



MIAMI VALLEY EAST SOCCER FUN TOURNAMENT

OCTOBER 10 – 11, 2026

KYLE PARK – TIPP CITY



Instructions to Coaches, Parents, Spectators, & Referees

The Miami Valley East Soccer Board welcomes all the teams and parents to its League Tournament. In 2015 the MVESA 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 MVESA 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 tournament. Games will be monitored by Tipp City Youth Soccer Board members and Officials from the other Clubs/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) Management of PLAYERS

- a. If a player receives a Red Card during the Tournament, s/he will be sent off and suspended for the next match.
- b. If a player receives 2 Yellow Cards in separate matches, s/he will be sent-off and suspended for the next match
- c. If a player receives 3 Yellow Cards in separate matches, s/he will be dismissed from the tournament
- d. If a player receives a Red Card + a Yellow Card s/he will be dismissed from the tournament
- e. A sent-off player may sit on the team bench but without a team shirt on.
- f. A GUEST PLAYER may be added for the next match per the parameters in Item 8)

2) Management of COACHES

- a. In order to manage and control each match REFEREES will follow the updated **Respect the Call Initiative** of the USSF toward team officials. REFEREES are no longer required or expected to go through the gradual "Ask" and "Tell" stages if behavior is blatantly aggressive or abusive. They are fully authorized to issue an immediate Red Card/Dismissal. The revamped **Referee Abuse Prevention Policy** codifies a formal penalty matrix for misconduct. REFEREES will now "Warn, Caution, and Dismiss" a COACH who exhibits inappropriate behavior.
- b. 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. However, more stringent consequences may be issued by the MVESA Board depending on the level of Non-physical or Physical Abuse committed
- c. If a COACH receives a Red Card during the Tournament, s/he will be dismissed and suspended for the next match
- d. If a COACH receives 2 Yellow Cards in separate matches, s/he will be dismissed and suspended for the next match.
- e. If a COACH receives 3 Yellow Cards in separate matches, s/he will be dismissed from the tournament
- f. If a COACH receives a Red Card + a Yellow Card s/he will be dismissed from the tournament
- g. A dismissed COACH may not remain in the team's technical area.

***NOTE - All discipline issued to PLAYERS or COACHES by REFEREES during a match will be reported on the MATCH SCORE CARD and tracked by the Tournament Director of Referees. Any sanctions given a PLAYER / COACH will then be recorded on that team's next MATCH SCORECARD from which the next REFEREE(S) will be made aware.

3) Management of Parents & Spectators

- a. 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.
- b. 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**.
- c. If they refuse to leave after being so directed by the COACH, the match will be terminated, and the Police will be called. If the COACH does not cooperate, the match will be terminated.
- d. **Under no circumstances** will a parent or spectator be shown a Red or Yellow Card.
- e. Spectators should remain at least 2 yards off the touchline for the safety of the REFEREES and PLAYERS. Due to expected large crowds at these matches, spectators may sit behind the endline but not the goal, as long as they remain at least 8 yds from the Goal Line so as not to interfere with the ongoing play or distract the Goalkeeper.

4) Site Rules

- a. A smoke-free environment shall be maintained within all areas of Kyle Park that are being used for the purpose of this Tournament.
- b. Management of Pets
 - In order to maintain a safe environment for the PLAYERS and spectators alike, pets are not permitted at this tournament, meaning they are not permitted in any part of the Soccer Complex at Kyle Park, including the immediate vicinity of the fields or any spectator areas or pathways. This policy is consistent with other leagues and tournaments.
 - REFEREES shall seek assistance from the COACHES for compliance, if necessary.
 - Pets and their owners are welcome to use the other non-soccer areas of the park. Dogs must be leashed at all times per Tipp City Ordinance.
 - COACHES are to assist the Board in informing PLAYERS and families of these policies.

5) Teams

- a. COACHES must check in at the Tournament prior to their 1st match of the day at the tent near field 8 and present a copy of their team roster, and report the addition of any APPROVED GUEST PLAYERS (see Section 8).
- b. COACHES must have a copy of their team's roster with them at all times during the Tournament.
- c. Teams are limited to 3 registered COACHES in the team's technical area. If only 1 COACH is present, 1 additional unregistered, unrelated adult must sit with the team, but s/he must sit and is not permitted to COACH due to USYS licensure and insurance liability requirements.
- d. The team at the top of each match in a bracket will be designated as the HOME team.
- e. COACHES and SUBSTITUTES are restricted to the technical or bench area which is 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 entire endline, or down by the penalty area.
- f. At no time may a COACH enter the field of play without the REFEREE'S permission.

6) Uniforms

- a. PLAYERS must wear the same team shirt and socks. The HOME team is responsible for resolving any color conflict by changing game jerseys or wearing pinnies over the PLAYERS' numbered shirts.
- b. PLAYERS' shirts must be seen regardless of the weather, unless pinnies are necessary.

- c. PLAYERS' shirts must be numbered... **duplicate numbers are not permitted on the field at the same time. Duplicate numbers must be modified with tape to make them different. Swapping of shirts is not permitted.**
- d. Pinnies must be different in color from the opponent and Goalkeepers. If neither is possible, a T-shirt is acceptable, as long as it is also different in color and worn over the PLAYER'S numbered shirt – **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 a plain shirt is preferred.
- e. The goalkeeper must wear a color different from his teammates and the opponents, including the opposing Goalkeeper.
- f. PLAYERS' uniforms and equipment must meet the standards set forth by USYS and the MVESA 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 read Law 4 and the MVESA memo concerning PLAYERS' equipment (at www.tippsoccer.org/referees), or on the HOME and COACHES pages.
- g. Layers of clothing provide better protection against inclement weather than bulky jackets with large zippers, which can be dangerous.
- h. 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. The hood and drawstrings of any sweatshirt must be tucked in and under the neck of the team shirt.
- i. 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 REFEREES to be unsafe, and his decision is final.

