



2025 BASA Soccerween Tournament

October 25-26, 2025

Updated January 30, 2025

Acceptance, Fees, and Cancellation Policy

- All registrations are reviewed by BASA who reserves the right to refuse participation to any team.
- All decisions are final.
- BASA cannot review team registration prior to payment of the tournament fee due to the on-line payment system.
- Making a payment **does not** guarantee acceptance into the tournament. In the unlikely event that a team is not approved into the tournament, the fee will be refunded in full.
- There will be no refunds once a team is accepted into the tournament.
- In the event the tournament must be cancelled, the registration fee will be refunded in full.
 - **COVID-19 REFUND POLICY** - In the event that the tournament has to be cancelled due to Covid-19 circumstances, Bay Area Soccer Association will refund 100% registration fees to teams. Credit card fees will not be refunded.

<i>Age Group</i>	<i>Maximum Roster Size</i>	<i>Fee</i>
2017-2016 (U9-U10)	12	\$375
2015-2014 (U11-U12)	16	\$400
2013-2011 (U13-U15)	22 (only 18 may be dressed)	\$425

Tournament Overview

- Tournament schedules will be sent to the e-mail contact that is listed on the registration form one week prior to the event.
- All teams will be scheduled to play a minimum of three games.
- The games will consist of two 25-minute halves for age brackets U9 thru U12. The U13-U15 Age Brackets will play 30-minute halves. All referee decisions are final. If required, half length may be altered to accommodate number of teams.

Inclement Weather Policy

The tournament will follow US Soccer's position statement that indicates when lightning is seen, the tournament will count the time until thunder is heard. If this time is thirty (30) seconds or less, seek shelter. Wait thirty (30) minutes or more after hearing the last thunder before resuming activities.

Risk Management

All coaches, assistant coaches, and managers must supply the Tournament Committee with proof of compliance with the MSYSA risk management mandate. This proof can be in the form of a risk management pass card, or letter from the MSYSA or similar state organization verifying clearance. If your team is NOT a USYSA team, you must provide proof of your group's Risk Management equivalent or Background Check. No Coach, Assistant Coach, manager or team administrator will be allowed on the team sideline without such proof.

Concussion Policy

All MSYSA coaches must be able to provide their CDC Heads-Up Concussion certificate at registration. All non-MSYSA coaches must be able to provide the CDC Heads-Up Concussion certificate or the NFHS Concussion in Sports certificate at registration. A valid CDC Heads Up certificate is no older than 3 years from the final day of the tournament. Teams must be able to provide the Michigan Department of Community Health/CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.

SafeSport Policy

All MSYSA coaches must be able to provide their SafeSport course completion certificate at registration. A valid SafeSport certificate is no older than 1 year from the final day of the tournament.

Medical Release Forms

Teams must be able to present Medical Release Forms. Teams who are NOT members of the USYSA and/or MSYSA, must also sign a form stating that they are aware that neither the USYSA nor the MSYSA are responsible for any insurance on their players; this can be done at check in.

Players

- All players must be current members of their soccer club.
 - **Definition of Club**
 - A. A 'club' is defined as an organization providing soccer to youth players.
 - B. At no time shall an affiliated member of MSYSA who functions as a 'scheduling league' also be considered a club.
 - C. In the case where a club sets up one or more satellite clubs in the state, those satellite clubs may only be considered part of the main club for the purposes of the tournament if the teams and players from the satellite club are registered with the main club and their registration software account.
 - D. The only exception to 'C' above is if all the following criteria are met:
 - The main club and satellite club have the same Board of Directors
 - The main club and satellite club have the same Tax ID Number.
 - The main club and satellite club are in the same MSYSA District as determined by the MSYSA Board of Directors
- Club pass card players are permitted. The tournament roster must contain 50% or more of the original team.

Guest Players

- Any Michigan player who is not registered with the MSYSA through an affiliated league may play only if prior to the tournament the player is issued a Guest Player Pass Card by the MSYSA Registrar.
- A team is not permitted to have more than 5 guest players.

Age Divisions

- Age divisions are based on calendar birth year

2017 (U9) 2016 (U10) 2015 (U11) 2014 (U12) 2013 (U13) 2012 (U14) 2011 (U15)

Check – In

- Friday 4:00pm-6:00pm all teams
- Saturday 6:30am-10:00am for Girls
- Sunday 6:30am-10:00am for Boys

Teams that have pre-Checked in on-line have received an “Approval” Letter from the tournament committee. Present this letter with your Player pass cards at the Pavilion to receive team packet with wristbands. Pre-Approved teams shall still have all of the required registration documents on hand at the tournament site.

