

MIAMI VALLEY EAST LEAGUE TOURNAMENT

OCTOBER 14 – 15, 2023

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 games. Games will be monitored by Tipp City Youth Soccer Board members and Officials from the other 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) Referees will follow the “Ask, Tell, Remove” process for dealing with dissent or other irresponsible behavior displayed by 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.
 - a. If a coach receives a caution in two different games, he will be dismissed from the field following the 2nd caution and will be prohibited from coaching the next game.
 - b. If a coach receives a Red Card in a game, he will not coach at minimum the next game and may be subject to more sanctions depending upon the degree of his/her irresponsible behavior.
- 2) 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.
 - a. 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**.
 - b. If they refuse to leave after being so directed by the coach, the match will be terminated, and the Tipp City Police will be called.
 - c. **Under no circumstances** will a parent or spectator be shown a Red or Yellow Card.
 - d. Spectators should remain at least 3 steps off the touchline for the safety of the referees and players. Due to expected larger than normal crowds at these matches, spectators will be permitted behind the endlines as long as they are sufficiently back (preferably 10 yds) so as not to interfere, coach, or otherwise cause a disturbance.
 - e. All dogs must be leashed per Tipp City Ordinance as well as controlled by their owners so as not to interfere with the match or otherwise startle or distract these young players.
 - f. Coaches may be asked to assist the referee in helping us maintain a safe and enjoyable environment for everyone playing in and attending the match.

- 3) The team at the top of the bracket will be designated as the HOME team for each game. The HOME team is responsible for resolving any color conflict by changing game jerseys or wearing pinnies different in color from its opponent. If neither is possible, a T-shirt is acceptable, as long as it is a different color – **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 the plainer, the better. The goalkeeper must wear a color different from his teammates and the opponents.
- 4) Uniforms 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 consider the following:
 - a. The player's numbered shirt must be seen regardless of the weather.
 - b. Layers work much better than bulky jackets with large zippers, which can be dangerous.
 - c. 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. It also may not be practical for the numbered shirt to be tucked in the pants if layered over a longer, heavier item like a sweatshirt, but it is preferred to do so. The hood and draw strings of any sweatshirt must be tucked in and under the neck of the team shirt.
 - d. 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. His decision is final.
- 5) Coaches must have rosters with them at all times.
- 6) Team Officials
 - a. Teams must have at least 2 adults in the team's technical area, one of whom is a rostered coach (maximum of 3 coaches). If the other adult is not a rostered coach, they are not permitted to coach, i.e. they are not permitted to give instructions to the players in any way.
 - b. The technical or coaching area is restricted to an area at least 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 goal or endline, or down by the penalty area.
 - c. At no time is a coach to enter the field of play without the referee's permission.
- 7) 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 your throw-in, on the opponent's throw-in if they are also substituting, on a goal kick, after a goal, or following an extended time-out, 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. Please remember that it is the responsibility of the coach and not the referees to assure compliance. Substitutes must enter from the substitute area at the half-line. Substitutions attempted directly from the bench area will not be permitted.
- 8) 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.

9) Laws of the Game

- a. As during the regular season, this tournament will apply the Laws of the Game as directed by the USSF, USYS, and OYS unless otherwise described in "Modifications to the Laws of the Game" for Small-Sided 7v7 and 9v9 matches.
- b. **'NO HEADING' RULE FOR 10U WINGS AND 12U STRIKERS APPLIES** – This violation applies only to purposeful striking of the ball with the head. Accidental or unavoidable contact of the ball with the head does not count. As always, this is "in the opinion of the referee".
- c. Law 11 – Offside
 - i. Per the Laws of the Game for Small-Sided 7v7 matches, the area of the field between the half-line and the dashed Build-Out Line is an Offside-Free zone.
 - ii. Offside may be called between the Build Out Line and the Goal Line.

10) 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 Shootout (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. The Winner of a coin toss will choose whether to kick 1st or 2nd.
- f. Coaches will not be asked to produce a list of players who will be kicking in the first group.
- g. The Referee shall record the number of each player kicking and the result.
- h. 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 Shootout may be **on the field but outside the center circle and behind the half-line.**
- i. 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.
- j. 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.
- k. A teammate(s) taking kicks may SWITCH with the Goalkeeper anytime during the kicks.
- l. Goalkeepers may be REPLACED before or during the kicks by any substitute if s/he becomes injured. Other injured players may not be replaced before or during the Shootout.
- m. 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.