Tournament Information:
* Our MYSA Staff and Referee base will be located between fields 2, 5, and 6.

* Tournament Director: MYSA Staff
* Referee Assignor: Joe Pires

Player/Coach Check In:
* Coaches and players will be checked in at the field 10 minutes prior to game time.
* Player's that don't appear on the game card will not be permitted to play unless approved by MYSA Staff
* One coach and one assistant coaches with passes will be allowed to be on the sideline.

Hard Cast/Braces/Jewelry:
* Hard Casts are not allowed.
* Soft Casts/Braces will have to be approved by the Referee or Referee Assignor prior to each game. Decisions will be made based on player safety.
* Jewelry of any type is NOT allowed. No exceptions.
* All decisions will be made based on player safety.

Brackets:
* In age groups where we have multiple brackets, we will be grouping teams based on the regular season to play against another (i.e. the top 2 teams in each group will form a new bracket, then the next 2 teams in the standings, etc.)
* Home team will be responsible for wearing pennies or changing so there isn't a color matching issue

Home Team:
* The team listed first on the game schedule is the home team. Both teams will be seated in the designated areas opposite of spectators.
* The home team will be responsible for providing game balls.

Games Length:
U10 = 20 minute halves (5-minute halftime) Final & Consolation Games = 25 minute halves
U12 = 20 minute halves (5-minute halftime) Final & Consolation Games = 25 minute halves
U14 = 25 minute halves (5-minute halftime) Final & Consolation Games = 30 minute halves
U17 = 25 minute halves (5-minute halftime) Final & Consolation Games = 30 minute halves
Consolation and Finals = there must be a winner. In the event of a tie, the winner will be decided by kicks from the mark - no overtime.

Substitutions:
* Unlimited substitutions are allowed at the discretion of the referee during any natural stoppage.

Ejections:
* Players and/or coaches who receive a red-card will automatically be suspended for the following game.
* Each red card will result in a 2 point reduction in their team's standings.
* Detrimental parent or sideline behavior will result in a 2 point reduction in their team's standings (or potential further deductions).

Standings:
* All standings will be updated online as soon as the game cards are submitted to the Referee Assignor.
* Winner of each bracket plays in final.
* There will be a consolation game for 3rd and 4th place.

10-Point System:
Win = 6 points per win, plus 1 bonus point awarded for each goal, up to a maximum of 3 goals per game.
Tie = 3 point per tie, plus, 1 bonus point awarded for each goal, up to a maximum of 3 goals per game.
Shutout = 1 point
Loss=0 points for loss, plus 1 bonus point awarded for each goal, up to a maximum of 3 goals per game.

Points Deductions:

* Player's red card = 2 points
* Coach Send off = 2 points
* Detrimental Parent or sideline behavior = 2 points (or more)
(example: 2 red cards = 4 points, 3 red cards = 6 points, and so on...)
* If a team's margin of victory is greater than 8 goals
9 goal margin of victory - 1 point deduction
10 goal margin of victory - 2 point deduction
11 goal margin of victory - 3 points; and so on...

Forfeit:
*** If a team does not show up**
* U10 - 5 players minimum on the field
* U12 - 6 players minimum on the field
* U14 - 7 players minimum on the field
* U17 - 7 players minimum on the field
* No coach or if the team does not have the minimum number of players at any time.
* Forfeits will count as a 3-0 win, unless the game had already started and the score is greater than +3 (example: 10 points for a forfeit). Zero points will be given if both teams forfeit.
* A bye will be considered a forfeit. Teams with a bye will be awarded 10 points.

Tie Breakers:
*** In the event of a tie in points after bracket play, the following tie breakers apply:**
1. Goal differential.
2. Points earned for head-to-head competition.
3. Goals For
4. Kicks from the Mark. 5 players per team. If still tied after the 5 kicks then single elimination.

Awards:
* Awards will be provided to 1st, 2nd and 3rd place teams.

Protests and Disputes:
* All games will be considered final. No protests will be allowed. Please verify game card and sign at the end of each game.

Conduct and Discipline:
* Failure to abide by these guidelines by individuals and teams may result in sanctions including expulsion from the tournament at the discretion of the tournament director.

COSTUME RULES
1. Costumes must prominently display the player's number.
2. A goalkeeper's costume must stand out when on the field.
3. A team's field costumes must have matching style with the colors of socks, shorts, and jerseys for each player.
4. Players may wear Halloween make-up and hair color.
5. No jewelry or long nails will be allowed.
6. Accessories (hats, glasses, masks, wigs, etc) and props (wands, swords, etc) cannot be part of your on-the-field uniform.They are permitted off the field.
7. No hard casts allowed.
8. Bring your regular uniform jerseys to the tournament. Home team must change in the event of similar colors during a match.
9. Shin guards and cleats are required, as always.
10. If any question or issue is not clarified or answered here, it will be resolved by the Tournament Director or Field Marshall. Their decision is final and not subject to appeal.

IN ADDITION TO THE RULES ABOVE, ALL MYSA RECREATION RULES WILL APPLY TO THIS TOURNAMENT