



# MIAMI VALLEY EAST FUN TOURNAMENT

OCTOBER 12 – 13, 2024

KYLE PARK – TIPP CITY



## Instructions to Coaches, Parents, Spectators, & Referees

The Miami Valley East League Board welcomes all the teams and parents to its League Tournament. In 2015 the MVE Board consolidated this tournament to one location for all Divisions. We would like to remind all players, coaches, and parents that this tournament should be played with the emphasis on **FUN**, as has been the intent and purpose of the regular season. With that in mind, we hope you have a great tournament and will assist us in creating a fun atmosphere for the kids. We know that the excitement of each game may be heightened because of the tournament atmosphere. We **EXPECT** that the coaches and parents will refrain from letting their excitement spill over into dissenting or otherwise challenging decisions made by the referees.

The MVE League Board expects coaches, parents, and spectators to understand that it will not tolerate any form of dissent or other irresponsible behavior from any person attending the tournament. Games will be monitored by Tipp City Youth Soccer Board members and Officials from the other Clubs/Districts.

Thank you for giving your time and energy this season and for promoting Fair Play and good sportsmanship among your young players and their parents.

- 1) Management of Players, Coaches, Parents, and Spectators
  - a. In order to manage and control each match Referees will follow the “Ask, Tell, Remove” process when dealing with dissent or other irresponsible behavior displayed by players and coaches. The degree of discipline (Yellow or Red Card) is purely the prerogative of the referees who follow guidelines set forth by USSF, USYS, and OSYS.
  - b. If a coach or player receives a 2 YCs or a RC in any game, s/he will not be permitted to attend at minimum the next match.
  - c. If a coach or player receives 3 YCs or a RC and a YC during the Tournament, s/he will be dismissed/sent off following the final incident and prohibited from participating further in the Tournament. A Guest Player may not be added to replace the sent-off player.
  - d. Coaches are responsible for the behavior of the parents and spectators associated with their teams, in so far that the referees will ask the Head Coach for assistance in controlling unruly parents or other spectators; the referees are not to assume this responsibility.
  - e. If the parent or spectator persists in displaying irresponsible behavior, the match will be suspended until s/he leaves **the immediate vicinity of the field**.
  - f. If they refuse to leave after being so directed by the coach, the match will be terminated, and the Police will be called. If the coach does not cooperate, the match will be terminated.
  - g. **Under no circumstances** will a parent or spectator be shown a Red or Yellow Card.
  - h. Spectators should remain at least 3 steps off the touchline for the safety of the referees and players. Due to expected large crowds at these matches, spectators will be permitted behind the endline but not the goal, as long as they remain at least 10 yds from the Goal Line so as not to interfere with the ongoing play, especially that of the Goalkeeper, or otherwise cause a disturbance.
- 2) Site Rules
  - a. A smoke-free environment shall be maintained within all areas of Kyle Park that are being used for the purpose of this Tournament.

- b. Management of Pets
  - i. In order to maintain a safe environment for the players and spectators alike, pets are not permitted at this tournament, meaning they are not permitted in any part of the Soccer Complex at Kyle Park, including the immediate vicinity of the fields or any spectator areas or pathways.
  - ii. Referees shall seek assistance from the coaches for compliance, if necessary.
  - iii. Pets and their owners are welcome to use the other non-soccer areas of the park. Dogs must be leashed at all times per Tipp City Ordinance.
  - iv. Coaches are to assist the Board in informing players and families of these policies.

### 3) Teams

- a. Coaches must check in at the Tournament prior to their 1<sup>st</sup> match of the day at the tent near field 8 and present a copy of their team roster, and report the addition of any Guest Players.
- b. Coaches must have a copy of their team's roster with them at all times during the Tournament.
- c. The team at the top of each match in a bracket will be designated as the HOME team.

