



Kalamazoo Summer 7's

July 17th, 2021

Boys and Girls

U9 - U19 (2013-2002)

Men's Open & 30+

Women's Open & 30+

Adult Coed

Cost \$250 / team

- 4 or 6 team brackets
- Roster size 7-10 players
- Teams will be guaranteed three games.
- Bracket winners get a shirt
- Games are 40 min with a running clock. No Half Time
- No Player Card needed. Birth certificate only or valid ID
- This is a Tournament for Fun

Important Deadlines

**July 10: Applications Closed

**July 12: Schedule Released

**June 14: Final Schedule posted

Check In is completed with a valid registration

** Dates are subject to change

Game Check In Procedure:

- Referees do equipment check on the field
- Players do not need to be present at Tournament tent
- Valid ID will be required if a player's age is questioned.

This tournament is unrestricted.

If you have questions, please email Neil Ridgway at neil.ridgway@ktopremier.org, Brian Richardson at brian.richardson@tkopremier.org or Troy Hamilton at troy.hamilton@tkopremier.org

Summer 7's Rules & Regulations

Tournament Website

This website shall be the final reference for all schedules, scores, rules, policies, and procedures. Any conflicts between this site and other published information will default to this site. The Tournament Committee maintains the right to independently make new rules or regulations on the website at any time.

PARKING AND DOGS

There is no parking available for RVs, buses, or 5th wheels at the venues.

Dogs - While everybody at TKO Premier Soccer Club enjoys dogs, they are simply **not allowed** at the Kalamazoo Soccer Complex. It is a huge liability for our club so we simply cannot permit dogs at our soccer events. Please make sure your families know. At the Kalamazoo Soccer Complex dogs are not allowed on the complex grounds, which includes the parking lot. If somebody does bring a dog, they will be asked to leave or they will only be able to have the dogs outside of the fenced areas at KSC. We appreciate your cooperation with this matter.

Online check in

***Please note that online check in through TeamSnap Tournaments (TST) (Online Application Software) will need to be completed 1 week before the tournament. All players must be on the TST roster.

Failure to check-in will result in automatic disqualification (without a refund of the fee) from the Tournament. At the discretion of the Tournament Director, a team may be allowed to compete as a "Guest Team" (See Guest Team Rule). Games not played will be classified as "Forfeits and Byes."

Credentials

- At the Mandatory online Registration (check-in), teams must provide the following required items.
- Valid ID
 - Players 16+ State ID will work
 - Players under 16 have a valid birth certificate.
- Liability Waiver
- Medical Waiver

Rosters

All Age Groups:

- Teams may have a maximum of twelve (10) players on a roster.

- Teams may have a minimum of seven (7) players at registration but must have a minimum of eight (8) on the day of the tournament.
- Only 10 players can participate in any single game.
- No player under 18 years old can be rostered on more than one team.

Rules of Play

FIFA Laws of the Game will apply as modified by USSF and US CLUB as described herein.

Players Equipment

Casts: All players, parents, coaches, and referees are required to act as a reasonable person concerning player safety, including protecting players from wearing any equipment or device that is dangerous to the player wearing the equipment or device or to any other player. Dangerous equipment and devices include but are not limited to orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints, will not be eligible to participate in any TKO tournament game.

Braces: It is strongly recommended for the safety of the player, that a player does not wear a brace during tournament play. Braces are allowed as long as the referee decides that the brace will not or cannot hurt the player wearing the brace or any other player and that all metal, metal like or plastic brace supports are properly covered for the duration of the match. Elastic-type supports without any metal, carbon fiber, and hard plastic or like devices are permitted provided the referee does not deem the support to be potentially harmful to other players.

Shin Guards: Shin Guards are required for all tournament play. They must be worn properly and be professionally manufactured and unaltered. Shin Guards must cover a minimum $\frac{3}{4}$ of the shin, except they do not have to be longer than 10". The shin runs from the ankle to the knee. Players wearing shin guards that are too short will not be allowed to play.

Eyeglasses: Players who must wear eyeglasses are encouraged to wear sports goggles. Players must wear glasses that are safe. Lenses must be unbreakable and frames must be unbreakable plastic or sturdy metal.

Jewelry: Absolutely no jewelry including earrings, bracelets, rubber bracelets or abnormally long fingernails may be worn while participating in any tournament play. Only

Medical Alert Warning Bracelets may be worn; which are to be taped as necessary.
Earrings and other piercings cannot be taped.

Substitutions

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times:

- Substitutions are unlimited and can occur at any stoppage

Coaching

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used.
- The tone of the voice is instructive and not derogatory.
- Each coach or substitute remains within 10 yards on either side of the halfway line.
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.
- Noisemakers are **not allowed**.

Cautions & Ejections

Remember this is a fun Tournament.

