



Great Lakes Coed Soccer League

Post-Season Tournament

Appendix A

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ARTICLE I NAME

In accordance with Article I of the Great Lakes Coed Soccer League bylaws, the acronym "GLCSL" shall equally refer to this association.

The acronym "MSYSA" shall refer to the Michigan State Youth Soccer Association.

ARTICLE II PURPOSE

The Great Lakes Coed Soccer League tournament is an opportunity for teams to play in a more competitive environment.

ARTICLE III RULES FOR COACHES, PLAYERS, REFEREES, AND FIELD DIRECTORS

Section 1. Eligibility And Tournament Size

- A. All teams must be members of the Great Lakes Co-Ed Soccer League. Each player will be a bona fide member of that team (appearing on that team's roster) and can only play in that age group for the tournament.
- B. 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.
- C. There must be a minimum of 4 teams registered for an age division. If there are less than 4 registered, the tournament fee will be returned to the person/club who originally paid the registration fee.
- D. Age divisions which have greater than 15 teams may be divided randomly into smaller groups which shall play individual and independent tournaments.

Section 2. Tournament Format for Qualifying Games

Option 1

- A. Each team will play 3 games within its own age division.
- B. Each team will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
- C. The two teams with the highest point total in each age division will play in a championship match to determine 1st and 2nd places.
- D. 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.
- E. Awards for places 1 through 4 will be presented immediately following the individual matches.

Option 2

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

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

Section 3. Tie Breaking Procedure for Preliminary Round.

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

- A. **Head-to-Head competition:** 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.
 - a. This step applies if only two teams are tied. If three or more teams are tied, skip this step.
- B. **Bonus system:** If teams are still tied after the head-to-head competition, a bonus system will be used.
 - a. A team will receive a bonus point for each goal scored up to and including the third goal.
 - b. 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.
 - c. If more than two teams were tied at this point and 2 or more teams are still tied, then the tie-breaking procedure must continue forward.
- C. **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 above 5 in a single game do not count towards the overall goals allowed total.
- D. **Most Wins:** If the teams are still tied, then the team(s) with the most wins advance.
- E. **Goals scored (up to 5):** If the teams are still tied, then the team(s) with the most goals scored shall advance. Goals scored above 5 in a single game do not count towards the overall goals scored total.

- F. **Red and Yellow Cards:** The team with the least number of red cards, including ones issued to coaches and assistant coaches, advance. If the teams are still tied, then the team with the fewest yellow cards advance.
- G. **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.
- H. **Random Generator:** If two or more teams are still tied, all teams will be added to a random online generator which will pick the team(s) to advance.
 - a. A representative from each team must be present. This can either be a rostered coach or the club's representative. This can be done in person or via Zoom (or similar conference call platform)

Section 4. 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. 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.

- A. **Sudden Victory:** A sudden victory overtime period of 5 minutes will be played immediately. The team which scores the next goal wins the game. If neither team scores, then a second 5-minute sudden victory period is played.
- B. **Shootout:** 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.
 - i. 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.
 - ii. A player does not need to be on the field when the second overtime period expires to be eligible to participate in the shootout.
 - iii. Goalkeepers may be changed at any time during the shootout.
 - b. The coach shall submit a 5-player list (player's names and numbers) to the referee.
 - c. Five players from each team will alternate by taking shots and the team with the most goals scored shall be declared the winner.

- d. 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 have not participated in the shootout.
- e. 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.
- f. If all the players on a roster have been used, the process shall start over.
- g. 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.

ARTICLE IV.
CONDUCT OF THE TOURNAMENT.

The rules of the United States Soccer Federation (USSF) shall be followed with the following modifications adapted by GLCSL

Section 1. Duration of Games, Player Participation and Co-Ed teams

- A. Teams age U-9 through U-15 will play 25-minute halves
- B. All eligible players who are not under disciplinary action shall play in both halves of each game and shall play as nearly a minimum of one-third of each half as possible.
- C. Coaches who blatantly violate the player participation rule may be assessed a red card by at least two members of the Tournament Committee or two members of the Executive Board
- D. There will be a 5-minute halftime allotted for all games. The halftime may be shortened if necessary.
- E. All substitutions shall be consistent with USSF rules and modified GLCSL rules.

Section 2. Team Rosters.

- A. 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(s) being hosted.
- B. The rosters must be original and must not be duplicated.
- C. The League Registrar shall also send a complete set of rosters for all of the participating teams to the tournament director with a stamp or signature on each roster to designate its authenticity. The roster shall list all eligible coaches and players on the team
- D. The roster must also include the jersey number of each player on the team, which shall be obtained prior to the first tournament game.
- E. 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.

- F. Only rostered coaches are permitted in the team's bench area before, during, and after play.
- G. 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 Article III. Section 5. below).

Section 3. Severe Weather-Shortened Games.

Prior to the start of the game, the site director may cancel the games to be played due to thunder, lightning, 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.

The referee shall suspend play immediately when thunder or lightning is present. All players, coaches, spectators, volunteers must seek safe shelter when thunder or lightning is present. Play, including warmups, may not start for 30 minutes from the last strike of lightning or sound of thunder.

