

MSA Policy Manual – Tournaments

1. Division I Team: Any U-19 team which posts a performance bond to play in the Mississippi State Cup Championship is automatically declared a Division I regardless of the composition of that team and is thereby eligible to participate in Division I league play and the State Cup Tournament. This team is ineligible for the Division II Championship Tournaments.

2. Division II Team: If the U-19 team does not post a performance bond for the Mississippi State Cup Championship by January 15th, the deadline submission date, and has been formed in compliance with all requirements for a properly constituted Division II team, it is automatically classified as a Division II team and thus can participate in this division's State Cups.

3. Reclassification of Teams: Any U-19 team that has posted its performance bond and been declared a Division I team cannot be reclassified as a Division II team after the bond deadline.

18. Small Sided Games Program (7.0)

1. Purpose: The MSA membership shall adopt all USYS and/or USSF recommendations for small sided games (3 on 3 and 4 on 4) and modified soccer (less than 11 on 11 play). This policy shall provide details and guidance for the implementation and development of these programs.

2. Program: All programs in the Under 5, Under 6, Under 7, Under 8 and Under 9 age groups shall play small-sided or modified soccer. Single year age divisions should be used wherever possible. Boys and Girls programs should be separated, though under special circumstances girls may be allowed to play in the boys division at the discretion of the local organization.

U5 & U6	shall play 3 v 3
U7 & U8	shall play 4 v 4
U9 & U10	shall play 6 v 6
U11	shall play 8 v 8
U12	shall play 8 v 8

3. Objectives: Small sided games should allow players more contact with the coaches, greater number of touches on the ball and more opportunity for skills development. This should increase the overall skill of youth players in Mississippi.

19. Small Sided Games Policies (7.1)

1. Rostering for Small Sided Games: Organizations may roster as many players as are necessary for the overall success of the program. The obvious and recommended numbers to use are six (6) for teams of three (3) and eight (8) for teams of four (4). For teams of six (6) and eight (8) it is recommended that no more than two times the number of players allowed on the field at one time are rostered but in any case no more than the maximum allowed under current USYSA roster limitations.

MSA Policy Manual – Tournaments

2. League Standings: There are no league standings to keep and the score is of no importance, only the fun and enjoyment the players should have in playing the game.

3. Single Year Aging: The difference in maturity and abilities between a player in an under eight (8) program who turns eight (8) in the fall and a player who isn't even seven (7) until the spring or summer is such a huge one, it needs addressing. Getting players into single year aging is the answer. You will also keep more players in the program and help your eventual numbers for 11-aside. This will not totally eliminate the problem of dealing with the advanced player who dominates his or her team and those around him but fewer players on the team means more chances for the other players to touch the ball and to play. An organization may choose to move the advanced player up in age group if his physical and mental readiness allows it. There is nothing wrong with players, 'playing up' as long as they are ready for it. Extreme caution should be used whenever considering this option as some parents can too often push their children too far too soon.

20. Rules for 3 v 3 (7.2)

Under 6 - 3 v 3

Includes Under-5 for organizations that have single-age groups

Law 1, The field:

- a. Field Length 25 yards (by USYS: 20-yd minimum to 30-yd maximum.)
- b. Field Width 20 yards (by USYS: 15-yd minimum to 25-yd maximum.)
- c. Goal Size 4-ft high by 6-ft wide to 6-ft high by 12-ft wide. See Note 1, below.
(Note that USYS-recommended goal size for 3v3 is 6-ft-high by 18-ft-wide or smaller.)
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area None
- f. Penalty Area None
- g. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.
- h. Center Circle Four (4)-ft radius drawn from the center mark.
- i. Corner Arc Conform to FIFA.
- j. Flag Posts None.

Law 2, Ball Size: Size three (3)

Law 3, Number of players: Maximum number of players on field at one time is three (3).

- a. Roster Size: Minimum roster size should not be less than four (4) and the maximum not exceed six (6).

MSA Policy Manual – Tournaments

- b. Goalkeepers None.
- c. Substitutions At any stoppage of play and unlimited.
- d. Playing Time Each player SHALL play a minimum of 50% of total playing time.
- e. Coed teams Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY

Law 5, The Referee: An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) may be used. All infringements shall be briefly explained to the offending player.

