

### **Tournament Rules**

Tournament rules shall be the laws of the game as set forth by USYSA (FIFA) and as adjusted by the Minnesota Youth Soccer Association (MYSA) unless otherwise stated within this document. No protests will be allowed.

# 1. Player Eligibility:

- MYSA Teams: Players must be registered with MYSA and have a valid digital player pass.
- US Club and Non-MYSA USYS players must have a valid physical player pass.

Passes will be compared to the Tournament Roster at tournament check-in and by the referee prior to each game.

Players can play for **one (1) team only during the event** unless approved by the Tournament Director based upon special circumstances. Any ineligible player discovered shall cause the team on which he/she played to forfeit.

#### 2. **Roster size**. Maximum roster sizes are:

Level of Play	Format	Max. Roster Size	
9U - 10U	7v7	14	
11U - 12U	9v9	16	
13U - 15U	11v11	18*	

<sup>\*</sup>May roster 22 for the event, but only the stated maximum can dress per game. All team rosters will be frozen at the time of final check-in. Team Director approval is needed to over-roster a team based on special circumstance.

## 3. Guest Players:

- Each team may have up to five (5) guest players per game
- A guest player is:
  - 1. anyone not listed on your Team Roster for League play AND
  - 2. age eligible AND







## 3. rostered on a team within your Club

**NOTE:** You may move players up (C2 to C1), down (C1 to C2), and across levels (C1 to C1) as per MYSA Rules 4.2.2.4 & 4.3.2.4

- MYSA guest players: identify on the tournament roster as Club Pass
- <u>US Club guest players</u>: provide signed loan paperwork and identify as a Guest player on roster
- Non-MYSA USYS guest players: provide proof of DOC's permission to play

#### 4. Out of State Teams

<u>Permission to travel.</u> Out of state teams using USYS passes must supply written proof of permission to travel from their state association along with the official state roster. Failure to supply this form will result in the team being dropped from the tournament with no refund.

<u>Heading.</u> Intentional heading for 11U age groups and younger is prohibited. Violation will result in a free, indirect kick for the opposing team.

This tournament requires compliance with Minnesota Statue 121A.37, which states that participating coaches (and referees) must have completed concussion training. If your Club is not in compliance, please use the link below to complete the CDC's free, online concussion course.

https://www.cdc.gov/headsup/youthsports/training/index.html

### 5. Credentials and Tournament Check-In

## **Required Documents**

\*\*Player & coach passes/photo IDs must be present and available at all games

- MYSA teams:
  - a. One (1) Affinity Player Roster with photos
  - b. Signed Medical releases for each player







- 2. US Club and Non-MYSA USYS teams:
  - a. One (1) Official Player Roster
  - b. Valid Player & Coach Passes/photo ID cards
  - c. Signed medical releases for each player
  - d. Guest Player form (only if applicable)

#### IN-PERSON Check in:

- 1. **Oct 12** 4:30 -8:00pm
- 2. Oct 13 6:45am-10:00am
- 3. HQ Address 4123 Radio Dr 55129 (Blue Fields garage)
- 4. At least **60 minutes prior** to first game only

**NOTE:** It is highly recommended that teams send a representative to register their team on Friday evening if opting for In-Person check in.

### 6. Length of Games:

- There will be no overtime in preliminary rounds.
- All teams are guaranteed 3 *scheduled* games; cancellation due to weather is beyond our control.
- The Tournament committee reserves the right to shorten games for player safety or to make up significant delays. (See Severe Weather Policy). Referees will be advised to insist on readiness for pre-game inspection in order to start all games promptly on schedule. (See 8. Forfeits)

Age	Period Length	Format	Ball Size	Interval
9U - 10U	(2) 25 minutes	7 v 7	4	5 Minutes
11U - 12U	(2) 30 minutes	9 v 9	4	5 Minutes
13U - 15U	(2) 35 minutes	11 v 11	5	5 Minutes







- 7. **Pre-game Warmup** must be completed on available space other than the playing fields prior to game check-in & scheduled start-times. Teams are expected to be at their designated field 15 minutes prior to game time, ready to play.
- 8. **Forfeit** may be awarded to the other team if:
  - A team does not have at least:
    - 1. five players for 7v7 games
    - 2. six players for 9v9 games
    - 3. nine players for 11v11 games
  - A team is not ready to play 10 minutes after the scheduled start time

A 3-0 win (and 10 points) will be awarded to the non-forfeiting team and the game will be considered played.

Any team forfeiting a game cannot advance to the final round.

#### 9. Home team

- Is the team listed first in the official game schedule
- Must change to alternate jerseys if a color conflict occurs
- Must provide the game ball
- *10.* **Parents & spectators** shall sit on the sideline opposite the players. *NO persons are permitted behind the goals.*

# 11. Referees/Asst. Referees

- This tournament will utilize certified and currently registered USSF Officials.
- All referee decisions are final. No appeals or protests allowed.
- All 13U-15U games will be officiated by 1 Center Referee and an Assistant Referee; 11U-12U games will be officiated by 1 Center Referee and an







Assistant Referee whenever possible; 9U-10U games will be officiated by 1 Center Referee.

### 12. **Scoring**:

Highest number of points will determine which teams advance to a championship round when needed.

