

APPENDIX A

GREAT LAKES CO-ED SOCCER LEAGUE POST-SEASON TOURNAMENT

Updated 10/01/2017

Purpose The GLCSL tournament is an opportunity for teams to play in a more competitive environment.

RULES FOR COACHES, PLAYERS, REFEREES AND FIELD DIRECTORS

I. ELIGIBILITY AND TOURNAMENT SIZE. All teams will be members of the Great Lakes Co-Ed Soccer League (GLCSL). Each player will be a bona fide member of that team (appearing on that team's roster) and will only play in that age group for the tournament. Any coach who uses or attempts to use an **illegal player** (i.e. a player not on the official team roster) shall be suspended from all GLCSL participation for a minimum of 1 year and the offending team shall be disqualified from the tournament. Age divisions which have greater than 15 teams may be divided randomly into smaller groups which shall play individual and independent tournaments.

II. TOURNAMENT FORMAT (QUALIFYING). Refer to Option 1 or Option 2

Option 1 Each team will play 3 games within its own age division. Each team will receive **2 points for a win, 1 point for a tie and 0 points for a loss**. The two teams with the highest point total in each age division will play in a championship match to determine 1st and 2nd places. The next 2 teams with the highest point totals will meet in a consolation match to be played prior to that age division championship match to determine 3rd and 4th places. Awards for places 1 through 4 will be presented immediately following the individual matches.

Note: Teams in age groups in which only 3 teams enter will play 2 qualifying games and the top 2 teams will advance to the championship game. When only 2 teams enter, the championship will be decided by a 3-game series. If 4 or 5 teams enter, 3 games will be played and only the top 2 teams will advance to a championship game.

Option 2

Divisions will be limited to 9 teams max with the ideal size being 8 teams. Each team will play 3 games within its own division. Each team will receive **2 points for a win, 1 point for a tie and 0 points for a loss**. The two teams with the highest point total in each age division will play in a championship match to determine 1st and 2nd places. Awards will be presented immediately following the individual matches at the tournament finals.

Note: Teams in age groups in which only 3 teams enter will play 2 qualifying games and the top 2 teams will advance to the championship game. When only 2 teams enter, the championship

will be decided by a 3-game series. If 4 or 5 teams enter, 3 games will be played and only the top 2 teams will advance to a championship game.

Note: Modifications to the tournament format may be made on a season to season basis according to the needs of an age division.

A. TIE BREAKING PROCEDURE FOR PRELIMINARY ROUND.

The tie breaking procedure is to determine which team advances to the championship and consolation games.

- **Head to Head competition.** This step applies if only two teams are tied. If three or more teams are tied at this time skip this step.
- **A.** If only two teams are tied at the end of qualifying round of tournament play and they played each other in the tournament qualifying games then the winner of that game shall advance.

2. Bonus system. If teams are still tied after the head to head competition, a bonus system will be used. A team will receive a bonus point for each goal scored up to and including the third goal. No team may receive more than 3 bonus points per game. However, each goal a team allows up to 3 goals in a game will be subtracted from their bonus point total. For example:

- a. If team A beats Team B by a score of 3-0, Team A receives 3 bonus points.
- b. If team A beats Team B by a score of 3-2, Team A receives 1 bonus point.
- c. If team A beats Team B by a score of 6-3, Team A receives 0 bonus points.

Note: If more than two teams were tied getting to this point and 2 or more teams are still tied then the tie-breaking procedure must continue forward.

3. Goals Allowed (up to 5). If teams are still tied, then the team(s) with the fewest number of goals allowed shall advance. Goals given up beyond 5 in a single game do not count towards the overall goals allowed total.

4. Most Wins. If the teams are still tied, then the team(s) with the most wins shall advance.

5. Goals scored (up to 5). If the teams are still tied, then the team(s) with the most goals scored shall advance. Goals scored beyond 5 in a single game do not count towards the overall goals scored total.

6. Red and Yellow Cards. The team with the least number of red cards, including ones issued to coaches and assistant coaches shall advance. If the teams are still tied (hopefully with 0), then the team with the fewest yellow cards shall advance.

