MapleBrook Soccer Tournament Rules & Regulations



As an unrestricted US Club sanctioned tournament, the **MapleBrook Soccer Tournament** is open to all. Rec Plus teams are also invited.

The Tournament Website is frequently referenced in this document. It can be found at tournament.maplebrooksoccer.com

| AGE | А | PLAYERS PER SIDE | Game Duration | | | |
|--------|-------------------------|---------------------|---------------------------|---------------|---------|------------|
| | RED (MOST COMPETITIVE) | | BLACK (LESS COMPETITIVE) | | | |
| | | | TCSL - WHITE, | | | |
| U9 | TCSL - RED, WHITE | MYSA - BLUE | BLUE | MYSA - BLUE | 7 v 7 | 2 x 25 min |
| | | | TCSL - WHITE, | | | |
| U10 | TCSL - RED, WHITE | MYSA - BLACK | BLUE | MYSA - BLACK | 7 v 7 | 2 x 25 min |
| | GOLD (MOST COMPETITIVE) | | SILVER (LESS COMPETITIVE) | | | |
| | TCSL - NATIONAL, | | TCSL -STATE, | | | |
| U11 | REGIONAL | MYSA - BLACK | CITY | MYSA - BLUE | 9 v 9 | 2 x 30 min |
| | TCSL - NATIONAL, | MYSA - FUTURES, | TCSL - STATE, | MYSA - BLACK, | | |
| U12 | REGIONAL | BLACK | CITY | BLUE | 9 v 9 | 2 x 30 min |
| | | MYSA - LEAGUE 1, | TCSL - STATE, | MYSA - BLACK, | | |
| U13/14 | TCSL - NPL, REGIONAL | BLACK | CITY | BLUE | 11 v 11 | 2 x 35 min |
| | | MYSA – Premier I or | TCSL - STATE, | MYSA - BLACK, | | |
| U15+ | TCSL - NPL, REGIONAL | II, LEAGUE 1 | CITY | BLUE | 11 v 11 | 2 x 40 min |

ANTICIPATED BRACKETS

It is our desire to fill all brackets as shown above. <u>However, MapleBrook reserves the right to combine age groups or playing levels as appropriate.</u> All brackets will contain a minimum of four teams. Registrations will be accepted in the order received, provided room exists in the bracket.

Teams may apply to play in older age groups or higher playing levels than their Home State registration by indicating this desire on the application form. No team may play in a younger age group than their Home State registration, even if all players would have been age-eligible to play at a younger age group.

FIELDS

Games will be played on quality soccer fields in the communities of Maple Grove, Osseo and surrounding areas. All sites used are smoke-free, alcohol-free and drug-free zones. Smoking or use of alcohol/drugs is strictly prohibited at any of the tournament sites.

The Tournament Committee strongly discourages spectators from bringing pets due to the size of the event. Should any spectator choose to bring a pet, they are responsible for maintaining control of the pet, for all clean-up and are solely liable for any injury caused by their pet.

GAMES

The Tournament Committee sets the tournament schedule. Games may be played on Friday evening from 5:00 PM to 9:00 PM, Saturday and Sunday from 8:00 AM to 9:00 PM. (Historically, games have been completed by 5:00 PM on Sunday, but the Tournament Committee reserves the right to use the full published time if needed to accommodate all games.)

Each team will be scheduled to play a minimum of three games. No teams will be initially scheduled to play more than two games in one day (although weather or playoffs may change this). Teams listed first on the schedule are responsible to provide a game ball and to resolve any jersey color conflicts.

The Tournament Committee frequently receives scheduling requests. Teams making these requests can expect the following:

- Requests for Friday schedule accommodations from teams travelling more than 100 miles will be given first priority.
- All other scheduling requests made prior to May 1 will be considered but cannot be guaranteed.
- No requests made after May 1 will be granted, including those made after the schedule is released.
 - The only exception is for State Cup games rescheduled to the weekend of the MapleBrook Invitational. The Tournament Committee will make a reasonable effort to work with the team involved to accommodate State Cup related requests.
- Regardless of when the request is made, teams are expected to be available to play for the full duration of the tournament. If a team does not play in a scheduled game, even if they have submitted a scheduling request, it will be recorded as a forfeit.

Teams must immediately reschedule any league games that could potentially conflict with any tournament game.

To keep games running on time, teams may not be able to warm-up on their game field prior to the game – this includes goalie warm-ups. Each site has ample green space for teams to use for warm-up exercises. Please respect the instructions given by tournament officials or referees regarding this.

If games are behind schedule, tournament officials/referees may reduce each half by five minutes until the tournament is back on schedule.

AWARDS

Participation awards will be given to all U9/U10 players. U9/U10 participation awards will be available for pick-up at the information tent throughout the duration of the tournament.

Information about awards for competitive brackets (U11+) will be provided in the team packet given to the team representative at check-in time.

CANCELLATIONS & REFUNDS

Full refunds will be available in the event that the tournament is cancelled due to Covid restrictions. See cancellation policy.