Law 6, Assistant Referee: None.

Law 7, Duration of Game: Four equal quarters of 8 minutes each with 5-minute halftime break and a break of 2-minutes each between the quarters per half.

Law 8, Start/Restart of Play: Conform to FIFA. With the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9, Ball in & Out of Play: Conform to FIFA.

Law 10, Method of Scoring: Conform to FIFA.

Law 11, Offside: None.

Law 12, Fouls & Misconduct: Conform to FIFA, with the exceptions that all fouls shall result in a indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards are shown for misconduct.

Law 13, Free Kicks: Conform to FIFA with the exception that all free kicks are indirect with the opponents four (4) yards from the ball until it is in play.

Law 14, Penalty Kicks: None.

Law 15, Kick-In: The Kick-In is considered as a direct free kick with the opponents four (4) yards from the ball until it is in play.

Law 16, Goal Kick: The goal kick should be taken within 2 to 3 yards of the goal line anywhere across the width of the field of play at the nearest point from where the ball was retrieved. Opposing players must be four (4) yards away from the ball until it is in play.

Law 17, Corner kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.

MSA Policy Manual – Tournaments

NOTE 1: Many goal vendors do not offer 6-ft-high goals. The alternate height of 6.5 ft (2-m high, often referred to as European goals) is an acceptable alternative.

21. Rules for 4 v 4 (7.3)

Under 8 - 4 v 4

Includes Under-7 for organizations that have single-age groups

Law 1, The field:

- a. Field Length 45 yards (by MSA: 35-yd minimum to 45-yd maximum.)
- b. Field Width 30 yards (by MSA: 25-yd minimum to 30-yd maximum.)
- c. Goal Size 6-ft high by 12-ft wide, See Note 2, below. Organizations that only have 4-ft x 6-ft goals may use a five (5) yard arc centered on the goal in this age. The arc is optional. If used it is recommended that players not enter the arc until the ball enters the arc first.
(Note that USYS-recommended goal size for 4v4 is 6-ft-high by 18-ft-wide or smaller.)
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, three (3) yards from the inside of each goal post. These lines extend into the field of play a distance of three (3) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the goal area.
- f. Penalty Area None
- g. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the halfway line.
- h. Center Circle 4-yard radius drawn from center mark.
- i. Corner Arc Conform to FIFA.
- j. Flag Posts None

Law 2, Ball Size: Size three (3)

Law 3, Number of players: Maximum number of players on field at one time is four (4).

- a. Maximum Roster Minimum roster size should not be less than six (6) and the maximum not exceed eight (8).

MSA Policy Manual – Tournaments

- b. Goalkeepers None.
- c. Substitutions At any stoppage of play and unlimited.
- d. Playing Time Each player SHALL play a minimum of 50% of total playing time.
- e. Coed teams Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Players may use tennis shoes or soft-cleated soccer shoes. SHINGUARDS ARE MANDATORY.

Law 5, The Referee: An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) may be used. All infringements shall be briefly explained to the offending player.

Law 6, Assistant Referee: None.

Law 7, Duration of Game: The match shall be divided in to four (4) equal, twelve minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Law 8, Start/Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick are at least four (4) yards away from the ball until it is in play.

Law 9, Ball in & Out of Play: Conform to FIFA.

Law 10, Method of Scoring: Conform to FIFA.

Law 11, Offside: None

Law 12, Fouls & Misconduct: Conform to FIFA with exception that all fouls shall result in a indirect free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

Law 13, Free Kicks: Conform to FIFA with the exception that all kicks are indirect and all opponents are at least four (4) yards from the ball until it is play.

Law 14, Penalty Kicks: None.

Law 15, Throw-in: Conform to FIFA with exception that an improperly performed throw-in can be retaken once.

Law 16, Goal Kick: Conform to FIFA with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

MSA Policy Manual – Tournaments

Law 17, Corner kick: Conform to FIFA with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.

