

St. Louis Development Academy

Metrofest Tournament Rules

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 (MYSA) and United States Youth Soccer Association (USYSA) with the following exceptions.

Eligibility:

- These events are open to competitive select teams, and all players must be registered with USYSA, US Club and their respective state associations and have a current player ID card with picture.
- All out of state teams must have a travel permit from their state association. This rule does not apply for US Club sanctioned teams.
- Required documentation: player cards (USYSA, US Club), your state association approved signed guest player loan forms (if applicable), copies of the state or National Associated verified roster all uploaded to the tournament document page.
- The St. Louis DA event staff will keep a copy of the state roster, guest forms and travel permits.

Roster Size:

- Team rosters will be comprised of no more than 14 players for 7v7 format games (U8 - U10).
 - Team rosters will be comprised of no more than 18 players for 9v9 format games (U11 and U12).
 - Team rosters will be comprised of no more than 22 players* for 11v11 format games (U13 and up).
- Teams playing U17 through U20 can roster 22 players but can only dress 18 players for any game. Some exceptions to this rule can be made with event director's approval prior to event kick off.
- A player may play for only one team during the event. Exceptions to these rules must first be approved by the event director.

Guest Players:

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 U19 player who is currently enrolled in high school is allowed to play on a U18 team. A U15 player that is currently enrolled in 8th grade (or lower grade) during his/her high school season is allowed to play on a U14 team.

Electronic Check In

- Team check-in process is strictly electronic and requires minimal uploads.
- The required documents that are to be sent to the event committee and subsequently retained are noted below.
- All other documents/passes are to be possessed by the teams. They may or may not be required at the event, however when asked for, should be able to be provided to tournament staff.
- If your documents are not uploaded in GotSport and a dispute is brought to tournament staff where verification of any and all documents will be required, your team will forfeit the game immediately and a score of 3-0 will be awarded to the opposing team. The ruling of the tournament staff is final.
- The following items are to be scanned and uploaded to the GotSport registration for the tournament.
 1. Official State Roster
 2. All player and coaches cards for those on the official state roster
 3. Travel Permit (if applicable)
 4. Signed Guest Player Forms (if applicable)
 5. Guest Player Passes (if applicable)

If you have any questions or are unsure of how to upload documents, please click on the link below

[How to upload tournament docs](#)

Substitutions

- Unlimited substitutions shall be allowed in accordance with USYSA rules.
- A player receiving a “yellow” card does not have to be substituted for.
- No substitutions will be allowed for a player ordered from the field by the referee for misconduct.
- Any player or coach who receives a “red” card shall not participate in the next scheduled game.
- Ejections will be reviewed by the event officials, who reserve the right to lengthen/adjust suspensions based on the nature of the offense.

Overtime:

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

Field Size	AGE	Gender	GAME LENGTH	ROSTER SIZE
7v7	U8	Boys & Girls	(2) 25 min halves 10 minute break	14 4 guest player max
	U9	Boys & Girls	(2) 25 min halves 10 minute break	14 4 guest player max
	U10	Boys & Girls	(2) 25 min halves 10 minute break	14 4 guest player max
9v9	U11	Boys & Girls	(2) 30 min halves 10 minute break	18 5 guest player max
	U12	Boys & Girls	(2) 30 min halves 10 minute break	18 5 guest player max
11v11	U13	Boys & Girls	(2) 30 min halves 10 minute break	22* 6 guest player max
	U14	Boys & Girls	(2) 30 min halves 10 minute break	22* 6 guest player max
	U15	Boys & Girls	(2) 35 min halves 10 minute break	22* 6 guest player max
	U16	Boys & Girls	(2) 35 min halves 10 minute break	22* 6 guest player max
	U17	Boys & Girls	(2) 40 min halves 10 minute break	22* 6 guest player max
	U18	Boys & Girls	(2) 40 min halves 10 minute break	22* 6 guest player max
	U19/20*	Boys & Girls	(2) 40 min halves 10 minute break	22* 6 guest player max

*22 players may be rostered, however only 18 may dress out per game

The Event Director may change the duration or length of games, subject to the following:

- inclement weather,
- delay from relocation and/or rescheduling of any games,
- may cancel any games in the preliminary rounds which have no bearing on deciding group winners,
- may modify rules for tie breaks due to inclement weather delays.

Scheduling:

Shall be the sole responsibility of the Tournament Committee.

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 point 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 licensed 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.

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

Ejections

- Any player or coach ejected from a game will be ineligible for that team's next game.
- Any player or coach ejected for fighting or violent conduct can be subjected to ejection from the remainder of the event.
- Player and coach's cards will be retained by the event director and returned after the suspension has been served.