TOURNAMENT HEADQUARTERS & DIRECTOR:

The address, phone number and open hours for Tournament Headquarters will be posted on the Tournament Website well in advance of the tournament.

The contact information for the Tournament Director will be posted on the Tournament Website. During the tournament, the Director will be available by cell phone and walkie talkie during the day. Emails received during the tournament may not be replied to until after games have been completed for the day.

RULES OF PLAY

Each game will be played under FIFA rules as modified by US Club and as further modified within this document. Especially noteworthy from the US Club rules is the player pass requirement:

A photo match report with approved water mark, issued by tournament at the time of check-in, will be provided to the ref prior to each game. This report will be used to check player's in prior to game. Every player on the field, must be listed on this report to be eligible to play in the game.

If, after the forfeit grace period has expired, a team has not produced the required match report, the referee will report the game as a forfeit. (See the "Forfeits" section for additional information.) Should the two teams scheduled to play opt to utilize the open field for a scrimmage, the referee(s) will not officiate the play, the teams play at their own risk and they must be off the field with enough time for the following game to begin on time.

POINTS AND TIE BREAKERS

Game results, including notification of teams advancing to playoff rounds will be updated on the Tournament Website throughout the tournament. U9 and U10 brackets will be non-competitive. This means (for U9 and U10 brackets), scores will not be recorded or posted, standings will not be kept, and no playoff or championship games will be played. For U11 and older, the following is used for points:

- 1. Games ending in ties will remain ties in preliminary rounds.
- 2. Playoff or championship games that cannot end in a tie will immediately proceed with two 5-minute periods. This is not sudden-death; both overtimes will be played in entirety. After the first 5-minute period, teams will switch goals with no interval. At the end of two 5-minute overtimes, if the game is still tied, it will be decided by kicks from the penalty mark following the procedures published in the USSF Laws of the Game.
- 3. To determine which teams advance to playoffs or championship round, the following procedures shall be used in sequence:
 - a. Highest number of points.
 - i. Win = 6 points
 - ii. Tie = 3 points
 - iii. 1 point for each goal scored (maximum three points earned per game)
 - iv. 1 point for a shutout (i.e., 0-0 tie equals 4 points for each team)
 - v. 10 points maximum per game
 - b. Winner of head to head competition (not used if more than two teams are tied).
 - c. Winner of most games.
 - d. Goal differential (goals scored minus goals against), with a maximum differential of five per game.
 - e. Fewest goals allowed.
 - f. Coin toss.
- **4.** A forfeit in play, whether simple or willful, will result in a 3-0 score.

CHECK-IN REOUIREMENTS

We will be hosting virtual check-in this year. All teams must complete the virtual check-in no later than May 31st.

Check-In directions will be emailed to teams by May 1st.

Documents required at team check in are listed below. For increased check-in efficiency, please arrange all players' documents in alphabetical order by last name.

- ☐ Photo Match Report
 - Acceptable roster forms include: MYSA Photo Match Report or US Club Photo Match Report
- □ Medical Release Form
 - You may use your own club's medical forms or the MYSA or US Club Liability/Medical Release form.
- □ Non-MYSA teams must provide proof of permission to travel.

Links to all above mentioned forms are provided on the Tournament Website.

ROSTERS

At the time of check-in, rosters are frozen and no changes will be made after that. Maximum roster sizes are:

| Age | Maximum number of players |
|-----------|---------------------------|
| U9 – U10 | 12 |
| U11 – U12 | 16 |
| U13 – U14 | 18 |

GUEST PLAYERS

A maximum of three Guest Players are permitted per team. Guest Players must be registered to a USSF affiliated club, although it need not be the same club as the tournament team. The player's registration indicated on the Match Report will be used to determine the Guest Player's age group and playing level eligibility.

If the Guest Player is from a <u>younger</u> age group, he/she may come from a team at any playing level except Premier. If the Guest Player is from the <u>same</u> age group he/she may come from the same or lower playing level as the tournament team. Premier players may be Guest Players only on other Premier teams.

Guest Player forms are required only for players from outside the tournament team's home club.

These rules mean that:

- You may have a Guest Player from your club *or* another club.
- Guest player forms are NOT NEEDED if they are from your club.
- Guest Players may "play up" from a <u>younger</u> age group, from any playing level with the exception of Premier Players.
- Guest Players may "play up" from the <u>same</u> age group, from a <u>lower</u> playing level.
- Guest Players may "play across" from another team at the <u>same</u> age group & <u>same</u> playing level.
- Premier players may be Guest Players only on other Premier teams.

If you have any questions regarding your Guest Players, we strongly recommend that you contact the Tournament Director prior to the tournament to verify eligibility.

REFEREES

A one-person referee system will be used for U9 and U10. A three-person referee system will be used for U11 and above. Only USSF certified and currently registered referees will be used for center referees; club lines may be used in some cases. If club lines are used, they will be selected by the center referee, positioned near the corner flag on their quadrant of the field and only indicate if a ball is out of play. They do not indicate offside or which team kicked the ball out – those decisions are left to the center referee.