NOTE 2: Many goal vendors do not offer 6-ft-high goals. The alternate height of 6.5 ft (2-m high, often referred to as European goals) is an acceptable alternative.

22. Rules for 6 v 6 (7.4)

Under 10 - 6 v 6

Law 1, The field:

- a. Field Length 60-65 yards (Use longest length possible).
(by MSA: 60-yd minimum to 70-yd maximum.)
- b. Field Width 40 yards. (by USYS: 35-yd minimum to 45-yd maximum.)
- c. Goal Size 6-ft high by 18-ft wide up to 7-ft high by 21-ft wide.
See NOTE 3, below.
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- e. Goal Area Conform to FIFA.
- f. Penalty Area A penalty area is defined at each end of the field as follows:
Two lines are drawn at right angles to the goal line, twelve (12) yards from the inside of each goal post. These lines extend into the field of play a distance of twelve (12) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
- g. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.
- h. Penalty Mark Within the penalty area a penalty mark is made ten (10) yards from the midpoint between the goal posts and equidistant to them.
- i. Penalty Arc 8-yard radius.
- j. Center Circle 8-yard radius drawn from the center mark.
- k. Corner Arc Conform to FIFA.
- l. Flag Posts Conform to FIFA.

Law 2, Ball Size: Size four (4)

Law 3, Number of players: A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper.

MSA Policy Manual – Tournaments

a. Maximum Roster The minimum number of players should be eight (8) and should not exceed ten (10) for single-field teams, if total numbers in player pool permit.

b. Substitutions At any stoppage of play and unlimited for Division II. Division III will substitute on quarters except for injured or cautioned players.

c. Playing Time Each Division III player SHALL play a minimum of 50 percent of total playing time.

d. Coed Teams Teams and games may be coed, but are considered boys teams.

Law 4, Player's Equipment: Conform to FIFA. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, The Referee: Registered referee, especially Grade 9. All rule infringements shall be briefly explained to the offending player.

Law 6, Assistant Referee: Registered Referee, especially Grade 9. May use club linesmen/lineswomen if desired, except for State Cup Games, e.g., District Tournaments and State Recreation Tournament. Club linesman shall not call offside violations.

Law 7, Duration of Game: For Division III, the match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Division II will conform to FIFA with exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, Start/Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9, Ball in & Out of Play: Conform to FIFA.

Law 10, Method of Scoring: Conform to FIFA with the exception that the goalkeeper punting/kicking the ball from his/her goal area, may NOT score directly into the opponent's goal. Balls played from the goalkeeper MUST be touched by another player on the field in order to score.

Law 11, Offside: Conform to FIFA.

Law 12, Fouls & Misconduct: Conform to FIFA. Briefly explain ALL rule infringements to the offending player.

Law 13, Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

MSA Policy Manual – Tournaments

Law 14, Penalty Kicks: Conform to FIFA with the exception that the penalty mark is at ten (10) yards from the goal line and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 15, Throw-in: Conform to FIFA.

Law 16, Goal Kick: Conform to FIFA.

Law 17, Corner kick: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

NOTE 3: USYS recommends goal size of 6-ft high by 18-ft wide in 6v6 U10. MSA permits use of 7-ft x 21-ft goals in U10 to allow organizations to defer purchase of 6-ft x 18-ft goals. When new goals are acquired for U10, they shall be 6-ft x 18-ft.

NOTE: Many goal vendors do not offer 6-ft-high goals. The alternate height of 6.5 ft (2-m high, often referred to as European goals) is an acceptable alternative.

23. Rules for 8 v 8 (7.5)

Under 12 - 8 v 8

Law 1, The field:

- a. Field Length 70-80 yards (Use longest length possible).
(by USYS: 70-yd minimum to 80 yd maximum)
- b. Field Width 50 yards. (by USYS: 45-yd minimum to 55 yd maximum)
- c. Goal Size 7-ft high by 21-ft wide. See Note 4, below.
- d. Goal Safety Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.
- d. Goal Area Conform to FIFA.
- e. Penalty Area A penalty area is defined at each end of the field as follows:
Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play a distance of fourteen (14) yards and are joined by a line parallel to the goal line. The area bounded by these lines and the goal line is the penalty area.
- f. Halfway Line A halfway line shall divide the field into two halves with a center mark indicated at the midpoint of the center line.
- g. Penalty Mark Within the penalty area a penalty mark is made 10 yards from the midpoint between the goal posts and equidistant to them.
- h. Penalty Arc 8 yd radius drawn from the penalty mark.
- i. Center Circle 8-yd radius drawn from the center mark.
- j. Corner Arc Conform to FIFA.

