



2020 Salsa Soccer Tournament

May 15 – May 17, 2020

OFFICIAL RULES

GENERAL

1. The Salsa Soccer Tournament will host approximately 100 competitive boys' and girls' teams in the following age groups:

Boys/Coed Teams: U8, U9, U10, U11, U12, U13, U14, U15, U16, U17, U18, U19

Girls Teams: U8, U9, U10, U11, U12, U13, U14, U15

2. **Team registration** fees are: \$600.00 (11v11: U16-U19); \$575.00 (11v11: U13-U15); \$500.00 (9v9: U10-U12); \$450.00 (7v7: U9-U10); \$300 (4v4: U8).

3. Matches will be played at the Raytown Soccer Complex in Kansas City, MO (14200 E 87th Street, Kansas City, MO 64139) during Friday, May 15th, Saturday, May 16th, and Sunday, May 17th, 2020.

4. **Team Check-In** will be held at a predesignated location prior to the tournament. A team check-in must be completed prior to the team's first match. If the manager/coach is unable to attend formal check-in, then the team must complete check-in at the venue of their first match at least one hour prior to their first match.

Coaches or managers must provide the following items at Check-In:

- ** A Copy of the Official State/League Roster (Tournament retains),
- ** Registration Cards for all players including guest players (returned),
- ** Registration Cards for all coaches/managers if issued by home State with approved CDC (concussion certificate) and SafeSport Certificate (returned),
- ** State approved Travel Permit (Tournament retains),
- ** Guest Player Agreement-State Form (Tournament retains),
- ** Original Medical Release Forms for each player (returned).

Once a team has been registered and gone through the Check – In process, the roster will be frozen and may not be altered for the duration of the Salsa Soccer Tournament.

Player cards will be bound during the check in process and must remain bound for the duration of the Salsa Soccer Tournament.

Valid Registration Cards from the State or from the league will provide proof of age and will be used to validate game cards. Game Cards will be generated by the Salsa Soccer Tournament Committee and given to the Field Marshall or a Match Official prior to each match.

PROCEDURES

1. Teams will play three, matched opponents in their Division of their age group. Each Division will play three-matches in the Round Robin. Subsequent to Round Robin play, the two teams with either the highest points within a four-team division or the highest points within a designated pool or the winners of semi-final matches will compete in a Final match. The winner of the Final match will be awarded a 1st Place Team Trophy/Plaque. Players participating in the Final match in each Division will be presented with an Individual 1st or 2nd Place Award.
2. In the Round Robin, the team listed first is the Home Team and will provide a game ball if one is not provided by the Tournament. The Team gaining the most points in the Round Robin will be Home Team in the Final Match or, in the case of equal points, the team listed first in the team list.
3. Finals will begin with a formal player/official march-on and the National Anthem.
4. The Tournament Director will match teams based on age, skill level and requested placement.
5. The Salsa Soccer Tournament is an Unrestricted event. All players must be registered and in good standing with USYSA, US Club Soccer, AYSO or USSSA and maintain a current / active membership card with noted organization. Coaches and managers will be registered, licensed and carded within the rules of their member organization.
6. Team rosters are limited to the following:
 - 4v4 teams – 8 players
 - 7v7 teams – 14 players
 - 9v9 teams – 16 players
 - 11v11 teams - 18 players
7. Guest Players:
 - Two (2) guest players are allowed for each 4v4 team.
 - Three (3) guest players are allowed for each 7v7 team.
 - Four (4) guest players are allowed for each 9v9 team.
 - Five (5) guest players will be allowed for each 11v11 team.
8. Players can play on multiple teams during the tournament as either a rostered or guest player. The only restriction is that a player shall not play for teams that are bracketed within the same tournament division. In other words, a player cannot play for two teams that may play each other during a Round Robin/Semi/Finals match. Failure to comply with this rule will result in the loss of all tournament points earned by all teams involved in the infraction and possible dismissal from the tournament with no return of entry fees.

9. Players must play in their own age group or up. No player can play down unless they qualify based on their legal age. Salsa Soccer Tournament Exception: Players on Girls U14/15 Teams who are a) in the 8th grade, b) required to play Under-15 due to their legal age, and c) registered to play in an Under-15 team, may play in an Under-14 Division. Further, Teams playing in Salsa Soccer Tournament Under-14 Divisions shall have no more than three (3) Under-15, 8th Grade players included on the team's tournament roster.

