

Tournament Rules

2012 Rochester Invitational Soccer Tournament Tournament Rules

The Rochester Youth Soccer Association Rochester Invitational Soccer Tournament philosophy is to promote good sportsmanship, quality competition and a positive fun environment to its participants. Rules governing this tournament are those of FIFA and MYSA and as modified herein.

1. The tournament director has the right to modify any tournament rule or schedule, which, in their sole judgment, is required for the safe and timely completion of the tournament.

2. No Appeals or Protests are allowed. All decisions of the tournament director and rules committee are final.

3. No refunds are given to teams withdrawing from the tournament after submitting a registration. Partial refunds may be considered if tournament is shortened or cancelled and the decision is at the sole discretion of the tournament director. Refunds will be given to teams not accepted into the tournament. Teams indicating their dissatisfaction with play times and indicating they will not play at those times or indicate that they will willingly forfeit those games, will be disqualified from the tournament and will NOT receive a refund.

4. Applications and entry fees are due by Midnight May 18, 2012. Teams are accepted in the order that fully completed tournament registration forms and registration fees are received until a bracket is filled. Rochester Youth Soccer Association reserves the right to refuse entry to any team for any reason. Notification of acceptance will be sent to teams as brackets are filled. Teams not accepted in the tournament will be notified by e-mail by June 1, 2012.

- 5.1. Completed rosters must be on file with the Tournament Director and will be frozen at team check in. MYSA teams that have received a roster expansion waiver from their respective club president and/or MYSA Competitive Committee per MYSA rules must provide proof of such waiver. Player passes are required for all players. Maximum of 12 players per team for U9 and U10 (with waiver up to 13 players). Maximum of 14 players (with waiver up to 16 players) for

U11 and U12. Maximum of 18 players for U13 through U15 (with waiver up to those authorized). Maximum of 22 players for U16 thru U19 teams with only 18 players allowed to dress for a game (with waiver up to those authorized). Rosters will be checked before each game. Player changes are not allowed after team check in. Teams may register a maximum of 3 guest players (see 5.2 below), providing the total number of players rostered does not exceed the maximum number of players in each age division. Players are not allowed to roster on multiple teams.

5.2. Guest Players: Each roster may have up to 3 guest players, granted the over roster waiver number has not been exceeded. Guest players may be any player that is:

- a) Age eligible (Note: A player cannot play at a lower age/classic level than identified on their player pass).
- b) Playing at the same or highest age/classic level as identified within a tournament bracket according to the player's pass or is coming from a lower competitive level team.
- c) A player not on your team's roster in regular league play. This includes play-up players.
- d) Have a valid player pass.

6. All coaches present on the sidelines must possess MYSA or state approved coaching passes

7. All non-MYSA teams must obtain written approval from their state soccer association for participation in the tournament.

8. The home team will be the first team listed in each game scheduled. The home team will be responsible for providing the game ball and using alternate colored jerseys if necessary. Team players and coaches will take the West or South side of the field. Fans will take the East or North side of the field.

9. Each team plays a minimum of three games, weather permitting. Teams may play a maximum of two games per day, and a minimum of one game per day. Games will start on

Friday evening. Every team should be prepared to play early Friday evening or late Sunday afternoon. **Special requests for specific playing times will not be accepted.**

10. Teams must be ready to play at the start of the scheduled game time or the game will be declared a forfeit. A forfeit game has a 3-0 score. A minimum of 4 players are required to start the game for U9 and U10, one of whom must be the goalkeeper. A minimum of 5 players are required to start the game for U11 and U12, one of whom must be the goalkeeper. A minimum of 7 players are required to start the game for U13 through U19, one of whom must be the goalkeeper.

11. Team Bracketing: Teams will be divided into brackets determined by age and competitive level. The minimum number of teams for a bracket is four (4) and the maximum is eight (8) for U9 and U10, eight (8) for Classic I brackets and twelve (12) for all other brackets. Brackets may be divided into groups of 4, 5, 6 teams, dependent upon the number of teams in a bracket. Brackets will be U9, U10, U11, U12, U13, U14, U15, U16, U17, U18/U19 age group/competitive divisions. Every effort will be made to provide single age groups/competitive levels for a given bracket. However, it may be necessary to combine age/competitive levels to complete a bracket. For instance, Classic 2 and Classic 3/Rec + may be combined in a given age level, (note: Rec + is treated as Classic 3). Another combination might be combining two age groups in the same or higher competitive level, (for instance U14/U15 C2 or U14 C1 to U15 C2). It will be at the discretion of the Tournament Scheduler and the Tournament Director to determine if age/competitive levels are combined to complete a bracket. Schedules will be posted to the tournament website one week prior to the tournament, and teams will at that time have the opportunity to review their placements into brackets. If combining of brackets is required, teams that have been placed in a combined bracket will have 24 hours from the original posting of the schedules, to notify the tournament director of a desire to withdraw and receive partial refund of 50%. Teams are required to register equal to or above the age/competitive level they have been assigned by MYSA or their home state association, or their home country association. For instance, a U14 C2 team may not register to play at U14 C3. However, a team may request to play up an age/competitive level, for instance, a U14 C3 team may request to play U14 C2. In this case, it is up to the Tournament Scheduler's discretion. Teams designated as a Tournament Teams will play in a Classic 1 bracket. Teams without comparable Minnesota Division status will play TT/Classic 1.

12. Game ball sizes: U9, U10, U11, U12 - size 4, all others - size 5.

13. Length of games:

U9/U10 25 minute halves 5 minute half-time

U11/U12 30 minute halves 5 minute half-time

U13/U14 35 minute halves 5 minute half-time

U15/U16 40 minute halves 5 minute half-time

U17/U18/U19 45 minute halves 5 minute half-time

Overtime will be played only in the championship and third place games. Overtime will use two five minute periods without sudden death. If the game remains tied at that point, penalty kicks according to FIFA rules will determine the winner.

