

Tournament Rules

Games will start every 45 minutes with a horn blast, a double horn blast will indicate 1 minute before start of halves.

(2) 18 minute halves with a 2-minute halftime

Unlimited number of subs at any stoppage

Playing rules

Kickoffs, ball may move in any direction

No offside

Normal restarts with throw-ins, goal kicks or corner kicks.

Free kicks can be direct or indirect depending on violation,

4 yards of distance given for kicks and throw-ins

No penalty kicks, all kicks moved outside the goal box.

Shin guards required

Red Card for denying goal scoring opportunity or 2 yellows = dismissal from game, team plays down 1 player

Red Card for Violent Conduct = dismissal from tournament

Scoring

- 6 Points for a win
- 3 Point for a tie
- 1 points for a shutout (0-0 tie equals 4 points)
- 1 point for each goal (maximum 3 points per game)
- A forfeit in play will result in a 3-0 score (10 points)

1.1.1.1.1.1.1 10 points maximum per game

- Tie breaker
- Winner of head to head
- Winner of most games

1.1.1 Goal differential (goals scored minus goals against) with a maximum of 3 goals differential per game.

- Fewest goals allowed
- Kicks from centerline.

Semi-Final games. Full length game. Must be a winner. If tied at the end of regulation you will go directly to penalty kicks (the best of 3 from the top of the penalty box, followed by individual kicks until a winner is declared

Championship games. Two 10 minutes halves followed by two, 2 minute extra time sessions. Followed by the best of three kicks from top of penalty box. Followed by individual kicks until a winner is declared

- Protests

1.1.1.1.1 The Tournament Director's decision is final and no protests will be entertained.

- Registration
- On a first come basis until a bracket is filled. Places will be held to try and fill a new bracket.
- Players may only register/play on one team.

1.1.1.1 Youth players (U16 and younger) will need either a MYSA player pass or other proof of age.

2 Groupings: We reserve the right to combine age groups dependent on the total number of teams in a particular age division. Parity of competition will be a priority when scheduling. Teams will be notified if this occurs.

- Fees are non –refundable if games are cancelled for any reason.
- Check- in Procedure: should be done at least one half-hour prior to team's first game.
- Bemidji Youth Soccer is a tobacco, drug and alcohol free organization, please help us protect the youth by abiding by this policy.

- Weather In the event of severe weather such as Lightning and Line Storms it is important that all games are suspended and that all players are removed from the open fields. The Tournament Director will signal to all games in progress that the games have been suspended. The nearest safe public buildings are Target or Home Depot, which is located on Middle School Rd. a quarter mile north from the fields. All players and parents should make their way to this location. When the weather has passed the games will be resumed, check on every half hour to see if the games will be played. Tournament Director will be in touch with the National Weather Broadcasting Station to make sure that it is safe to resume play. In the case of extreme heat MYSA guidelines will be followed for field players using the onsite heat index gauge.