- **7. Head to Head.** If three or more teams are still tied then any of the teams that played head to head during the tournament qualifying games and lost shall be eliminated. For example:
- a. Teams A, B, and C, were tied at the beginning. C's final standing in the tournament has been decided by steps 1-6.. A and B played and A won. B is now eliminated.
 - b. Team A, B, and C, were tied at the beginning. All 3 teams are still tied. Team A and C played. C won. A is now eliminated from consideration.

8. Coin Flip. If three or more teams are still tied a coin flip will be used to either advance one team or eliminate one team.

- a. All team reps will flip a coin. (The teams do not need to be present only a representative from the club or team).
- b. If one team needs to be eliminated than the team with the odd side (i.e. Head or Tail) is eliminated. If one team is needed to advance then the odd side would advance.
Example A. One team needs to advance. Two teams flip a head and one team flips a Tail. The team that flipped the tail advances and the others do not. **Example B.** Two teams need to advance. Two teams flip a Tail and one team flips a Head. The two tails would advance and the team that flipped the head would not.
- c. In the event that all teams flip the same side, (i.e. all heads or all tails) the coin shall be flipped again.
- d. If more than 3 teams are flipping coins then continue flipping until you are down to the number of teams that you need.

9. Playoff. If a tie still exists between 2 teams both teams will be invited to an additional playoff game. The game shall be played before the posted day of the finals at the host site. Both teams and the hosting site shall agree upon game time and date. If the teams and hosting site cannot come to an agreement on a time to play, then the hosting site shall set the time and date for the game to be played.

Note: A time and date chosen shall take into consideration, travel time, school dismissal, etc.

Example: a Tuesday at 2pm is unreasonable because of school schedules and parent rides for younger players.

If at the end of regulation the 2 teams are still tied a shoot out will follow. The shootout will follow the procedures given in step B.2 below.

Note: If one team plays more than 3 games in the preliminary round then one game will not count in determining point totals or in the tiebreaking procedure. That game will have been preselected by the scheduler before any of the games have been played. That preselected game will be reported to the hosting sited after all of the games have been played.

B. TIE-BREAKING PROCEDURE FOR CHAMPIONSHIP AND CONSOLATION GAMES. If a **championship or consolation match** is tied at the end of regulation play, the tie-breaking procedure is as follows:

1. A **5-minute sudden victory** overtime period will be played immediately. The team which scores the next goal wins the game. If neither team scores, then a second
2. 5-minute sudden victory period is played.
3. If the match is still tied at the end of the second overtime period, a **shootout** will take place immediately. The shootout procedure is as follows:
 - a. The **shootout** players shall be selected from those players on the team's official roster. All players are eligible to participate in the shootout, except for a player who was disqualified earlier in the game, either during regulation play or overtime. **Note: A player no longer needs to be on the field when the second overtime period expires to be eligible to participate in the shootout.**
 - b. Referees may permit rostered coaches and players onto the field during the shootout, but this is done solely at the discretion of the referee. Under no circumstances shall anyone other than rostered players and coaches be permitted onto the field during the shootout or any other part of the game.
 - c. The coach shall submit a 5-player list (players' names and numbers) to the referee. Five players from each team will alternate taking penalty shots and the team with the most goals scored shall be declared the winner. If the game is still tied after the first five players from each team have shot, the coaches shall select a sixth player from the remaining rostered players who has not participated in the shootout. A winner is declared when one player scores and the other fails to score. If both players score or both players miss, a seventh player is selected and the process is repeated until a winner is declared or until every player on the team's roster has taken a shot on goal. If all of the players on a roster have been used, the process shall start over.
 - d. **Note:** Goalkeepers may be changed at any time during the shootout.
 - e. **Note:** The **tournament finals site director** shall assist in ensuring that the proper protocol is followed for overtime play. However, as always, the referees are the sole authority in all matters pertaining to game play.

III. CONDUCT OF THE TOURNAMENT. The rules of the **United States Soccer Federation (USSF)** shall be followed with the following modifications adapted by GLCSL:

A. Duration of Games, Player Participation and Co-Ed teams

U-9 through U-15: 25-minute halves

U-19: 30-minute halves

All eligible players who are not under disciplinary action shall play in both halves of each tournament game and shall play as nearly a **minimum of one-third of each half** as possible. This rule shall not prohibit players from playing more than the minimum required time.

Note: Coaches who blatantly violate the **player participation rule** may be assessed a red card by the **referee, site director, tournament director** or **League president**.