14. A "Game Lineup Report" for use of a Roster is required for each game and will be turned in to the head referee before the beginning of each game. MYSA game rosters may be used in lieu of the "Game Lineup Report". Forms will also be available at the time of registration. The referee is required to turn in the "Game Lineup Report", or the MYSA game roster, for each game as part of their game report.

15. Red cards: Two yellow cards in one game is the equivalent of one red card. The recipient of two yellow cards will be suspended for the duration of that game as well as the team's entire next game. The recipient of a red card, (non-yellow), will be suspended for the duration of that game as well as the team's next two games. Adherence to MYSA rules regarding fouls and misconduct will be strictly enforced. Player passes from MYSA teams will be kept by the tournament director and delivered to the MYSA offices. For non-MYSA teams, a copy of the player pass will be sent to the MYSA office, and the original card will be returned to the coach if requested by the coach, otherwise the player pass will be returned to the player's home state association. In either case the tournament must notify the player's home association. 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 retain the member's pass and will send it to the MYSA office along with the appropriate game report. The coach will serve an automatic mandatory two-game suspension.

16. Substitutions will be made from the center field touch lines. Substitutes are expected to enter and leave the field on their side of the field. Players must be ready so a minimum amount of time is taken.

17. Handling of U9/U10 team scoring:

- U10 or younger teams may not compete in competitive brackets at ages U11 or older.
- Standings will not be recorded or posted.
- Scores will not be recorded or posted.
- There will be no play-off rounds.
- There will be no champions declared.
- Participation awards will be given to all players.

18. Team Standings: Team standings will be posted at the primary venues near the tournament sub-headquarter locations, (Fuad Mansour Athletic Complex, and Roy Watson Athletic Complex). All field marshal locations at all venues will have all team standings for teams assigned at that venue. Team standings will also be posted to the internet on the tournament website at www.rysa.org within 1 hour from the time that the game referee has turned in their game report.

19. Scoring for U11 through U19 age divisions:

Win = 6 points

Tie = 3 points

One point for each goal scored (maximum of 3 per game)

One point for a shut out (0-0 tie = 4 points)

Ten points maximum per game

20. Playoff Selection U11 through U19:

Brackets with two groups (6 or more teams):

The group winners will play for the Championship game. The second place teams in each group will play the Third Place game.

Brackets with one group (4 or 5 teams):

First and Second Place teams are determined by point total.

In case of a tie in total points, the following procedure will determine the advancing (or winning) team:

- a. Highest number of points.
- b. Winner of head to head competition. Not valid if more than two teams are tied.
- c. Winner of most games.
- d. Goal differential.
- e. Fewest goals allowed.
- f. Penalty kicks according to FIFA rules, except any eligible player may be chosen to kick.

Awards U11 through U19:

First and Second place awards will be awarded to the first and second place teams in age brackets and/or competitive level with 5 or less teams. First, Second and Third place awards will be given to the first, second and third place teams in each age bracket and/or competitive level with 6 or more teams.

21. Referees:

There will be adherence to the USSF policy that no one shall officiate as a referee or assistant referee in any game who is not registered with the USSF for the current year.

22. Safety/Medical: Teams must bring their own first aid kit and water. Water is not available at the fields. This tournament, held by the Rochester Youth Soccer Association (RYSA) and sanctioned by the Minnesota Youth Soccer Association, requires compliance with Minnesota Statute 121A.37 in accordance with the Rochester Youth Soccer Association (RYSA) and MYSA Concussion Policies. All participating coaches and referees are required to take concussion training. The US Center for Disease Control and Prevention has a free, online course entitled *Concussion Training for Coaches (and referees)*, accessible by the following link: www.cdc.gov/concussion/HeadsUp/online_training.html

Copies of the Minnesota statute and MYSA policies are available at:

<http://www.mnyouthsoccer.org/programs/concussions.cfm>

23. General Guidelines: Water is not available at the fields. All players, teams, coaches and fans are subject to the MYSA Policies and Rules Manual regarding appropriate conduct and behavior at MYSA sanctioned tournament matches. Sanctions may be imposed and shall be addressed by (1) MYSA for all league teams and (2) the MYSA Tournament Director for tournament and tournament only teams. Notifications will be sent to home state associations

for non MYSA teams.

NO ALCOHOLIC BEVERAGES ARE ALLOWED.

NO TOBACCO IS ALLOWED.

NO DRUGS ILLICIT DRUGS ARE ALLOWED.

ACCEPTABLE TEAM AND SPECTATOR BEHAVIOR IS REQUIRED.

TEAM AREAS ARE TO BE CLEARED OF DEBRIS WHEN GAME IS OVER.

DOGS ARE NOT ALLOWED AT ANY OF THE SPORTS COMPLEXES, ON, OR NEAR THE PLAYING FIELDS.

Evidence of vandalism by soccer tournament team members, spectators or fans occurring anywhere in the Rochester area, brought to our attention, will result in team disqualification and will be reported to MYSA for appropriate action.

24. Weather/Lightning Policy:

Weather conditions are the responsibility of the game officials, coaches, tournament emergency management director and the tournament director. MYSA Weather Guidelines will be followed. Enforcement of the guidelines will be directed by the consensus of the game officials at a given location. However, the referee assignor, tournament emergency management director, and or the tournament director made at a given location, and only if the over ruling decision goes above and beyond the definition of MYSA Weather Guidelines. MYSA Weather Guidelines will be posted at all tournament venues.

Please note that the safety of all is the foremost concern, independent of any cost, inconvenience or advantage due to the replay (or lack thereof) of the game.