10. Each team must have an adult, properly registered as a coach by their State Association, on the touchlines to be in charge during all match play. This adult must have access to each player's Registration Card and Medical Release form. All players are the responsibility of the Club and the Club's coach/manager during the entire tournament.

11. Each Team, player, coach, manager, or spectator shall participate at his or her own risk. The Salsa Soccer Tournament, Summit Soccer Club, Alliance Futbol Club, The City of Raytown, MO, Raytown Soccer Club, The City of Kansas City, MO, MYSA, USYS, Salsa Tournament Sponsors, or any authorized representative, agent, or employee thereof shall not be responsible for any liability in connection with the tournament for personal injuries or property loss in connection with travel to or from, or participation in, this Tournament.

12. All matches will be played in accordance with the FIFA's Laws of the Game as modified by USYSA and this Tournament. All activities regarding the conduct of the match and The Laws of the Game, including players' equipment, is the sole discretion of the match Officials. Their decisions are final. Questions about tournament points/schedules and accommodations can be directed to the Tournament Director, Field Marshals or Field Monitors.

13. Both teams will bench on the same side of the field and the opposite side from their spectators. Coaches are limited to their half of the field. Spectators may be seated or standing at least 2 yards off the Touch Lines. A maximum of three (3) officially carded coaches will be allowed in the team technical area.

14. No spectators or coaches are allowed on the end line of any field. All persons must remain along the touchlines of their respective field.

MODIFICATIONS

1. The following match times apply:

AGE GROUP	ROUND ROBIN	FINALS
Under 8 (4v4)	20-minute halves	20-minute halves
Under 9-10 (7v7)	25-minute halves	25-minute halves
Under 11-12 (9v9)	25-minute halves	25-minute halves
Under 13-15 (11v11)	30-minute halves	30-minute halves
Under 16-19 (11v11)	35-minute halves	35-minute halves

2. 4v4 matches will use a size 3 ball; 7v7 & 9v9 matches will use a size 4 ball; 11v11 matches will use a size 5 ball.

3. Free Substitution is permitted for both teams at the centerline at any time there is stoppage of play due to scoring of a goal, goal kick, or throw in. However, before a throw in, free substitution for both teams are permitted only when the team with possession is substituting. U8 may have free substitution by either team on any dead ball / stoppage of play at the discretion of the referee.

4. Cautioned players must leave the field of play and can be substituted for (if there are no substitutes available, the cautioned player's team will play SHORT). A cautioned player that has been sent off may return to play at first substitution opportunity for that player's team.

5. Shin Guards are mandatory; slide shorts are permitted; and soft helmets are permitted for goalkeepers. Casts, knee braces, orthopedic appliances may be permitted if all hard surfaces, edges, and hinges are sufficiently padded to meet the approval of the Head Match Official. Uniform color conflict will be resolved by the Home Team by changing jerseys or wearing colored pennies. All player equipment is subject to Referee approval.

6. Under 7/8 Division matches will be played 4v4 (four field players) using reduced goals. Under 9/10 Division matches will be played 7v7 (six field players plus a goalie per team) using reduced goals. Under 11/12 matches will be played with 9v9 (eight field players plus a goalie per team) using reduced goals. Under 13 through Under 19 will be played with 11v11 (ten field players plus a goalie per team).

7. No shootouts or extra periods will be played in Round Robin play. Final and semi-final matches ending in a tie will be decided by FIFA Penalty Kicks. The Center Referee with assigned Assistant Referees will be responsible for managing and executing the Penalty Kicks contest. A final point will be awarded to the team winning the shootout contest.

A. All rostered players are eligible to participate in Penalty Kicks either on the pitch or on the bench at the conclusion of regulation.

B. Each team will designate a goalkeeper prior to the first Penalty Kick being taken. The Designated Keeper can be from players on the pitch or on the bench at the conclusion of regulation. Once Penalty Kicks begin, goalkeeper substitution will occur only as the result of injury to a team's designated goalkeeper. If one team substitutes a goalkeeper for injury reasons, the opposing team shall have the option to also substitute a goalkeeper prior to the next penalty kick being taken; regardless of which team is shooting.