MSA Policy Manual – Tournaments

k. Flag Posts Conform to FIFA.

Law 2, Ball Size: Size four (4).

Law 3, Number of players: A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper.

a. Maximum Roster The recommended minimum roster size is ten (10) and the maximum recommended size is twelve (12 for single-field teams, if total numbers in player pool permit. USYS rule 205 (3) states that a team playing less than eleven (11) a side (e.g., U11 or U12) may not have more than two times the number of players played or less than one time the number of players played plus one on its roster at any time during the seasonal year. NOTE: U11/U12 teams can roster 9 to 16 players. The maximum size by this rule is not recommended for Division III recreation teams, but U11/U12 Division I and Division II teams can roster to the maximum size).

b. Substitutions At any stoppage of play and unlimited for Division I and Division II. Division III will substitute on quarters except for injured or cautioned players.

c. Playing Time Each player SHALL play a minimum of 50 percent of total playing time.

Law 4, Player's Equipment: Conform to FIFA. Non-uniform clothing is allowed in Division III based on weather conditions, but uniforms must still distinguish teams. SHINGUARDS ARE MANDATORY.

Law 5, The Referee: USSF registered referee.

Law 6, Assistant Referee: USSF registered referees. For Division III use club linesmen/lineswomen in the absence of registered referees except for State Cup Games, e.g., District Tournaments and State Recreation Tournament and President's Cup. Club linesman shall not call offside violations.

Law 7, Duration of Game: For Division III, the match shall be divided in to four (4) equal, fifteen (15) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

Division I and Division II will conform to FIFA with exception of the match being divided into two (2) equal halves of thirty (30) minutes each. There will be a halftime interval of five (5) minutes.

Law 8, Start of Play: Conform to FIFA with the exception of the opponents of the team taking the kick being eight (8) yards from the ball until it is in play.

Law 9, Ball in & Out of Play: Conform to FIFA.

MSA Policy Manual – Tournaments

Law 10, Method of Scoring: Conform to FIFA.

Law 11, Offside: Conform to FIFA.

Law 12, Fouls & Misconduct: Conform to FIFA.

Law 13, Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play.

Policy 104 Tournaments

1. Tournaments – Purpose and Objectives (8.0)

1. Purpose: MSA Tournament Policies exist to define the provisions which are applicable to all MSA and member tournaments and which are not covered elsewhere in the MSA Constitution, By-Laws, or other Administrative Manual Chapters. The chapter for a specific program should be reviewed for any exceptions to these policies.
2. Objective: These policies are designed to provide sound administration and management of the various MSA Sponsored and Sanctioned Tournaments.

2. MSA Sponsored Tournaments (8.1)

1. MSA Sponsored Tournaments: The Association shall conduct State Cups in the appropriate Under 10 through Under 19 age/gender divisions for its three (3) playing divisions.

The MSA Tournament Committee will announce the host organizations of each Championship Round at the Annual General Meeting. The Host District Schedule for MSA State Cups, Section 8.1 Exhibit A, will be used to prioritize tournament bids, and MSA Organizations with Division I teams will have priority for serving as the Hosts for the Division I tournaments, however ultimately the best cost benefit for MSA shall serve as the final determiner for the host location. The Association may conduct a Jamboree for all Under 7 and Under 8 age and gender groups of Division III as defined below, in each of the four Districts.

The MSA Council and/or its appropriate Tournament Director shall adhere to the following policies.

2. Operate each tournament on a self-sustaining financial basis in accordance with the established Tournament budget. Any excess tournament funds must be placed in the MSA General Fund since general fund moneys must bear any financial loss. This policy applies to all MSA sponsored tournaments.