### 4) Uniforms

- a. Players must wear the same team shirt and socks. The HOME team is responsible for resolving any color conflict by changing game jerseys or wearing pinnies over the players' numbered shirts.
- b. Pinnies must be different in color from the opponent and Goalkeepers. If neither is possible, a T-shirt is acceptable, as long as it is also different in color and worn over the players' numbered shirt – **numbers are not required** on alternate shirts. It doesn't matter if the T-shirt has any writing or emblem on it for use in this tournament, but a plain shirt is preferred.
- c. The goalkeeper must wear a color different from his teammates and the opponents, including the opposing Goalkeeper.
- d. Players' uniforms and equipment must meet the standards set forth by USYS and the MVE League. As the weather turns colder, coaches and parents are challenged with dressing their young players appropriately while still complying with the Laws of the Game. Should temperatures fall into a range necessitating warmer clothing, coaches and parents are advised to read Law 4 and the MVE memo concerning players' equipment ([www.tippsoccer.org/referees](http://www.tippsoccer.org/referees)), or on the HOME and Coaches pages.
- e. Players' shirts must be numbered...no duplicate numbers will be permitted.
- f. Players' shirts must be seen regardless of the weather, unless exceptions have been made as in item 3) above.
- g. Layers of clothing provide better protection against inclement weather than bulky jackets with large zippers, which can be dangerous.
- h. PERMITTED additional clothing includes: long-sleeve shirts, sweatshirts, wind-breakers, ski caps with no bills, gloves, and sweatpants or other leg coverings. It is preferred that the socks and shorts be worn on the outside, but this is not always practical. The hood and drawstrings of any sweatshirt must be tucked in and under the neck of the team shirt.
- i. Items of clothing NOT PERMITTED include items that may have a protrusion, such as a knot: "doo rags", bandanas, or handkerchiefs, and scarves. Other items not mentioned here may be determined by the referee to be unsafe, a decision is final.

### 5) Law 4 – Players' Equipment

- a. Coaches are responsible for assuring their players satisfactorily meet all equipment requirements explained in Law 4 even before any inspection by the Referee.
- b. Additional explanation of what the MVE Board deems to be legal/illegal and safe/unsafe equipment can be found at [www.tippsoccer.org](http://www.tippsoccer.org). **Of particular importance to note are the bans on all types of jewelry and any type of eyeglasses without a safety strap.**
- c. Coaches are to assist the Board in informing players and parents of what constitutes illegal and unsafe equipment per these Rules prior to this Tournament.
- d. Players will not be permitted to participate in this tournament unless all conditions concerning proper and improper equipment are met.

## 6) Guest Players

- a. In order to promote maximum participation and fair competition in this tournament, the Board shall permit a team to borrow a player(s) prior to and during this tournament.
- b. Therefore, teams may add players under the following conditions:
  - i. Guest Players may be added to allow a team to reach the full playing number for that age group (i.e 7v7 Wings, and 9v9 Strikers/Kickers), and 1 additional player may be added to allow for substituting.
  - ii. Guest Players must be currently registered for the season within the same Club.
    - Guest Players may be from the same age Division or from the Division one age group younger.
    - The coach must seek permission from the Club's President to add the players, who then shall confirm the approval with the Tournament Director.
    - Guest Players may play on their original team as well as 1 other team as stated, but may appear in no more than 2 games in a single day.
  - iii. Once acknowledged, the coach must report the Guest Player to the Referee prior to the start of each match.
  - iv. Guest Players must follow the rules requiring a numbered team shirt as detailed in item 3) above. The player may wear a borrowed team shirt, or another shirt of the same color to which a number may be added with tape, cloth, etc that it is different from that of any teammate. The switching of shirts during a match is not permitted.

## 7) Team Officials

- a. Coaches are restricted to the technical or bench area which is 2 yds off the touchline and between the half-line and the penalty area line. No coaching is permitted on the spectators' side of the field, behind the entire endline, or down by the penalty area.
- b. At no time may a coach enter the field of play without the referee's permission.
- c. At least 2 adults must be with the team while in the technical area, one of whom must be a rostered coach (max of 3 coaches). Any adult who is not a rostered coach may not coach, i.e. they are not permitted to give instructions to the players in any way.

