



Mandeville Soccer Club

17th Annual Midnight Madness

Guidelines and Rules



NO PROTESTS OR APPEALS WILL BE ACCEPTED OR CONSIDERED

1. **PLAYERS/COACHES PASSES:** Players/Coaches Passes required for all age groups.
2. **MEDICAL CONSENT FORMS:** LSA Medical Consent Forms are required for all age groups “no exceptions”. Notary not required. Present Medical Consent Forms at registration.
3. **BRACKET SYSTEM:** Age group bracket games will be played Thursday, Friday, Saturday and Sunday morning. Each team will play a minimum of 3 games. The number of teams registered in each age group determines size and number of brackets. Please refer to the “Bracket Guidelines” on the back for bracketing details.
4. **ADVANCEMENT:** Bracket winners will be selected by the LSA 3-point system as follows:

Win	-	3 Points
Draw	-	1 Point
Loss	-	0 Points

Forfeits will be scored as a 4-0 and the non-forfeiting team will be awarded 3 points and a 4-0-goal differential. The forfeiting team **0 points for loss, 4 goals against.**

5. **OVERTIME AND TIES:** There will be no overtime play in bracket games. In **semi-final and final** games there will be two- (2) five minute overtime periods. If teams are tied after the overtime periods, then they will proceed to a FIFA “Taking of Kicks from the Penalty Mark”. To determine bracket winners in case of a tie, LSA Tournament Rules will be used in the following non-repeating order.
 - Highest point total
 - Winners of head-to-head competition during bracket/cross bracket play. (This criteria is not used if more than two teams are tied)
 - **Most wins**
 - Highest goal differential. (4-goal max. differential per game)
 - Fewest goals allowed in all games. (there is NO limit on the number of goals that will be counted to determine this tiebreaker)
 - **Most goals (max 4 per game)**
 - FIFA kicks from the penalty mark.
 - Toss of Coin

More than Two Teams Tied

If more than two (2) teams are tied, the sequence will be followed until a team is eliminated. The remaining teams will then restart the sequence at “**most wins**”, until the tie is broken.

If three teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw by the Tournament Director. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of FIFA Kicks. The winner of the first contest will then compete against the bye team in FIFA Kicks to determine the winner. The bye team will be the home team.

If four teams are still tied after computing the listed tiebreakers and FIFA Kicks have to be taken, there will be a draw conducted by the Tournament Director. The first team drawn (home team) will compete against the 2nd team drawn (away team) in the first contest of FIFA kicks. The third team drawn (home team) will compete against the fourth team (away team) in the second contest. The winners of these two contests will then compete to determine the winner. The winner of first/second draw will be the home team.

6. **GAME DURATION:**

U-10	2 x 25	Minute halves	5-minute halftime
U-11-12	2 x 25	Minute halves	5-minute halftime
U-13-14	2 x 30	Minute halves	5-minute halftime
U-15-16	2 x 30	Minute halves	5-minute halftime
U-17-19	2 x 35	Minute halves	5-minute halftime

LCSL games will play the standard league duration for that age group

7. **HOME TEAM:** The first team listed on the schedule is the home team. The home team will furnish the game ball for the match and must wear their alternate jersey in the event of a conflict. Teams that refuse to change or claim not to have an alternate jersey will forfeit. Recreational teams will be provided with pinnies should there be a color conflict.
8. **LATE ARRIVALS:** Teams not ready to play within 10 minutes of the scheduled starting time of their game will forfeit.
9. **FORFEITURE:** Any team that forfeits a match for any reason is ineligible to advance beyond bracket.
10. **GUEST PLAYERS:** Teams are allowed a maximum of 5 guest players with proper credentials
Guest players **are not** allowed in an LCSL match
11. **SUBSTITUTIONS:** Substitutions shall be unlimited and may be made with the consent of the referee, at the following times:
 - a. Prior to a throw-in in your favor.
 - b. Prior to a goal kick by either team.
 - c. After a goal by either team.
 - d. After an injury by either team when the referee stops play.
 - e. At half time.
 - f. When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.
12. **Scores:** The winning team, or (home team in case of a tie,) is responsible for turning in their scorecard to the Tournament Headquarters within 1 hour of the completion of their game. Failure to turn in their score card may be recorded as zero points for both teams or in the case of a tie, 0 points for the home team and 1 point for the visiting team. Additionally, LCSL games must have proper paperwork submitted as LCSL rules state.
13. **WEATHER DELAYS:** Tournament Director/Committee will determine Weather delays.

LIGHTNING SAFETY

14. **EVACUATION PROCEDURE:** When the Tournament Director decides to clear the fields, Field Marshals will sound an Emergency Horn 3 times. Referees will then suspend all games, announce the game is being stopped for possible lightning or severe weather, and record the time remaining in the game, then seek safe shelter.
 - a. All players, coaches and parents will seek shelter in a car, truck or van with a hardtop. Unsafe places are the pavilion, under a tree or pole, on an open field.
15. **RESUMING PLAY:** If the Tournament Director determines games will resume after the weather delay, the "All Clear" signal will be given and Field Marshals will sound one long blast of the Emergency Horn.

TOURNAMENT BRACKETING GUIDELINES

4 TEAMS – 1 bracket formed. Each team plays 3 games. Ties stand. Winner based on most points accumulated. No Final Game

6 TEAMS – Two 3 team brackets play round robin. SF1 = winner A vs. 2nd B. SF2 = winner B vs. 2nd A. Consolation = 3rd A vs. 3rd B.

8 TEAMS – Two 4 team brackets formed. The team with the most points from each bracket will advance to the finals.

10 TEAMS – Three brackets (3, 3, 4) – 4-team bracket plays round robin three games, 3 team brackets play 3 games all crossover. The 4 teams with the most points advance to the semi-final. SF1 = 1st vs. 4th, SF2 = 2nd vs. 3rd *adjusted to avoid in bracket teams from playing each other in semi-final.

12 TEAMS--Three 4 team brackets play a round robin. First place in each bracket advances to the semi finals with best 2nd overall.

SF1 = A v Best 2nd.

SF2 = B v C

If best 2nd is from bracket A, then SF1= A v C and SF2 = B v Best 2nd

MSC RESERVES THE RIGHT TO CANCEL OR MODIFY THE GAME DURATION AND TIMES DUE TO INCLEMENT WEATHER, SCHEDULING, FIELD CONDITIONS, OR OTHER REASONS THAT MIGHT MANDATE THIS ACTION. NO REFUNDS WILL BE ISSUED DUE TO CANCELLATION, FORFEITURE OR SCHEDULE MODIFICATIONS. UNLESS OTHERWISE STATED, LSA TOURNAMENT RULES APPLY.

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