8. U8 (4v4) Rule Modifications:

** Minimum number of players for a team to start or continue a match is 3.

** There is NO offside.

** U8 may have free substitution by either team on any dead ball / stoppage of play at the discretion of the referee.

** All Free Kicks are indirect.

** Corner Kicks are indirect.

** There are NO Throw-ins. An indirect kick is awarded at the spot the ball crosses the sideline.

** There are NO Penalty Kicks during match play or finals; U8 FINALS matches that end in a tie will result in both participating teams being declared "Co-Champion".

** The Penalty Spot is six (6) yards out from the center of the goal line.

9. U9/U10 (7v7) Rule Modifications:

** U9/10: Minimum number of players for a team to start or continue a match is 4.

** U9 & 10's will observe the offside rule.

10. U11/12 (9v9) Rule Modifications:

** U11/12: Minimum number of players for a team to start or continue a match is 5.

11. NO Headers for U8-U11

** There are NO Headers allowed for ages U8-U11. Heading the ball is defined as a player using or attempting to use his/her own head to play the ball. Should a referee see a player head the ball, the referee must stop play, inform the player they may not head the ball, and restart with an indirect free kick for the opposing team from where the player headed the ball. If the location is inside the penalty box, the restart should be moved to the top of the penalty box at a point nearest to where the player headed or attempted to head the ball. This does not apply to a player being struck in the head by a ball he/she didn't intend to play in that manner. While referees might stop play in this circumstance to evaluate potential injury, should the player show any of the signs referees watch for that might indicate a serious injury, per the laws of the game that restart would be a dropped ball. Referees must understand that heading the ball is NOT a violation of the laws of the game, so no criteria associated with fouls or infractions of the laws, should be applied to this violation of tournament/league safety requirements except those mentioned above. Referees must use common sense. For instance, should a player head the ball away from the goal, even though by definition, this might meet the criteria for denying a goal scoring opportunity, that should not be applied in this circumstance. Likewise, players who are guilty of heading the ball should never be issued a caution or sending off.

POINTS

1. The following points will be awarded to each team during the Round Robin play to determine the teams progressing to the final match with each Age Group and Division.

A 3-point system will be used:

** 3 points for a win

** 1 point to each team for a tie

** NO points for a loss

2. In case of a tie with respect to point scores earned during round-robin play, the selection of a team(s) that will progress to a Semi-Final or Finals Match will be determined by following the tiebreaking protocol in descending order (i.e. starting with #1: Head to Head):

1. Head to Head competition results. (If there is a three-way tie, the next tie breaker will be used to determine a winner from those three teams, regardless of who beat who)

2. Goal Differential (Total Number of ALL goals scored minus goals scored against).

3. Most Number of Goals scored.

4. Least Number of goals scored against.

5. Most Number of shutouts.

6. Least number of red and yellow cards to players, coaches, or parents - Red cards will be considered 2 yellow cards for comparison purposes.

7. Penalty Kicks between tied teams.

In the event of a tie between three or more teams, a draw of lots will determine the order of the teams contesting through Penalty Kicks starting with 3 vs 2. The winner then will contest vs 1.

A "Wildcard Team" is a semi-final qualifying team with the next most points from Round Robin play that has not placed in a semi-final match based upon group/pool record.

3. TEAMS NOT PRESENT OR READY TO PLAY – If a team is not present or ready to play at match time, they will be given an additional 10 minutes maximum to start. If they have not showed up or are not ready to play by that time, the other team will be declared the winner (1-0) and will be awarded the 3 points. Matches will be terminated if both assigned teams are not present or ready to play 10 minutes after the start of the scheduled time. A team is considered present if, seven players and a sanctioned state association registered adult are ready for play at the start for a 11v11 match (see Modifications #8- 10 above regarding U12 and below matches playing less than 11v11, for minimum number of players requirement).

4. If a Semi-Final or FINALS Match is not played, the winner of the match will be determined between the two teams scheduled for that Match. Of those two teams, the team that has earned the most points from round-robin and semi-final matches (if played) will be declared the Match WINNER.

5. In the event that a round robin match is not played for reasons other than a single team forfeit, the match will be declared a draw and each scheduled team will be awarded 3 points.

CONDUCT

The TOURNAMENT DIRECTOR, the sponsoring Clubs, and the Sponsors are striving to create an atmosphere of Excitement and Enrichment for our youth through the Positive support of soccer. All participants are requested to contribute to the Salsa Soccer Tournament in a manner conducive to the benefit of children.