Coach/Manager or team official of teams that have NOT pre-registered must have the following documents ready for pre-tournament check-in at the Pavilion at least 60 min prior to your first game:

1. Official Team Roster from League or Association Team (rosters for the seasonal year 2024 to 2025)
2. Player Pass Cards for each player intending to play (including club pass and guest players).
3. Coach’s Risk Management Card
4. CDC Heads Up Concussion certificates for each Coach/Asst. Coach/Manager (Highlighted CDC marking on coach card is acceptable for this requirement)
5. Verification of SafeSport Course Completion (Highlighted SSP marking on coach card is acceptable for this requirement)
6. Guest Player Forms (if necessary)

While not required for check-in, all teams shall have the follow documents on hand at the tournament site.

7. Signed concussion CDC Heads Up concussion forms for each player
8. Medical Release forms (MSYSA or Association) ***Preferred, not required

Field Marshal – Team check in: There will be field marshal tents on the north and south sides of the BASA complex. Please plan to bring your team (players wristbanded), official approved Tournament roster (provided at check-in) and ALL player passcards (coaches and rostered players – along with guests payers) to the field marshal tent nearest your game field at least 30 minutes prior to your first game. You only need to check in with the field marshal before the first game of the day.

Uniforms

- This is a Halloween Tournament – Teams are encouraged to wear “costume uniforms” – all players shall wear the same uniform – with their rostered uniform number displayed on the back
- Players must bring an alternate jersey to all games. In case of a conflict, home team will wear alternate jersey.
- All players must wear shin guards that are covered by their socks.
- Each player must wear a uniform with a unique number on the back and must match the number on the game roster.
- Halloween enhancements to uniforms must not interfere with play or player safety (i.e., capes, hoods, etc)

Home Team

- Team listed first on match schedule is “home” team.
- Home team has first choice of bench area.
- There will be no coin toss. The home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.
- Home team will change jerseys if referee determines jerseys of opposing team are not sufficiently distinct.

Start of Play and Seating

During play, teams will be benched on the same side of the field with spectators on the opposite side of the field. Home team has the choice of preferred sideline. No spectators, coaches or other team officials are permitted behind the goals. Please see Field Map for location of benches

Game Clock

The game clock will not be stopped because of an injury to any player. Due to the time allowed for completion of all games, the clock runs continuously. There is no additional extra time added to any period.

Referee & Referee Assigning Policy

The tournament uses a referee assignor that is certified by US Soccer for the current seasonal year and all referee assigning will be done in Game Officials. All out-of-area referees must show photo identification to verify identity.

Spirit of the Game

- If the Tournament Director determines that a particular action by a team or any of its members or spectators is deemed unacceptable for any reason, the team may be disqualified, sanctioned, and/or face forfeiture of one or more games.
- In the event that any team is suspected of forfeiting a game with the design or purpose of controlling the advancement of any team from its own bracket or any other bracket, the Tournament Director may require such an advancing team to play another qualifying game against the next highest ranking team that would otherwise be eligible to advance.

Behavior

The Bay Area Soccer Association reserves the right to remove any person who intentionally disregards the BASA conduct rules. These include verbal or physical abuse of referees, BASA volunteers, players and/or spectators.

- No Animals, No Glass, No Alcohol, and No Smoking on the BASA complex
- Parking is NOT permitted on the busy adjacent roads
- Pets are NOT allowed
- There is NO parking on grass at BASA or the ISD/Career Center Parking Lot
(Additional parking is located directly behind the complex at the ISD/Career Center. All recreational vehicles must use this lot for parking. There is a footbridge on the southeast end of the lot to enter onto the BASA fields.)

Alcohol and Illegal Drugs

- Players and coaches are prohibited from consuming alcohol or using illegal drugs during competition.
- Players and coaches are also prohibited from using any form of tobacco at the playing site of the tournament. The penalty for violation by player and/or coach may be disqualification from the tournament.

Unmanned Aircraft System (Drones)

- The use of non-approved unmanned aircraft systems (e.g. drones) is strictly prohibited at any/all tournament games.
- The use of unmanned aircraft systems may be approved by the tournament for a specified promotional activity given that the request is submitted in writing to the tournament in advance.
- Any person in violation of this policy shall be immediately removed from the field, facility and/or event.

Scoring

Teams will play within their respective division. The teams will be ranked in order of points earned for wins and ties.

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Forfeits

A maximum of a 5 minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A forfeit will be recorded as a 3-0 score.

Bracket Formats

The following formats shall be used for play and to determine the Champion and Runner-Up for each Division. Individual awards will be awarded to the Champion and Runner-Up of each Division, and a team award will be given to the Champion.