All referee decisions are final. No protests will be entertained. There is **zero tolerance** for referee abuse. Any player, coach or parent yelling at or creating an unsafe environment for referees to execute their responsibilities may be expelled from the tournament at the discretion of the Tournament Director.

Any complaints, issues or concerns regarding referees will be handled by the Referee Assignor.

RED CARDS & COACH DISMISSAL

Red cards issued during the tournament will be handled following US Club rules. Player passes for red carded players will be retained and sent to US Club along with the appropriate game report.

Per US Club rules: 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 US Club office along with the appropriate game report. The coach will serve an automatic mandatory two-game suspension.

In any instance of dismissal, it is the responsibility of the coach and/or team manager to fill out the Ejected Participant Report "pink card" and get the referee's signature(s).

CONDUCT

MapleBrook Soccer Association is a strong supporter of PACT (Parents & Coaches Together) and the philosophies of sportsmanship taught in that program.

Misconduct by coaches or spectators may result in the individual(s) being asked to leave the game and/or non-participation for the remainder of the tournament. Coaches are responsible for their own words and actions, as well as those of their players and spectators. Verbal abuse will not be tolerated. Violations may result in forfeiture of games and expulsion from the tournament. The Tournament Committee has the right to resolve any situation not specifically covered in these rules.

HEALTH

Players with plaster casts must have them sufficiently padded, as determined by the game Referee.

EMERGENCIES

Every player participates at his/her own risk. Each team is responsible for medical supplies and for treatment of injuries; please include ace bandages and ice packs in team First Aid kits. Tournament volunteers such as Field and Site Coordinators have access to cell phones for emergencies. Area hospitals and urgent care facilities are included on the Tournament maps that are posted online and sent to team representatives prior to the tournament.

PLAYER CONCUSSION POLICY

This tournament, hosted by the MapleBrook Soccer Association and sanctioned by MYSA, requires compliance with Minnesota Statue 121A.37. 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

The highlights of the law are:

- Make information about the nature and risks of concussions to all participants of the club
- All participating coaches and officials shall receive online concussion training
 - http://www.cdc.gov/concussion/HeadsUp/Training/HeadsUpConcussion.html
- A parent or guardian sign a concussion information form indicating they received information about concussions
- Coaches or officials shall remove an athlete from participating if the athlete exhibits signs, symptoms and behaviors of or is suspected of sustaining a concussion
- To return to play, the following must be met:
 - The athlete no longer exhibits signs, symptoms and behaviors consistent with a concussion
 - And the athlete is evaluated by a provider trained and experienced in evaluating and managing concussions
 - And the provider gives written permission to return to play.

Consistent with these policies, the MapleBrook Invitational Soccer Tournament may require all participating coaches and officials to submit proof of completion of the online concussion training upon request. (i.e. Show their certificate of completion.)

WEATHER

The Tournament Committee reserves the right to shorten and/or cancel games as necessary. The final decision rests with the Tournament Committee on a per site basis.

If there is a need to suspend games due to weather conditions, coaches, players and spectators should move to the nearest safe location: buses, cars or a building. Coaches and managers should refer to the Site Coordinator for information on resuming games. All efforts will be made to efficiently communicate weather status via the Tournament Website and other electronic means (email, text, etc). However, the Site Coordinators will have the most up to date information most quickly.

If play is halted:

- The Tournament Committee has the right to shorten the length of games.
- If half of the game has been played before termination due to weather, the game stands as a completed match.

Weather Highlights

If lightning is within five miles, with or without hearing thunder, the game(s) should be suspended and shelter sought.

- The tournament will utilize lightning detectors at each site.
- Due to the layout of our field locations, if still safe, games at one playing site may continue even if play at another site has been halted.

Games should not be restarted for at least 30 minutes after the last lightning strike is seen or roll of thunder is heard.

Games will be adjusted at the discretion of the tournament committee during excessive heat as follows.

| Up to 89° | Normal Play |
|-------------|--|
| 90° - 99° | Mandatory two-minute water breaks per half with running time. Each half shortened by 5 minutes. |
| 100° - 105° | Mandatory two-minute water breaks per half with running time. Each half shortened by 10 minutes. |
| 105°+ | Suspend Play |

FORFEITS

Forfeits are defined as follows:

Simple forfeit: An attempt is made to play the game. **Willful forfeit**: No attempt is made to play the game.

The determination of the type of forfeit is left to the Tournament Committee.

A grace period will be extended for 10 minutes beyond the scheduled kickoff time or to the completion of the preceding game before a forfeit is declared. If the game is played after the grace period, halves may be shortened at the discretion of the Tournament Committee due to the delay to ensure the following games remain on schedule.

Teams that willingly forfeit a game may not advance to any award round. A simple forfeit will not prevent teams from advancing to a play-off game or winning a Championship.

Failure to complete a match or teams leaving the field during play will result in willful forfeiture.