A player or coach receiving two cautions (Yellow Cards) in a single game is considered to have been given an Ejection (Red Card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who receives a red card will not return for that game and will not be allowed to participate in the next scheduled game. The Tournament Director, with the disciplinary board, may extend this ejection due to the severity, up to the remainder of the Tournament. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament, a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

Suspended & Terminated Games

If, in the opinion of Tournament officials, a game must be suspended (for reason), the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If, in the opinion of Tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league, state association and/or US Club will be contacted as appropriate. If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the Tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams. All teams are guaranteed at least four (3) matches (weather permitting). The Tournament Committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament. Match delays due to unforeseen circumstances will be addressed by the Tournament Committee.

In case of inclement weather or field conditions, games may:

- Be shortened.
- Go to F.I.F.A. penalty kicks.
- Be cancelled. The Tournament Committee decision will be final.
- There will be no refunds or reimbursements of tournament application fee for cancellation or forfeiture of game

Injury

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until medical attention is provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "SUSPENDED AND TERMINATED GAMES."

Tournament Competition

Game Start Procedures

- No coin toss will take place.
- Home team is awarded the option of defending the side of the field they choose or having kickoff.
- Teams will sit on one side of the field fans will sit on the other side of the field.

Game Length:

- All games are 40 minutes long with a running clock
- There will be stoppage time.
- There will be no half time.
- There will be no over time.

Game Ball:

- U8-U12 - Size 4
- U13-30+ - Size 5
- Home team will provide a game ball

Field Size:

- Field Length will be between 55 and 65 yards
- Field Width will be between 35 and 45 yards

Field Marking:

- The Penalty area will be twenty four (24) yards wide by twelve (12) yards deep
- The Penalty mark will be ten (10) yards from goal
- The Goal area will be eight (8) yards wide by four (4) yards deep
- Center Circle will be an eight (8) yard radius.
- Build out line will be halfway between the Goal box and Half field.

Goal Size:

- U8-U12 - 12ft x 6ft.
- U13-30+ - 21ft x 7ft

Modified Rules:

- There will be **no offside**.
- There will be no drop kicks or punts by goalkeepers.
- Only U09 and U10 age groups will use the build out line.

Game Run Time:

All games will be called not less than five (5) minutes prior to the scheduled start of the next game, regardless of the amount of time played in each half up to that point. A game is “complete” upon completion of twenty (20) minutes of play regardless of the circumstances of termination. Final results will be based on the score at the time the game is called. Preliminary and consolation games can end in a tie.

Determining Winners:

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) point for each Tie
- Zero (0) points for each Loss
- Zero (0) point for each goal scored

In the event of a tie in points at the end of bracket play, bracket winner will be determined as follows:

- The winner in head-to-head competition
- Goal differential
- Most Wins
- Fewest Goals Against
- Most goals scored (goals that contribute to effective goal differential)
- Most Shutouts

If a tie still exists after steps 1 through 5, FIFA Penalty Kicks will be taken.

If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. Winner will be the odd coin out.

In the case of a three (3) way tie head to head will be disregarded and all other tie breakers will prevail.

Home Team Jerseys:

The Home Team will be the team, which appears first on the game schedule. Home Teams will be required to switch to alternate jerseys to accommodate a color conflict as declared

by the referee. If the Home Team cannot supply alternate jerseys, bibs will be provided by the Tournament Director.

Forfeits & Byes

All teams who forfeit will have the game(s) scored a 0-4 loss. The winner will be awarded three (3) tournament points. Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Teams failing to check in at the Mandatory Registration, or for taking actions which cause a game to be terminated, will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

Protests

NO PROTESTS WILL BE ALLOWED.

Disputes

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

Guest Teams

The Tournament may accept a team as a "Guest Team" in order to fill a late vacancy in a flight. Guest Team game results are predetermined to be a 1-0 against the Guest Team. The opposing team is awarded 3 points.

Inclement Weather or Act of God

In the event of inclement weather, or act of god, once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined in the section entitled, "DETERMINING WINNERS". In case of cancellation due to inclement weather, the tournament officials retain the right to keep up to one-third (1/3) of the team fee to cover expenses. There will be no make-up games due to inclement weather.

In the case of extreme heat, the Tournament Director, along with the Referee Director may deem on a case-by-case basis that a three (3) minute water break is provided in the middle of each game. The time required for this break will be taken from playing time and each coach will be advised of this action, prior to the start of the game.

Tournament Play

Four Team Divisions

Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of the Division is the team with the highest points total.

Six Team Divisions

Six Team Divisions will consist of (2) Brackets of (3) teams each. Each team will play the teams in the opposite bracket (Crossover) for a total of 3 games with the same standing. The Division winner will be determined as the winner of Bracket A vs Bracket B.