- 3-Team Bracket
 - A 2-game round robin will be played – the 2nd and 3rd seed will play a semi-final match with the winner playing the 1st seed team in a final. See 6-Team Bracket Format for Semi-Final and Championship Game Rules
- 4-Team Bracket
 - A 3-game round Robin will be played and the champion will be determined by the points accrued.
- 5-Team Bracket
 - **Modified Round Robin** – Due to limited field space and time, a 5-team bracket may play a modified round robin. All teams will play a minimum of 3 games, requiring one team to play a fourth game. The points accrued by the team playing 4 games against the last place team will be removed from the teams score and the remaining points will be used to determine the champion and runner-up.
- 6-Team Bracket
 - The 6 teams will be separated into 2 groups of three teams. Each group will play a round robin of two games each.
 - After the round robin is complete, the teams will be seeded. A final will be played by the first place team in each Division. Consolation finals will be played between the 2nd place teams in each division, and the third place teams in each division.
 - In the event of a tie, Championship game will continue into overtime. Consolation games will end in a tie result.
 - Overtime rules for Semi-Final and Championship games:
 - Two 5-minute overtime will be played after a 1 minute break with a 1 minute halftime – the Away team shall have kickoff and the teams shall play in the same direction as they started the game, switching again for the second period.
 - If still tied, penalty kicks will be used to determine the winner, immediately following the Overtime period.
 - Teams shall pick 5 players from the group of players that were on the field at the end of the overtime period. Players shall not enter or exit the field after the overtime is completed.
 - A coin toss shall be used to determine which team kicks first.
 - Teams alternate Penalty Kicks for 5 rounds, with the team scoring more successful tries determining the winner. If no winner is determined after five kicks, additional players from the group on the field at the end of the game shall continue in a sudden death fashion until a winner is determined. If all players (goalie included) have been used for a kick, the list shall start back at the beginning and players will kick again until a winner is determined

Tie-Breaker

Among teams with the same number of points for wins and ties, final placing will be determined by the following tie breaker rules which will be applied in the following order:

	Rule	Rule Description
1	Head to Head	The winner of previous head to head match advances. Used only if two teams tied.
2	Net Score	The difference between goals scored and goals against, maximum of 4 per game
3	Least Goals Against	Fewest goals allowed in during bracket play
4	Most Goals Scored	Most goals scored
5	Penalty Kicks	Five per team, alternating. If tied after 5 each, 1 per team until tie is broken.

In the event 3 teams are tied after bracket play, tie-breaker rules will start with Number 2. “Net Score”, because the “head to head” tie breaker rule is not applicable. The tie-breaker rules are then revisited with the remaining 2 teams starting with the “Head to Head” rule. Online scoring is used for information only – in the event of a tie, the tie will be broken by hand using the above rules.

Laws of the Game

The tournament will be played in accordance with FIFA Laws of the Game, except as modified by these rules. In the event a final game is tied at the end of the second overtime and goes into penalty kicks, only the players on the field at the time the second overtime ends are eligible to participate in the penalty kicks. It is recommended that all players on the field at the end of the second overtime remain on the field.

Ejections – Red Card Policy

A player/coach/manager that is ejected from a game will be ineligible to participate for the remainder of that game and the following game. One full game suspension must be served.

All MSYSA players, coaches, and other team officials who receive a red card in the tournament and are unable to serve a minimum of a one game suspension within the tournament, must complete their suspension during their next league game.

Elimination of Heading Policy

1. All players age 10 and younger, regardless of what age group they play in, may not head the ball.
2. All players in the U11 age group or younger may not head the ball.
3. A header by these players shall result in an indirect free kick awarded to the opponent at the spot of the infraction. If the header occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Rule Modifications for Small Sided Games

A) 7v7 Modified Rules (2016-2017/U9-U10):

1. Use of the build out line will be enforced. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate. After the ball is put into play, the opposing team can cross the build out line and play resumes as normal.
2. Punting the ball is not allowed.
3. Goal kicks – FIFA rules.
4. The offside rule is enforced with the build-out line used in lieu of the center line for the beginning of where offside begins.
4. The goalie pass back rule is enforced – resulting in an indirect free kick from the spot of the infraction.
5. When the ball crosses a sideline, the game is restarted with a throw-in.
6. All players must be six (6) yards from all restarts.
7. Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
8. The goalkeeper can use hands anywhere inside the 10-yard deep area in front of the goal and cannot be impeded while in possession of the ball in this penalty area.
9. Penalty kicks will be taken from the eight (8) yard line, centered in front of the goal.
10. Slide tackles are not allowed.

B) 9v9 Modified Rules (2014-2015/U11-U12):

1. The offside rule is enforced.
2. Goal kicks – FIFA rules.
3. The pass back rule is enforced
4. When the ball crosses a sideline, the game is restarted with a throw-in.
5. All players must be eight (8) yards from all restarts.
6. Fouls & Misconduct restarts may be direct or indirect. FIFA laws apply.
7. Penalty kicks will be taken from the ten (10) yard line, centered in front of the goal.