1. Participants, coaches, and players represent their respective Clubs and should maintain a positive reputation of good sportsmanship. Players and coaches will conduct themselves within the Gentlemen's Conduct concepts of soccer during match play. Match play will include a team-to-team handshake at the Center Circle upon conclusion. All Tournament Officials and participants will be treated with respect!

NO ALCOHOL OR ILLEGAL SUBSTANCES WILL BE PERMITTED WITHIN ANY PARK. POLICE WILL BE CALLED.

2. Spectator involvement should be limited to positive cheering and applauding.

3. In the unlikely event of conduct inappropriate to the goals of the Tournament or youth soccer, the following procedures may be invoked by match Officials, Tournament Staff or the Tournament Director.

- If spectators interfere with a match, Officials may instruct the coach that play will be interrupted until such interference has subsided. However, the match clock will not be stopped during such interruptions.
- Teams causing match termination by match Officials for inappropriate behavior by players, coaches, or spectators, will not be permitted to play in final round competition.
- Red-carded coaches will be removed from the game and venue until completion of that match. They are prohibited from being on the team side of the field during that team's next match. There will be no coaching from the parent side.
- Offenses by players or coaches resulting in the award of a red card by match Officials will result in an automatic suspension from the current match and from the next tournament match. In addition, the Tournament, sponsoring Clubs or State Association may convene a disciplinary hearing to consider additional disciplinary actions in accordance with State procedures.
- When a player or coach is awarded a red card, the match official will pull the player or coach pass and return it to the match scorer until such time that individual is allowed to return to a game.

4. Protest on referee discretionary calls will not be permitted or upheld. Protest over Tournament scoring, Tournament procedures, etc., may only be submitted by the designated coach or manager and must be in writing presented to Tournament Director, Field Marshall, or Field Monitor prior to the team's next match or the beginning of the Final Divisional match. Protest will only be accepted with a \$100.00, non-refundable, filing fee. The protest committee will be made up of the Tournament Director, and the Field Marshals, or their designees. The Director and Field Marshals' interpretation of the Tournament Rules as applied to any situation will be final.

5. The Salsa Soccer Tournament is interested in improving services to participants. Your suggestions for changes in format, rules, scoring or tournament goals are welcome to a Field Marshal, Field Monitor, or the Tournament HQ Tent.

6. NO ANIMALS will be allowed in the tournament area due to facility rules. Coaches are asked to inform their members of the rule prior to the tournament. Spectators with animals will be asked to immediately remove the animal from the tournament area. (Note: Please obtain prior approval from tournament director in regard to guide dogs.)

INCLEMENT WEATHER AND REFUND POLICY

1. RAIN INFORMATION: A Tournament Information Hotline might be established to allow coaches, managers, and players to check for rain delays or schedule changes. Teams are expected to keep current of any schedule changes by calling the Hotline or checking with the Tournament HQ Tent. In addition, a tournament messaging system could be used.

2. Match delays, terminations, or cancellations due to inclement weather are at the discretion of the Match Officials or the Tournament Director. Matches terminated after starting due to inclement weather will be counted as completed. Points will be determined based on the match score at the time of termination. Rescheduling of delayed or canceled matches may be attempted during the duration of the tournament if time and pitch permits.

3. Termination of the Tournament due to inclement weather will be at the discretion of the Tournament Director and field owners. No rescheduling of the Tournament or individual Tournament matches outside of the prescribed dates will be possible.

4. The following Policy concerning refunding of tournament fees applies: · No Refund of Protest filing fee regardless of the outcome of the protest.

· Team withdrawal after application acceptance - No Refund

· Termination of Tournament two weeks or more prior to scheduled dates – 95% Refund

· Termination of Tournament at any time within two weeks of scheduled tournament dates - Refund of application fees less \$150 per team (to cover non-refundable expenses).

· Termination of Tournament during scheduled dates.

One match played - \$100 Refund

Two matches played - \$50 Refund

At any other time - No Refund

Unplayed game due to forfeiture - No Refund

5. The Salsa Soccer Tournament, Summit Soccer Club, Alliance Futbol Club, The City of Raytown, MO, Raytown Soccer Club, The City of Kansas City, MO, MYSA, USYS, Salsa Tournament Sponsors or any authorized representative, agent or employee thereof shall not be responsible for any expenses incurred by any team if the event is canceled in whole or in part.