7) Law 4 – Players' Equipment

- a. COACHES are responsible for assuring their PLAYERS satisfactorily meet all equipment requirements explained in Law 4 even prior to the team inspection performed by the REFEREES.
- b. COACHES are to assist the Board in informing PLAYERS and parents of what constitutes illegal and unsafe equipment per these Rules prior to this Tournament.
- c. Additional explanation of what the MVESA Board deems to be legal/illegal and safe/unsafe equipment can be found at www.tippsoccer.org. **Of particular importance to note is the ban on all types of jewelry. Also, eyeglasses SHOULD have a safety strap, and frames SHOULD be of non-metal material, e.g. metal frames are often viewed as "dangerous" but are permitted in some League play and tournaments including this one.**
- d. PLAYERS will not be permitted to participate in this tournament unless all conditions concerning proper and improper equipment are met to the satisfaction of the REFEREES who will have final authority on what constitutes unsafe or improper equipment per the Law 4.

8) Guest Players

- a. In order to promote maximum participation and fair competition in this tournament, the Board shall permit a team to borrow a player(s) prior to and during this tournament.
- b. Therefore, teams may add PLAYERS under the following conditions:
 - GUEST PLAYERS may be added to increase a team's available game-day roster to the full playing number for that age-group plus 3 SUBSTITUTES, i.e. a maximum of 10 PLAYERS for 7v7 Wings, and 12 PLAYERS for 9v9 Strikers/Kickers
 - If a team ultimately has ROSTERED PLAYERS show up for a match unexpectedly, the team must reduce the GUEST PLAYER number to meet the maximum PLAYER number for the age-group as stated.
 - GUEST PLAYERS must be currently registered for the season within the same Club.
 - GUEST PLAYERS may be from the same age Division or from the Division one age-group younger.
 - The COACH must seek permission from the Club's President before adding a GUEST PLAYER. The Club President is responsible for verifying that the PLAYER meets the GUEST PLAYER requirements.

- GUEST PLAYERS may play for their regularly rostered team and one additional team during the tournament but are limited to playing in 2 games in a single day
 - The COACH must report any approved GUEST PLAYERS to the REFEREES before each match in which they participate.
- 9) Guest Players must follow the same uniform requirements as all other players and wear a uniquely numbered shirt or an approved alternative as stated in Item 6) above. Players may not switch shirts during a match.
- 10) Substitutions – The MVESA 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 a team's throw-in, on the opponent's throw-in if they are also substituting, on a goal kick, after a goal, or following an extended stoppage in play, such as for an injury. However, a REFEREE 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. It is the responsibility of the COACH to adhere to the playing time rules; it is not the role of the REFEREES to assure such compliance. SUBSTITUTES must enter from the SUBSTITUTE area at the half-line. Substitutions attempted directly from the bench area will not be permitted. PLAYERS being substituted must leave the field at the half-line also.
- 11) Injuries – The MVESA 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.
- 12) Laws of the Game
- a. As during the regular season, the FIFA Laws of the Game shall apply
 - b. Modifications to the Laws for youth soccer have been adopted by the MVESA Board and are detailed in the *MVESA Special Rules* document.
 - c. Go to www.tippsoccer.org to view these Rules on the Home, REFEREES, or COACHES pages.
- 13) 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.
 - If at the end of the match and before or during the kicks, one team has a greater number of PLAYERS than its opponents due to a loss of a player(s) from a Red Card or an injury and no SUBSTITUTES, the team with greater numbers **must reduce its numbers** to the same number as its opponents.
 - c. Only PLAYERS on the field at the end of the match are **"eligible"** to kick.
 - d. The REFEREES will determine which end of the field is preferable to use.
 - e. U14 Kickers will kick from a point determined by the REFEREE that is 2 yds beyond the marked 10 yd spot on the 9v9 fields, for a total distance of 12 yds from the Goal Line.
 - f. The Winner of a coin toss will choose whether to kick 1st or 2nd.
 - g. COACHES will not be asked to produce a list of PLAYERS who will be kicking in the first group.

- h. The REFEREES shall record the number of each player kicking and the result.
- i. 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.
- j. PLAYERS who will not be participating in the Shootout may be **on the field but outside the center circle and behind the half-line.**
- k. 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.
- l. 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.
- m. The Goalkeeper may be switched with any of the eligible (on field) PLAYERS at any time.
- n. If a Goalkeeper who becomes injured before or during the Shootout and cannot continue s/he may be REPLACED only by any SUBSTITUTE or eligible player who has been excluded to reduce to equate prior to the start of the Shootout. The injured Goalkeeper **may not take further part in the kicks.**
- o. Other injured PLAYERS may not be replaced before or during the Shootout.
- p. However, if during the Shootout, a player can no longer continue due to an injury or other legitimate issue, the opposing team does not have to reduce to equate numbers in that instance.
- q. The U14 Kickers Division will kick from a point determined by the REFEREE that is 2 yds beyond the painted 10 yds spot on the smaller 9v9 field for a total of 12 yds.