Section 4. Minimum Number of Players

- A. A team must start the game with the following minimum number of players
 - a. **U13 and U15:** 7 players
 - b. **U9 and U11:** 5 players
- B. 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 (See Section 5 for forfeit information).
- C. 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.
 - a. Calling ahead to plan a no show does not prevent sanctions.

Section 5. Forfeits

- A. In a forfeit, the winning team shall receive
 - a. 2 points for the win and
 - b. The maximum number of bonus points
 - c. The number of goals scored and allowed shall be determined by averaging the goals scored and allowed in the team's remaining preliminary games
 - a. The winning team will receive at least 1 goal scored regardless of the average.
 - b. Calculated averages must be left as fractions and may not be rounded up or down.
- B. A team that loses by forfeit shall be assessed with a score of 0-5 for that game.

- C. Clubs that have teams that forfeit games can be sanctioned by the league. Monetary, probation, team suspension, and/or other sanctions can be imposed.
- D. Hosting sites must report forfeits to the Vice President or the Designated Tournament director.

Section 6. 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 Article III, Section 5 above). The non-appearing team may be disqualified from further tournament play. If 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.

Section 7. Cautions / Ejections.

- A. Per USSF rules, a player who receives a yellow card (caution) is not removed from the game.
- B. Any player who receives a red card (ejection) shall immediately leave the field of play. The player may remain on the team bench provided they are not a further disruption to the game.
 - a. If the player becomes a disruption and/or the referee requires them to leave the bench area, they must leave with a parent/guardian, coach, or club representative and may not watch the remainder of the game.
 - b. A team may not substitute a player that receives a red card and must play down a player for the remainder of the game
- C. Any coach who receives a red card (ejection) shall immediately leave the entire area of play and may not watch the remainder of that game.
- D. If a player or coach receives a second red card in either the regular season and/or tournament games, they shall be banned from the remainder of the tournament and will not be considered part of the team.
- E. Any player who receives a red card for violent conduct or instigating a fight shall be disqualified from the tournament.
- F. If a player or coach receives a red card or accumulates 3 yellow cards, they will be suspended from the next scheduled tournament game, including a consolation or championship game.
- G. 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.
- H. 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 Article III, Section 3 above).

- I. If an individual is a coach or an assistant coach for multiple teams and they receive a red card during a game, they are prohibited from participating in the next scheduled game for all their teams.
- J. With league permission, an approved club/league board member or another coach from that club may coach the team if no other coach is listed on the official roster.

Section 8. Disqualifications

- A. Any player who received 2 red cards during the regular season is not eligible to play in the tournament.
- B. 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 at least two members of the Tournament Committee or two members of the Executive Board.
- C. Furthermore, the League Executive Board 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.

Section 9. 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 they 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.

Section 10. 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 the teams who qualify for the championship and consolation games to the tournament director by 8:30 PM.

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.

Section 11. Pairings and Scheduling.

- A. The tournament scheduler(s) shall be responsible for scheduling the preliminary round games and the time slots for the consolation and championship games.
- B. All game pairings in age divisions with greater than 5 teams will be drawn randomly.
- C. The tournament schedule for each age division and a list of the sites and site directors shall be emailed to each board member at least 2 weeks prior to the first scheduled preliminary game.

- D. All games shall be played only at the approved host site.
- E. All fees to be paid to the tournament scheduler(s) for services rendered must be approved by the Executive Board prior to payment and may be subject to provisions as determined by the Executive Board.
- F. Tournament sites and teams may be asked to help reschedule game dates and times due to unforeseen circumstances. While it is not mandatory to reschedule it is asked that reasonable effort is made to help with resolving conflicts.
 - a. Moving a scheduled game is not a guarantee as some sites will not have room to move games or coaches may be rostered on more than one team and rescheduling is impossible.
 - b. If a game is rescheduled, the tournament director needs to be notified and approve of the change.

Section 12. Referees.

- A. The referee in all games shall be appointed by the GLCSL Executive Board or its delegate.
- B. Standard referee fees as established by the Executive Board for regular season games shall apply, regardless of the absolute duration of the specific games.
- C. In the event of non-appearance of the appointed referee, the opposing team coaches must agree to a solution. The game is to be played and will be official.
 - a. If agreement cannot be reached, then the matter will be referred to the tournament director for further action.
 - b. Club linesmen (i.e. assistant referees) may be used if necessary.
- D. The referee shall comply with the "Youth Soccer Score Reporting Procedure."
- E. 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.
- F. Referees may be called upon by the tournament director or Executive Board to explain their reports.

Section 13. Protests.

- A. The tournament director shall deal with all protests arising out of any tournament game.
- B. 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.
- C. Only violations of the Bylaws of GLCSL and its rules and regulations and misapplication of the law shall be proper subjects for protest consideration.
- D. An email to the tournament director and the Executive Board detailing the protest shall be emailed within 24 hours of the protested match.

- E. A formal appeal shall be in typed writing, 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.
 - a. 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 Executive Board.