

### Referee Requirements:

For all Area Tournament games, host districts must provide **two** certified refs in good standing with the MVW, with at least **one** ref being an adult. A ref may not officiate his or her parent's game unless both coaches agree in writing (48-hour notice is required). Striker and Kicker refs must be in high school or older. Wings and Passers refs must be at least one full division removed (ie. Wings (Kickers min.); Passers (Strikers min.). Any district unable to provide qualified refs as indicated herein, must contact other MVW districts for assistance in obtaining qualified refs.

### Field Requirements:

To host an area tournament your field sizes must match that of State.

### Additional Requirements:

1. At the start of the Area Tournament each district shall pay \$60 per team for the first two games if playing in double elimination tournaments. Any additional games past the first two will be \$30 a game payable at the area meeting following tournaments.
2. The 2022 MVW tournaments brackets will be determined by blind draw during an MVW Area Board meeting.
3. **The top 2 teams in the DOUBLE ELIMINATION tournament (from each age division) will be offered the opportunity to play in the SAY State Tournament.**
4. Games will be played at what time works best for MVW scheduling purposes, in a combination of weeknight/weekend games.

### Area Tournament Rules:

1. One 5-minute overtime up to the semifinals, and then you get two 5-minute overtime periods. The full 5-minute overtime(s) will be played, even if someone scores. The 5-minute OT(s) are not sudden death. Goalkeepers are allowed. There is a new coin toss before the OT(s) where the home team calls it. It's important for the referees to denote the 2 team captain's numbers. Home team is the team at the top of the bracket, regardless of the game location or the team being played. In the semifinals there is only 1 coin toss at the beginning of the first OT. This determines who kicks off first, just like at the start of the regular game. The other team will kick off in the 2nd OT period. This allows both teams to have a chance to kick off.
2. If there is no winner after the 5-minute OT(s), then there will be penalty kicks. Each team will use 5 players that were on the field at the end of the 5-minute OT period. Goalkeeper substitution is allowed as long as it's a player that was on the field at the end of play. A new coin toss called by the home team, to determine who kicks first (or second). This is NOT a sudden death PK period. Both teams will use all 5 players to complete the round.
3. **NOTE:** Kicks from the Penalty Mark Tiebreaker for the Passer (U8) division will be conducted as (without use of a goalkeeper), accuracy kicks will be taken from a spot marked 8 yards from the Pug Goal and centered upon the Pug Goal. All other procedural rules stated above shall apply.
4. If after the first 5 PK are taken there is no winner, additional sudden death periods of kickers will be from different players. If the roster is exhausted, then you can reuse players from the first round. (These reused players cannot be used again until all of the other players have gone at least once.) There will be a new coin toss before the sudden death PK round to see who shoots first (or second). This IS a sudden death PK round. In other words, one player from each team will shoot and if one misses and one makes it, then that's the end of the game. If both kickers miss, or both scores, the next kickers will try and so on until one makes it and one misses.
5. Only the original 22 players (or less) should remain on the field during the shootout. Only the player taking the shot should be near the 18. No substitutions are allowed during the shootout. Bench players cannot be brought in. Nobody should be sitting behind the goal, etc.
6. Coaches are not allowed on the field, unless given permission by the referees.
7. Penalty Shots: The shot cannot be taken until after the referee has blown the whistle. At that point, the referee must ensure that the keeper is on the line and the kicker is ready. If the shot is taken before the whistle is blown, it doesn't count.
8. The 50% playing time rule is only enforced during the regular game time (4 full quarters) and is NOT in effect for the OT period(s) or PK period(s).
9. Protests: All protests must be lodged at the time of the incident. Once a game has been restarted, protests will not be accepted. The Head Coach must notify the refs on the field, as well as the opposing coach, using the official words "official protest". If the Head Coach protests for any reason, the Referees must immediately stop the game, note the time remaining, and request that the Head Coach speak to the Area Rep who will be present at the field. The Area Rep will discuss the situation with the Refs and Ref Coordinators for a final decision. Until the matter has been resolved the game may not continue. **The decision of the Area Rep will be final and is not subject to further appeal. All protests will cost the Head Coach \$50.** If you win the protest, it will be returned. If you lose, the \$50 will be sent to the MVW Area Board.
10. There are to be NO substitutes in Area Tournament games. Only rostered players are allowed to play in Area Tournaments.
11. There shall be no slide tackles allowed in the Passers and Wings divisions. Slide tackles will be allowed in the Strikers and Kickers divisions.
12. **All coaches, players, board members, spectators, and anyone else deemed a participant must follow the MVW Code of Conduct.**

*\*NOTE: When there is a discrepancy between the 2022 SAY Soccer Rules and the 2022 MVW Area Tournament Rules, the MVW Rules will supersede.*