Co-Ed teams in co-ed age divisions U9 and older must field a **minimum of 2 girls** at all times. If this is not possible, then the team must play shorthanded. This requirement is in addition to the above **player participation rule**.

B. Team Rosters. Prior to the tournament, the League Registrar will send to each tournament host representative an official copy of the rosters for the specific age group being hosted. The roster must be an original and must not be duplicated. The League Registrar shall also send a complete set of the rosters for all of the participating teams to the tournament director. A stamp or signature on each roster shall designate its authenticity. The roster shall list all eligible coaches and players on the team (not just those coaches and players present).

The roster must also include the jersey number of each player on the team, which shall be obtained prior to the first tournament game. Disqualified players and coaches shall be highlighted or otherwise designated on each roster. The rosters shall be retained by the site directors and tournament director.

Note: Only rostered coaches are permitted in the team's bench area during play and a team may not play in the absence of a rostered coach. If a team's only rostered coach is red carded during a game, play may not continue and the game is immediately declared a forfeit (see III.D. below).

C. Severe Weather-Shortened Games. Prior to the start of the game, the **site director** may cancel the games to be played due to lightening or other dangerous weather conditions. Once the game begins, only the referee may terminate play, although he/she may discuss the matter with the **site director**. Any game cancelled prior to the completion of one full half of play must be replayed in its entirety. If at least one full half of play has been completed, then the game is considered complete and the final score of that game shall be the score of the game at the time when the game was terminated by the referee.

Note: The referee shall suspend play immediately when lightning is present.

D. Minimum Number of Players and Forfeits. For the U13 and older age divisions, each team must start the game with a **minimum of 7 players**; the U9 and U11 teams may start with a **minimum of 5 players**. A 5-minute delay may be granted to a team not having the required minimum number of players, but after 5 minutes have elapsed, the game shall be declared a **forfeit. In a forfeit, the winning team shall receive 2 points for the win and the maximum number of bonus points** and the **number of goals scored and allowed** shall be determined by averaging the goals scored and allowed in the team's remaining preliminary games (but the winning team shall receive at least 1 goal scored regardless of the average).

Calculated averages must be left as fractions and may not be rounded up or down. A team that **loses by forfeit** shall be assessed a score of 0-5 for that game.

Clubs that have teams that forfeit games can be sanctioned by the league. Monetary, probation, team suspension, and/or other sanctions can be imposed.

Hosting clubs must report forfeits to the Vice President or the Designated Tournament director.

Note: Teams must get as many players and coaches to the game site as possible. If reasonable effort is made to field a properly rostered team no sanctions will be imposed by the league. All forfeits shall be reflected in the standings.

Note: Calling ahead to plan a no show does not prevent sanctions.

E. Halftime. There will be a 5-minute halftime allotted for all games. The halftime may be shortened if necessary.

F. Substitutions. All substitutions shall be consistent with USSF rules.

G. Cautions / Ejections and Disqualifications. Per USSF rules, a player who receives a yellow card (caution) is **not** removed from the game. Any player or coach who receives a **red card (ejection)** shall immediately leave the entire area of play and may not watch the remainder of that game. Should a player or coach receive a **second red card** (from both regular season and/or tournament games), he/she shall be banned from the remainder of the tournament and shall not be considered part of the team. Any player who receives a **red card for throwing a punch or instigating a fight** shall be disqualified from the tournament. The referee's decision, as always, may not be contested or disputed.

Any player or coach who accumulates during the course of the tournament a red card or 3 yellow cards **shall be suspended** from the next scheduled tournament game, including a consolation or championship game. The referees shall report all red and yellow cards to the **site directors**. **Site directors** shall report all red cards to the **tournament director** at the end of each day. **Site directors** shall maintain a record of yellow and red cards accrued during the tournament in case there is a tie after the preliminary round (see II.A.6 above).

Note 1: If an individual is a coach or an assistant coach for multiple teams and he/she receives a red card during a game, he/she is prohibited from participating in the next scheduled game for all of his/her teams. With league permission an approved club/league board member may coach the team if no other approved coach is listed on the official roster.

Note 2: Any player who received **2 red cards** during the regular season is not eligible to play in the tournament.

Note 3: There are no "soft" red cards per USSF rules. You may not substitute for a player who was sent off with a red card.

