



Merced Youth Soccer Association Annual MYSA CUP

Welcome to the Annual MYSA CUP, the Recreational League Tournament for Merced Youth Soccer Association teams. Participation in MYSA Cup is available to all MYSA Recreational league teams in **GOOD** standing. In addition, selected Recreational teams from Atwater, Chowchilla, McSwain, Livingston, and Los Baños are invited on a space available basis. This Tournament is for Under 10 Boys & Girls, Under 12 Boys & Girls, Under 14 Boys, Under 15 Girls, and Under 18 Coed age groups.

Tournament Format:

The Tournament Committee establishes game assignments, schedules, and determines all team seedings.

One to Five Team Divisions: Teams play each team in their bracket and the team with the highest amount of points will be champion.

Six & over team divisions: Teams will play Single Elimination format until a champion is crowned.

Dates: ***BOTH weekends after the last weekend of regular season play.***

Game Times:

Game times are between 8:00 A.M. - 5:00 P.M (If field/referee availability is lacking then games may be played after 5:00 pm).

Game times will be shortened from standard game lengths to accommodate the limited availability of fields and referees. U10 play 20 minute halves; U12 play 25-minute halves; U14, U15, and U18 play 30-minute halves. **Important: Game times listed in schedule are KICK-OFF times.** Be on the field 30 minutes before, ready to play. Failure to field your team will result in shorter game duration and may result in forfeit. This is necessary due to tight scheduling of games.

Only Championship games are played with the standard game lengths.

Awards: Brackets with 6 or more teams will receive 1st & 2nd place awards. Brackets with 5 or less teams will receive 1st place awards only.

TOURNAMENT RULES

Game Cards: The winning coach is responsible to bring completed and signed game cards to the Tournament Table. COACHES: DO NOT leave field without getting game cards from the referees! In case of a tie game, the home team will take game cards to Tournament Table.

Equipment: Each coach is responsible for furnishing a game ball and a goalie shirt. Coach will present all documents on demand to referee or any MYSA representative.

Uniform: ALL shirts will be tucked in. Shin guards are required. Home team, or the team listed first, must wear jersey vests, if a color conflict exists. A second shirt (NO HOODS) may be worn under a jersey provided all team members wearing shirt are wearing matching color. No pants, gloves, etc. will be allowed except by the goalie. If you switch goalies, that player (the player leaving goalie) must immediately conform to the uniform rules. All players must wear their MYSA assigned uniform, including shorts. Players wearing non-MYSA issued uniforms may not be allowed to play until approved uniform is worn.

Rules of Play: Unless otherwise stated in the Tournament Schedule, the Standard M.Y.S.A. / FIFA Rules for Adult games apply.

Single Elimination games: In case of a tie at the end of regulation, there will be an immediate sudden death, 5 minute overtime. If still tied after overtime, the game will go to penalty kicks.

Bracket games: All ties stand. No overtimes.

Goal Differential: If at any time a team is winning by more than the allowed goal differential, the game will end and the team on the losing side of the goal differential will be declared the game winner.

NO APPEALS: Referee and Tournament Committee rulings are final!

ADDITIONAL RULES

- 1) You must coach only from the coaches' box, which extends 10 yards each way of the half line, and 3 feet behind the touchline. ALL SPECTATORS must be 6 feet behind the touchline. Parents, spectators are not allowed down by the penalty area or behind the goal line.
- 2) **NO ALCOHOLIC BEVERAGES ALLOWED ON ANY GAME SITE OR FACILITY. NO PETS AT ANY SOCCER FACILITY.**
- 3) The behavior of parents and spectators are the responsibility of team coaches. Please have all parents and spectators on your side of the field. The referee will expect you to handle any problems that may arise on your side of the field.
- 4) **Every player must play at least half of the game, unless the player is sick or injured.** Remember, this is a recreational league tournament for developmental players; our main goal is to provide every player the opportunity to play. Non-conformity to the ½ game rule will result in a forfeited game, with points added/subtracted accordingly.
- 5) You must have your team clean up its side of the field after each game. Trash containers are available for this purpose.
- 6) **Any player, coach, or spectator challenging another player, coach, spectator or referee to a fight before, during, or after a game will be suspended from further Tournament games and could cause that team to be suspended from any further Tournament play.**
- 7) Goal Nets and Corner Flags: same as league play. Home & Away teams scheduled for first game of day will set up nets (nets will be delivered). Home & Away teams scheduled for last game on field take down nets & flags. Home team is to return equipment to appropriate location.
- 8) *******Any red-carded (Sent Off) player or coach will be out for the remainder of the tournament, whether received during the first game or last game. Coach receiving red card or sent off will not be allowed on sideline for any game.*******

GOOD LUCK to your team and may you all have Great Games!

MYSA CUP

Point System for bracket games

WIN = 3 POINTS

TIE = 1 POINT

LOSS = NO POINTS

In the case of a *Forfeit*: The game card will show a 3 – 0 game with points figured appropriately.

Loss of Points

1/2 Point for every red card a player receives.

1 Point for every red card a coach or assistant coach receives.

Any red-carded or sent off player or coach will be out for the remainder of the tournament whether received during the first game or last game. Coach receiving red card or sent off will not be allowed on sideline for any game.

NO EXCEPTIONS!!!

TIE BREAKING

Tie breaking procedures to advance to final / semi-final round:

- 1) Head to Head competition: winner advances.
(If three or more teams are tied: team that beat both other teams advances, if not then skip to procedure #2. As soon as one of the three teams is eliminated, tie breaking starts at #1 again.)
- 2) Goal differential (scored minus allowed; maximum differential of 4 per game).
- 3) Total goals scored up to 4 per game.
- 4) Total goals scored against. (Lower number advances)
- 5) If tie still exists: MYSA representative will break the tie with all involved coaches present.

Tie Breaking in Final and Semi-Final round: Refer to Tournament rules handout.