

Midlands Tournament Rules

1. Games will be played according to Midlands Soccer League Rules, with the following exceptions, and will consist of two twenty-minute periods with a five-minute half time.
Exception 1: No travel players are allowed to play on a tournament team, even if they played on the team during league play.
Exception 2: There is no defined amount of time a player must play in any tournament game.
2. Each team must supply one linesman per game.
3. Players, coaches and team officials ejected from a game (red card) MUST sit out the remainder of that game plus his/her team's next tournament game.
4. The home team is the team listed first on the schedule and is responsible for providing a game ball and different jerseys if there is a color conflict.
5. Forfeits will be declared if one or both teams fail to show at the designated field at the designated time and are unable to start the game within five (5) minutes of schedule. A forfeit is considered a 2-0 loss. (2 points for goal differential will be awarded. No shutout tiebreaker points awarded.)
6. Rules for determining Group Winners for U12 and U14 Divisions. (There are no standings kept in U10 Division) The two teams with the most points will play in the championship game. A win is three (3) points, a tie is one (1) point and a loss is zero (0) points. A win by forfeit is three (3) points. One (1) point will be subtracted for each player or coach who receives a red card. One (1) point will be subtracted from each team that that outscores an opponent by more than five (5) goals!

In the case of a tie the following tie breaker rules will apply for U12 and U14 Divisions:

- 1) Winner of head to head games. Will not be used if more than two (2) teams are tied.
- 2) Most wins.
- 3) Goal differential. Maximum of three (3) points per game.
- 4) Most shutouts. (A 0-0 game is credited as a shutout for each team.)
- 4) Fewest goals allowed.
- 5) Penalty kicks. Referee will determine goal to be used. Coin toss will determine which team kicks first. PKs will alternate by five (5) different players from each team. If both teams score the same number of goals the tiebreaker will continue in sudden death fashion. Alternating kicks by players other than the first five will continue until such time as both teams have taken an equal number of kicks and one team has scored one (1) more goal than the other. If all players take a PK and score is still tied the PK round will continue starting with the original 5 players and go in the same order. If more than two (2) teams qualify for Pks a random drawing will be conducted to determine the order of the teams in the shootout.

7. If a championship game ends in a tie two 5 minute overtime periods will be played. If a team scores during overtime (Golden Goal) that ends the game and the team that scored is declared the winner. In the event of a draw after the two overtime periods a shootout will take place following the penalty kicks procedure stated above.

8. Cancellation policy is in accordance with NJYS rules. 70% of a team's entry fee will be refunded if tournament canceled for any reason

9. Golf carts may only be operated by people possessing a valid driver's license.

10. Participation trophies will be awarded to all players in the U10 Division and all players in the U12 and U14 Divisions not participating in the championship game.