8) Substitutions – The MVE League has continued the standard that every player present at the start of the game shall be given the opportunity to play at least the equivalent of **approximately** half the game. Requests by coaches for substitutions will be honored by the referees no matter if they occur near the end of a period, as long as the substitution complies with the Laws of the Game, i.e. on a team's throw-in, on the opponent's throw-in if they are also substituting, on a goal kick, after a goal, or following an extended stoppage in play, such as for an injury. However, the referees may add time to the end of a period for substitutions, or if it appears that the substitution(s) is merely a delay tactic. If so, the coach may be cautioned. It is the responsibility of the coach to adhere to the playing-time rules; it is not the role of the Referee to assure such compliance. Substitutes must enter from the substitute area at the half-line. Substitutions attempted directly from the bench area will not be permitted.

9) Injuries – The Miami Valley East League Clubs have committed to decreasing the amount of stoppage time for non-injuries in all age groups. Referees may let the game continue after a player falls down and does not immediately get up. Coaches are asked to allow the referees time to quickly assess whether a player is injured (requiring medical attention/first aid and should be removed from the game), or is merely hurt momentarily. Coaches may not enter the field until summoned by the referee. A player must leave the game if s/he requires attention from a coach, or, if the referee stops the match with a whistle while the ball is in play to assess the condition of the player.

## 10) Laws of the Game

- a. As during the regular season, the FIFA Laws of the Game shall apply
- b. Modifications to the Laws for youth soccer have been adopted by the MVE Board and are detailed in the *MVE Special Rules* document.
- c. Go to [www.tippsoccer.org/referees](http://www.tippsoccer.org/referees), or the HOME & Coaches pages to view these Rules.

- 11) This is a **single-elimination** tournament, i.e. there must be a winner to advance. There will be no overtime periods. Tie-breaking procedures are as follows:
- a. If the match is tied at the end of regulation, the teams will be immediately directed to an open goal for a Shoot-out (PK's) to determine a winner. This is to help assure that a game following the tied game on the same field is not delayed.
  - b. USYS rules and procedures will apply, such as reduce to equate.
  - c. Only players on the field at the end of the match are **"eligible"** to kick.
  - d. The Referee will determine which end of the field is preferable to use.
  - e. 14U Kickers will kick from a point determined by the Referee that is 2 yds beyond the marked 10 yd spot on the 9v9 fields, for a total distance of 12 yds from the Goal Line.
  - f. The Winner of a coin toss will choose whether to kick 1<sup>st</sup> or 2<sup>nd</sup>.
  - g. Coaches will not be asked to produce a list of players who will be kicking in the first group.
  - h. The Referee shall record the number of each player kicking and the result.
  - i. Players who are waiting to kick (i.e. all those who were playing at the end of regulation or who have already kicked) are required to stay within the center circle. Players who will not be participating in the Shoot-out may be **on the field but outside the center circle and behind the half-line.**
  - k. Only one player at a time (other than the goalkeepers) may leave the center circle and only for the purpose of taking a kick. The kick may not be taken until the Referee is satisfied that the Goalkeeper is ready and signals so with his whistle.
  - l. Each team shall kick 5 times in an alternating fashion, unless a point is reached when no further kicks could alter the outcome in five attempts. If tied after the first 5 kicks, kicks will continue in pairs, one per team, until one team scores and the other team does not. Until a result is produced, both teams must continue to use their eligible players without duplication until all (including the goalkeeper) have kicked, at which time players who have already kicked may kick again.
  - m. The Goalkeeper may be switched with any of the eligible players at any time.
  - n. If a Goalkeeper who becomes injured before or during the Shoot-out and cannot continue s/he may be REPLACED only by an eligible player who has been excluded to reduce to equate. However, the new Goalkeeper **may not take further part in the kicks.**
  - o. Other injured players may not be replaced before or during the Shoot-out.
  - p. If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it **must reduce its numbers** to the same number as its opponents.
  - q. The 14U Kickers Division will kick from a point determined by the Referee that is 2 yds beyond the painted 10 yds spot for a total of 12 yds.