Weather Contingency

- We will do whatever possible to play all games as scheduled. Should the rain and/or lightning be so severe that we must use this weather contingency, the event Committee may use any of the following rules at their discretion:
- Preliminary round play games will be shortened as deemed necessary or if weather does not permit time to shorten games, then 11v11 full team 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. (7v7 and 9v9 games will follow the same format, however in smaller numbers. Reduce to Equate measures in effect)
- Finals will be played at full length if at all possible.
- Matches that have reached halftime prior to a weather delay / halt of play may be deemed complete as the stood at the time of the delay / halt.
- Temperature Guidelines:
 - ~U14 and younger will halt play if the cold index with wind chill reaches 18 degrees*
 - ~U15 and older will halt play if the cold index with wind chill reaches 14 degrees*
 - ~All age groups will halt play if the heat index reaches above 105 degrees*
- * The above listed temperature guidelines may be just one factor that could influence the decision of the event directors to play or not to play even if the field conditions are deemed playable. Other conditions that may influence the decision include wind, humidity, rain, snow, sleet, freezing rain, ice, etc. Event directors, along with the medical staff, and referee staff will make all stoppage distinctions at their discretion.

MYSA Partner Event Referee/Official Abuse Policy

Missouri Youth Soccer, its member organizations, and tournament providers, are united in their belief that there is no place for hate or abuse in youth activities. As such, all teams should be aware of the consequences for any actions or verbalizations that are directed at any team members, game officials, spectators, or tournament staff at a Missouri Youth Soccer sanctioned event. These actions are not limited to on-field but encompass anywhere on tournament property leading up to, during, or immediately following the event. At all times, the head coach of a team is directly responsible for the actions of its coaches, players, fans, and supporters. As such, a head coach may be dismissed for the actions of their team by tournament staff should it become necessary and in such cases that another coach is not available the team will forfeit the match and it shall end immediately.

The following sanctions shall be considered as the advised actions should any abuse or hate speech be observed by game officials and reported promptly to tournament officials:

Players – 2 game suspension for physical or verbal abuse directed toward any game official or tournament staff. Consideration shall also be given to language and content directed towards players and spectators that would be considered hate speech.

Coaches – 2 game suspension for any physical or verbal abuse directed toward any opposing team member, game official or tournament staff.

Spectators/Fans:

Spectator and Fan support is highly valued! However, demeaning statements, ridicule of calls or actions, and overall negative or abusive treatment of anyone has no place in developing players in any youth sport. In the event of these issues the sideline shall be cleared for the remainder of the match and shall remain cleared for the next match played by the team.

Other Parties not covered above – Shall be banned from tournament grounds immediately and for the remainder of the tournament. A full report from all applicable persons involved in violent or abusive actions shall be submitted to the Missouri Youth Soccer office within 48 hours of the tournament for review of further possible actions. At its own discretion, Missouri Youth Soccer may investigate claims further and take further action in those persons or situations that may call for it. In these instances,

Missouri Youth Soccer could extend game suspensions and bans toward other Missouri Youth Soccer sanctioned events that may be participated in.

Protests:

- Protests may be made only by the designated coach.
- Protests must be submitted in writing and submitted along with \$100 cash to the tournament director.
- No protests will be heard concerning judgment calls made by all referees.
- All protests must be made within 30 minutes of the conclusion of the game in question.
- Protests will be ruled on by the Event Committee by the start of the participants' next game, or ASAP.
- The protest fee of \$100 is not refundable if the protest is not upheld.

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.

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.

The logo of the St. Louis Development Academy is a large, circular emblem in the background. It features a red and white wavy design, a yellow fleur-de-lis in the center, and the words "ST. LOUIS" at the top and "DEVELOPMENT ACADEMY" at the bottom in a grey ring.

Refund Policy:

Confirmation of acceptance will be provided. Teams that 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. If the event is canceled entirely, STLDA will refund a percentage of your entry fee. Typically you will receive 80% of the entry fee for the event. Teams will be refunded per game if the event starts and they play only one or two games. Travel costs incurred by teams accepted into the tournament are not the responsibility of the host club. Teams travel at their own risk.

****Tournament director has complete discretion to make any and all adjustments as needed as it pertains to rules.**

Tournament Staff:

Tournament Director-Tim Lanfersieck— tournamentdirector@stlouisda.com

Tournament Admin-Corey Donigan – cdonigan@stlouisda.com

Tournament Admin-Heather Limoges – hlimoges@stlouisda.com