



South Mississippi Soccer Club's GREAT DAY OF SOCCER TOURNAMENT

INFORMATION, GUIDELINES AND RULES February 28 – March 1, 2009

Classification and Age Division

The Annual Turkey Shoot Out Tournament is hosted by the South Mississippi Soccer Club (SMSC) for recreational (Division III) teams registered with the United States Youth Soccer Association (USYSA). The tournament is sanctioned by the Mississippi Soccer Association (MSA) and USYSA and is open to girls and boys recreational (Division III) teams U-7 through U-16. The tournament director reserves the right to combine competition in age groups where there are insufficient teams to provide for full competition in single age groups.

Team Registration

U-14 and U-16 teams may bring a maximum number of players on the roster of eighteen (18). The maximum number of players on the roster of U-12 teams is sixteen (16), while the maximum number of players on the rosters of U-10 teams is twelve (12) and for U-8 teams is eight (8). Teams will be placed according to age of oldest player playing with your team. A medical release form will be required at check-in. Teams outside of the Mississippi Soccer Association (MSA) must furnish an approved USYSA travel permit. Validation of paperwork will be required prior to participation in the tournament.

Game Information

All teams in U-10 and up divisions are scheduled to have three preliminary games. Teams will be aligned within each age group with brackets and playoffs structured to optimize the possibility of the best teams meeting in the finals. According to MSA Rules, all players must play a minimum of 50% of the game as this is a recreational (Division III) tournament. In the event of inclement weather, the tournament director has the authority to restructure or cancel the tournament. It may not be rescheduled and no refunds will be issued. Any and all games may be rescheduled, shortened, played as a shoot-out, or canceled due to inclement weather or field conditions, all of which is subject to the direction of the tournament director.

Team Standings and Tie Breakers

Each game will be scored utilizing the **3 POINT SYSTEM**. For each game, a team will be awarded the following:
3 points for a win
1 point for a tie
0 points for a loss

Scoring System for Bracket Standings and Ties

All ties stand except in any quarterfinal games and in semifinal games and the championship games. A winner in the tied exception games will be decided through the play of the specified age group period and, if still tied, kicks from the penalty spot (FIFA application).

The following tiebreakers will be used to determine the winner of bracket play:

- (1) Head to head competition
- (2) Goal Differential (Maximum of 3 goals per game)
- (3) Least number of goals conceded
- (4) Kicks from the penalty spot

Games tied in U10 quarterfinals, semi-finals, and finals will go to overtime with two five minute halves. If U10 are tied after overtime, game will go to penalty kicks. Games tied in U12 and above will go to overtime with two ten minutes halves. If tied after overtime, game will go to penalty kicks.

Game Length and Ball Size

Age Group Ball Breaks Bracket/Semi/Finals

U-16 (11 v 11) Ball size - 5; Halftime break - 5 min.; Quarter breaks – 2 min.; 4 quarters X 20 min.

U-14 (11 v 11) Ball size – 5 Halftime break – 5 min.; Quarter breaks – 2 min.; 4 quarters X 17 min.

U-12 (8 v 8) Ball size – 4; Halftime break - 5 min.; Quarter breaks – 2 min.; 4 quarters X 15 min.

U-10 (6 v. 6) Ball size – 4; Halftime break - 5 min.; Quarter breaks – 2 min.; 4 quarters X 12 min.

U-08 (4 v. 4) Ball size – 3; Halftime break - 5 min.; Quarter breaks – 2 min.; 4 quarters X 10 min.

Both teams shall occupy one side of the field and all spectators must be on the other side of the field.

No protest or appeals will be allowed.

Except as noted above, MSA Division III Tournament Rules & FIFA Laws as modified for the appropriate age group shall apply.

Tournament Director

The Tournament Director has the authority and reserves the right to decide on any and all matters pertaining to the Great Day of Soccer Tournament. All such decisions are final.

Conduct

Players, coaches, and spectators are expected to conduct themselves within both the spirit and letter of the law at all times, which at a minimum shall include adhering to the Club's Code of Ethics and/or MSA's Code of Ethics.

Displays of dissent, outbursts of temper, and other unsportsman-like conduct are cause for ejection from the game and the playing area. Coaches and substitutes should stay within their designated areas, and spectators must stay behind the restraining lines. No one, except players, is allowed on the field during the game, unless they're first granted permission by the referee. Flagrant misconduct may result in persons being barred from further participation and/or attendance at the tournament. Players or coaches receiving an ejection (*red card*) may not participate in the team's next game. An ejected player may, with the permission of the referee, remain in the players' area, but must remove his game jersey. An ejected coach or spectator must leave the playing area as defined by the referee before the game may continue.

Home Teams; Match Balls

Unless otherwise designated on tournament schedules, the team listed first in the schedule shall be considered the home team. The home team is responsible for changing jerseys if in the opinion of the referee the jerseys of the home team are similar in color with the jerseys of the visiting team or if otherwise requested by the referee. Home and visiting teams shall provide a match quality ball for the game and it is within the referee's discretion which to use.

Game Reports

The coach or manager of the winning team is responsible for checking and signing the scorecard at the conclusion of each game and while at the field. In the event of a tie, the coach or manager of both teams should sign the scorecard at the conclusion of the game and while at the field.

Player Equipment

All players must wear approved shin guards at all times during play. No jewelry or other devices may be worn by a player if, in the opinion of the referee, the object(s) would present a danger to the player or to the other players. The referee prior to the player being allowed to play in each game must approve casts, braces, prescription goggles, and other medical devices. The referee's decision is final in these matters. The goalkeeper must be prepared to change his jersey if requested by the referee.

Starting the Game

All games will start at their designated time. There is NO grace period. The referee may start a game before its designated time with the mutual consent of the opposing coaches. Any team that, in the opinion of the referee, is not prepared to play at the designated time shall be deemed to have forfeited the game. A minimum of four (4) players is required for U-10 teams playing six (6) players to a side to start a game. A minimum of five (5) players is required for U-12 teams playing eight (8) players to a side to start a game, and a minimum of seven (7) players is required for other teams (eleven (11) players) to start a game.