x 9

MRSC FACILITY RULES

No alcohol on premises
No smoking within white fences
surrounding fields
All participants and spectators must
abide by MRSC rules

RISK MANAGEMENT

All TSSA team officials must be risk
management certified by TSSA and must
present card on request. Non-TSSA
officials must show equivalent
certification.

CONCUSSION POLICY

TSSA coaches: CDC Heads-Up Concussion
Certification required
Non-TSSA coaches: CDC Heads-Up OR NFHS
Concussion in Sports certificate
CDC Parent & Athlete Concussion Info
Sheet required for each player

NO PROTESTS ALLOWED – ALL REFEREE DECISIONS ARE FINAL

RULES HIERARCHY

	AUTHORITY	NOTES
1	Tournament Rules (these rules)	<i>First authority for all matters</i>
2	TN Soccer	<i>Governs situations not in tournament rules</i>
3	USYSA	<i>Next in hierarchy</i>
4	USSF	<i>Next in hierarchy</i>
5	FIFA Administrative Rules	<i>Final rulebook reference</i>
TD	Tournament Director	<i>Final authority on ALL matters not otherwise covered – no appeals</i>