

# 2025 Detroit Lakes Noon Rotary Cup

## Tournament Rules

July 11-12, 2025



### **CONDUCT EXPECTATIONS**

We should enjoy and encourage the play, whether it is your player or a player from the opposing team. There is no tolerance for disrespectful communication to players, referees or coaches on any team.

Any spectators conducting this behavior will be given 1 warning. If the behavior continues, the spectator will be asked to leave the field for the remainder of the game. If the behavior continues after the second warning and removal from the field, the spectator will be asked to leave the premises and no longer able to return to the duration of the tournament.

Coaches are responsible for their own words and actions, as well as those of their players and spectators. Verbal abuse of players or officials will not be tolerated.

Each pitch has a technical area and coaches and players must stay within the confines of this area while watching the game.

Violations may result in forfeiture of games and expulsion from the tournament.

The Tournament Director and other Tournament Staff has the right to resolve any situation not specifically covered in these rules.

Be respectful and be KIND to ALL players and tournament staff!

### **TEAM REGISTRATIONS AND DIVISIONS**

- This is an open, unrestricted tournament.
- There will be separate boys and girls brackets for all levels of play.
- Black division is our upper, more competitive division, Red Division is our lower, more developmental division.
- The tournament may combine age brackets and competition levels to provide the best playing experience possible for all teams. Balanced levels of competition will be a priority when scheduling.
- Registration refunds will be granted at the discretion of the Tournament Director and Club Administration.

## **CHECK-IN REQUIREMENTS**

- All teams must check-in at least half an hour before the team's first game with documentation and team roster.
- Please email your roster for on-line check-in to [dlysatravelssoccer@gmail.com](mailto:dlysatravelssoccer@gmail.com) at least 48 hours before the start of the tournament. Send a separate email for all teams registered with the roster and player pass pdfs to check-in your teams. Please put the team name in the subject line for each team.
- If you do not pre-check your team, in-person check in will also be available at the Tournament Headquarters tent next to concessions. Please check your team in at least 30 minutes prior to your first game!
- The rosters are frozen at check-in. No changes will be made after that.

## **ROSTERS**

- Players may play on two different teams.
- A maximum of 5 double rostered players are allowed per team.
- U9 & U10 teams play 7 v 7 with no maximum roster number.
- U11 & U12 teams will play 9 v 9 with no maximum roster number.
- U13 & older teams will play 11 v 11 with no maximum roster number.

## **BRACKETS**

- Each team will be scheduled to play a minimum of 3 games.
- Champions will be decided either through pool play or a championship game depending on the number of teams in the division.
- During pool play, games ending in a tie will be recorded as a tie.
- U10 brackets will be competitive. Scores will be recorded and posted. There will be championship games.
- U10 players will NOT receive participation awards.
- All Championship teams will get player medals along with a photo with the Rotary Cup.

## **GAMES**

- U10 games will be two 25-minute halves with a 5 minute halftime break.
- U12 and older games will be two 30-minute halves with a 5 minute halftime break.
- If games are behind schedule, tournament officials may reduce each half until the tournament is back on schedule.
- There will be a 30-minute rest for all teams and referees over the lunch hour on Saturday per tournament master schedule.
- The home team is responsible to provide a game ball and to change jerseys if there is a conflict with colors.

## **RULES OF PLAY**

- All games shall be played pursuant to USSF Laws of the Game, unless stated otherwise in these rules.

U10	Play 7v7 Size 4 ball Build out line is in effect. Offside is an effect from the Build Out Line.
U12	Play 9v9 Size 4 ball Offside is in effect
U13-19	Play 11v11 Size 5 ball Offside is in effect

- U10 Rule Modifications:
  - Heading: Deliberate heading is not allowed at the U10 level. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
  - Build Out Line: U10 games will use build-out lines. The Build Out Line is a horizontal line drawn from sideline to sideline 14-yards in front of each goal, build-out lines encourage possession and playing the ball out of the back. When a goalkeeper has the ball in hand or takes a goal kick, the opposing team must remain behind the build-out line until the ball is put into play. This line also indicates where offside can be called, as teams cannot be called for offside between the midfield and build-out line.
  - Punting: U10 games will not allow players to punt the ball. If a player punts or drop kicks the ball, the opposing team will receive an indirect free kick from the spot of the infraction. If the infraction occurs within the goal area
  - Penalty Kicks: U10 games will have no penalty kicks. All free kicks in U10 games will be indirect free kicks.