Note 4: Any conduct that is deemed unfitting for the GLCSL tournament may result in the disqualification of an individual or a team at any point in the tournament by the **site director, tournament director** or **League president**. Furthermore, the **League president** has the authority to cancel the tournament in any age division if he/she deems it to be in the best interest of the GLCSL.

H. Disputes / Protests. The **site directors** will not entertain any protest in any form about any portion of the outcome of a game. Every possible effort has been made to use qualified referees for this tournament. Any decision relating to the play of a match is solely the referee's responsibility and he/she may not be overruled. Any decision pertaining to tournament procedure or format is solely that of the **site director**. Conflicts shall be resolved by the tournament director and/or the executive board.

I. Reporting Outcome. The **site directors** are responsible for posting all game results on the tally board immediately following each game. Upon completion of the preliminary round at a particular site, the **site director** shall report to the **tournament director** (usually the League Vice President) by 8:30 PM the teams who qualify for the championship and consolation games. Individual coaches must not call the **site director** or the **tournament director** for results, since this only delays the reporting process. As soon as results from the preliminary round games are known but not later than the Thursday prior to the tournament finals, the championship and consolation rounds will be announced on the league website, www.glcsoccer.org. It is the responsibility of the club reps to inform their individual coaches.

J. Non-Appearance. In the event a team does not show up for a scheduled game and a referee rules the grounds playable, the game will be declared a **forfeit** (see III.D. above). The non-appearing team **may** be disqualified from further tournament play. In the event that both teams do not show up for a scheduled game and the referee rules the grounds playable, both teams shall be assessed with a loss. If a tournament tie is involved, then both teams shall be disqualified from further competition.

K. Pairings and Scheduling. The **tournament scheduler(s)** shall be responsible for scheduling the preliminary round games and the time slots for the consolation and championship games. All game pairings in age divisions with greater than 5 teams shall be drawn randomly. The tournament **schedule** for each age division and a list of the **sites and site directors** shall be mailed to each Board member at least 2 weeks prior to the first scheduled preliminary game. All games shall be played only at the approved host site. All fees to be paid to the **tournament scheduler(s)** for services rendered must be approved by the Board prior to payment and may be subject to provisions as determined by the Board.

Note: From time to time tournament sites and teams will be asked to help reschedule game dates and times due to unforeseen circumstances. While it is not mandatory to reschedule it is asked by the board that reasonable effort is made to help with resolving conflicts.

Moving a scheduled game is not a guarantee.

1. Some sites will not have room to move games.
2. Some clubs have coaches rostered on more than one team and rescheduling is impossible.

If a game is rescheduled, the tournament director needs to be notified of the change.

L. Referees. The referee in all games shall be appointed by the GLCSL Board or its delegate. Standard referee fees as established by the Board for regular season games shall apply, regardless of the absolute duration of the specific games. In the event of a nonappearance by the

appointed referee for a U9, U11, U13 or U15 game, the opposing team coaches must agree to a solution. The game is to be played and will be official. U19 games may not be played without an adult USSF certified referee. However, club linesmen (i.e. assistant referees) may be used if necessary. If agreement cannot be reached, then the matter will be referred to the **tournament director** for further action. The referee shall comply with the "Youth Soccer Score Reporting Procedure." All red and yellow cards shall be reported to the **site director**, who shall keep a list of them and report them to the **tournament director**.

The game rosters are also submitted by the referee to the **site director**. A referee who is responsible for a late start of a game may be disciplined by the Michigan Referee Association upon request by the Board. Referees may be called upon by the **tournament director** or Board to explain their reports.

M. Protests. The **tournament director** shall deal with all protests arising out of any tournament game. The referee's judgment with regard to the physical condition of the field and its acceptance for play, the conduct of the game, and those options granted to him/her by the "Laws of the Game" as published by FIFA **shall not be challenged**. Only violations of the Constitution of GLCSL and its Bylaws, rules and regulations and misapplication of the law shall be proper subjects for protest consideration. An email to the tournament director and the executive board detailing the protest shall be sent within 24 hours of the protested match. A formal appeal shall be in writing (typed or printed), in triplicate and sent to the **tournament director** by registered mail on the first business day after the protested game and shall be accompanied by a \$100.00 fee. The fee will be returned if the protest is upheld. It shall not be returned if denied, unless such a refund is unanimously approved by the GLCSL officers.