- 1. Win = 6 points
- 2. Tie = 3 points
- 3. Loss = 0 points
- 4. 1 point per goal (maximum of 3 pts per game)
- 5. 1 point for a shut-out

**NOTE:** In determining the total number of points above, if tied teams have played an **unequal number of games**, a calculation will be made to compensate for the number of games played. Total number of points will be divided by number of games played. The resultant higher number will be declared the winner. (See Canceled and Incomplete Games below)

NOTE: If semi-final or final games are cancelled, Champion and Finalist will be determined on point standings after preliminary games

#### A. Tie Breakers

- 1. Head-to-head (two teams only)
- $2. \ \ Winner\ of\ most\ games.$
- 3. Goal Differential (maximum 3 differential per game)
- 4. Fewest goals allowed
- 5. Most goals scored in all games (maximum 3 goals per game)
- 6. Most Shut-outs
- 7. Coin Flip
- B. **Canceled Games:** A 1-1 score will be entered with Canceled Status
- C. **Incomplete Games** (does not include shortened games, see Severe Weather):







- If one half of play is completed, the score will be entered with Completed Status;
- If LESS than one half of play is completed, a 1-1 score will be entered with Canceled Status

## 13. **Overtime** in a playoff or championship game:

- Two (2) five-minute periods for a total of ten minutes
- Coin toss determines field ends
- Teams will change ends for 2nd overtime period
- If still tied after overtime periods, penalty kick will be instituted. Teams will first take a series of 5 alternating shots using only players on the field at the end of the game. If still tied, teams will shoot alternating set of suddendeath shots until tie is broken.

## 14. Team Discipline

- Coaches are responsible for the words and actions of their players and spectators. <u>Verbal abuse of opponents or officials by players, coaches or spectators will not be tolerated.</u> Violations may result in forfeiture of the games and/or expulsion from the tournament.
- If a coach is out of control, a referee may request the coach to leave before a game continues. If a coach is asked to leave a game, the referee will report the incident to the tournament officials and will send the appropriate game report to the governing body offices. *The coach will serve an automatic mandatory two-game suspension*. A coach who is removed from a game must leave that area of the field. The area of the field includes but is not limited to the bench and spectator areas.
- Minimum one game suspension shall be served for violations resulting in a red card issued as a result of receiving two yellow cards. A player sent off by the referee for denying a goal-scoring opportunity, either by deliberately handling the ball or by an offense punishable by a free kick or penalty kick, shall serve a minimum 1 game suspension.
- Minimum two game suspension: sent off by the referee for one of the following:







- 1. Serious foul play (except as noted above)
- 2. Spitting at an opponent or any other person
- 3. Offensive, insulting or abusive language; or
- 4. Violent conduct.

**Note:** A 2-game suspension will be in order even if the player had received a yellow card prior to the red card.

### 15. Injuries

- Players bleeding from an injury must leave the field of play and may not reenter without the Referee's permission.
- Blood stained uniforms must be changed before reentering the game.
- It will be the responsibility of all coaches/managers to provide ice/water and emergency first aid to their players. Trainers will be available in appropriate circumstances.

# Head Injuries

- A. Coach or official shall remove a player from the game when that player:
  - 1. exhibits signs, symptoms, or behaviors consistent with a concussion; or
  - 2. is suspected of sustaining a concussion.
- B. A player removed under this rule may not re-enter the game until the player:
  - 1. no longer exhibits signs, symptoms, or behaviors consistent with a concussion; and
  - 2. is evaluated by a provider trained and experienced in evaluating and managing concussions AND the provider gives written permission to again participate in games.







### 16. **Severe Weather Policy**:

- Every effort will be made to play all games. However, we reserve the right to shorten, reschedule, or cancel any game due to weather and/or field conditions
- Only the Tournament Director or DOC may halt matches. If a match is halted, team coaches or managers must check with headquarters to receive final instructions.
- Do not leave the playing area unless told to do so by the referee assignor or the Tournament Director (TD). The TD will be in communication with the Field Marshals. Stop by headquarters before dismissing your players.
- If your team is not present at the resumption of play, you team will forfeit the match.
- The HealthEast Sports Center Pavilions and the Field House are available for shelter.

### • Weather Delay Plan:

- 1. Games may be shortened
- 2. The schedule will be modified to get in as many games as possible, this means some may be later and under the lights

# 17. Refund Policy Due to Weather

The Tournament Director and Director of Coaching shall have full and final authority over the delay, cancellation, format change or any other alteration of games that may be required due to weather and/or field conditions. Refunds for cancellation of the tournament due to weather will be made at the discretion of the Tournament Director.

# 18. Parking

Please park in designated areas only - **parking or driving on grass is prohibited at all venues** and is subject to towing and a fine by the local police department.







#### 19. Attendee Behavior

Salvo Soccer Club employs a strict no drug, no alcohol and no tobacco policy at all youth soccer events and venues.

Negative coach, fan, and spectator behavior will not be tolerated. Violators will be asked to leave the premises. The infraction will be reported in the post tournament report.

## 20. Lodging

This event is Stay and Play. All non-commuting teams participating in the tournament must, as a condition of acceptance, book all hotel accommodations using the instructions on our Hotels page (Link available soon). Failure to adhere to this policy will result in the team being dropped from the event with no refund.

For more information, please visit <a href="http://www.woodburysoccer.com/tournaments">http://www.woodburysoccer.com/tournaments</a>

\*Tournament Staff reserves the right to amend or adjust rules as they see fit\*

Have a great time at the Tournament!