## **SUBSTITUTIONS**

- Unlimited substitutions and unlimited re-entry.
- Substitutions may be made, with consent of the referee at the following times:
  - Prior to a throw in, by the team with possession of the ball, if the team in possession is substituting, both teams may substitute.
  - Prior to a goal kick, by either team.
  - After a goal, by either team.
  - After an injury, by either team, when the referee stops play.
  - At half time

## **STANDINGS AND TIEBREAKERS**

- At the conclusion of each game, the official will report the final score to the Tournament Director.

### **Points System**

- 6 Points for a win
- 3 Points for a tie
- 1 points for a shutout (0-0 tie equals 4 points)
- 1 point for each goal (maximum 3 points per game)
- 10 points maximum per game
- If a team plays a 4<sup>th</sup> pool play game, to calculate their total score, we will take the average of their points and multiply that number by 3.

### **Forfeits**

- A grace period will be extended to 15-minutes beyond the scheduled kickoff time.
- Failure to complete a match will result in a 3-0 score to the opponent.

### **Tiebreakers**

- For teams tied in points at the end of round-robin play, the following criteria will be used to determine advancement to the knockout round:
  - Winner of head to head
  - Winner of most games
  - Fewest goals allowed
  - Goal differential (goals scored up to 3 minus goals against up to 3) per game.
  - Kicks from the mark.
- Games ending in ties will remain as ties in pool play rounds.
- Championship games cannot end in a tie and will proceed with two 5-minute periods.
  - After the first 5-minute period, teams will switch sides with no break.
  - At the end of two 5-minute overtimes, if the game is still tied, it will be decided by 5 kicks from the penalty mark.
  - If still tied, we will proceed with individual kicks until a winner is declared.
  - This follows the procedures published in the USSF Laws of the Game.

## **REFEREES**

- A one-person referee system will be used for U10.
- A three-person referee system will be used for U11 and above if referee availability allows.
- USSF certified referees will be used as available for all center referees.
- ARs will be certified as availability allows. DLYSA reserves the right to use uncertified referees as ARs for games if needed.
- **All referee decisions are final.** No protests will be entertained.

- **A zero tolerance** policy towards referees will be applied; any player, coach or parent yelling or creating an unsafe environment for referees to do their duties and responsibilities will be expelled from the tournament. Any complaints, issues or concerns, will be handled by the onsite Referee Assignor and/or Tournament Director.

### **COMPLEX INFORMATION**

- We will have a medical trainer at the game site that will be able to follow concussion guidelines, as well as look after other injuries.
- Detroit Lakes Youth Soccer Association is a tobacco, drug and alcohol free organization, please help us protect the youth by abiding by this policy.
- Dogs are welcome, but please be responsible and keep them under control and a safe distance from the playing area.
- Only handicapped and tournament staff parking is available inside the complex. Parking is permitted in the MState parking lot or on Terry Street for closer parking for Fields 12-15.
- Please observe the **15 MPH** speed limit as you enter the MSTATE Technical College

### **WEATHER**

- In the event of severe weather such as lightning all games will be suspended and all players should be removed from the open fields.
- The tournament director will signal to all games in progress that the games have been suspended.
- DLYSA tournament staff will check in every half hour to see if the games will be played, and when the weather has passed the games will be resumed.
- In the case of extreme heat, the recommended guidelines will be followed using the onsite heat index gauge.
- If games are suspended, the tournament website and social media will be updated. Suspension does not mean cancellation.
- Every effort will be made to provide three games for each team. However, the Tournament Committee will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or part.
- The Tournament Director has the ultimate authority and sole discretion to adjust the schedule of any or all remaining games, including shortening the length of games, to try and maintain the schedule as much as possible.