

Minnesota US Club Cup hosted by NSCSL Tournament Rules

May 26- May 29, 2017

The Minnesota US Club Cup hosted by NSCSL will be played under FIFA Laws and Regulations in effect January 1, 2017 with the following modifications:

I. TOURNAMENT FEES

- Please refer to the tournament website for all pricing.
- Teams that drop from the tournament will not be refunded their team application fee.

II. TOURNAMENT HEADQUARTERS

Schwan Center (NSC Campus)
1700 105th Avenue Northeast
Blaine, MN 55449
Contact: Clinton LaBeau, 763-785-3679 or clabeau@nscsports.org

III. FINAL TEAM CHECK-IN

- Final Team Check-in is scheduled for Friday, May 26. All teams must check in 90 minutes before the team's first game or earlier with Tournament Headquarter staff.
- Updated game schedules will be provided at Final Team Check-in.
- Laminated US Club Soccer player/coach passes are required.
- Arrange player passes in alphabetical order to match roster.
- Bring any changes for previously submitted forms per team checklist.
- Do not bring player passes of players that are not participating in the tournament to Final Team Check-in.
- Your Official Tournament Roster will be frozen and no changes will be made to your roster for the remainder of the tournament at Final Team Check-in.
- An official US Club Soccer Roster must be submitted for all teams by May 13, no exceptions.

IV. ELIGIBILITY

- The Minnesota US Club Cup is open to all US Club teams who are registered and in good standings with their FIFA affiliated association. Teams not currently registered with US Club soccer, may join US Club soccer as an individual team.
- Teams will be accepted based on their application through May 7, 2017. After May 7, teams will be placed on a waiting list and duly notified of their acceptance.
- If an age group does not fill, teams registered will be given the opportunity to play up a category.
- Age group offered are as follows
 - Boys and Girls 12U Born on or after 01/01/05
 - Boys and Girls 13U Born on or after 01/01/04
 - Boys and Girls 14U Born on or after 01/01/03
 - Boys and Girls 15U Born on or after 01/01/02
 - Boys and Girls 16U Born on or after 01/01/01
 - Boys and Girls 17U Born on or after 01/01/00
 - Boys and Girls 18/19U Born on or after 01/01/98

V. GAME FORMAT

- 12U – 9v9
 - Maximum number of 9 players on the field: 8 field players and a goalie
 - Will play a minimum of 3 games
 - The maximum number of games is determined by the number of teams in an age group.
 - Teams are generally scheduled one or two games per day.
 - U12 teams will start play on Saturday
 - Age-appropriate fields will be used
 - Three person referee team per game.
 - Offside is in effect.

- 13U-18/19U – 11v11
 - Maximum number of 11 players on the field: 10 field players and a goalie.
 - Will play a minimum of three games.
 - The maximum number of games is determined by the number of teams in an age group.
 - Teams are generally scheduled one or two games per day.
 - Field size meets FIFA regulations.
 - Goal size is 8 feet high and 24 feet wide.
 - Three person referee team per game.
 - Offside is in effect.

VI. PLAYERS AND RESERVES

- 12U – may roster 26 and dress 16 players for games.
- 13U - U18/19U may roster 26 and dress 18 players for games.
- All players must meet the age requirements and be listed on the team roster with unique jersey numbers.
- Girls may roster on boys' teams; boys may not roster on girls' teams. Girls teams may play in boys' divisions; boys teams may not play in girls' divisions.
- Shin Guards must be worn by all players.
- Hard casts are not prohibited, but they must receive "explicit" approval from the Referee before a player wearing such a cast is allowed to play in the game. All casts must have the approval of the Referee. It is not a given that soft casts will be approved.
- Players may only play on one team during the tournament.

VII. PLAYER PASSES

- Approved player passes are checked at Final Team Check-in and by the officials prior to the start of each game.
- Players must have player passes in order to play. No pass - no play policy.

VIII. GUEST PLAYERS

- Teams may only use players from their club.

IX. SUBSTITUTION PROCEDURE

- All teams are allowed unlimited substitutions with their entire roster.
- Unlimited substitutions may be made with the consent of the referee at the following times:
 - 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.
 - Prior to a throw-in. The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute, the opposing team may also substitute at that time, provided they are ready and waiting at the midfield line.

X. HOME TEAM JERSEY

- The first team listed in the schedule is the home team.
- The home team must have an alternate jersey and be prepared to change, if, in the opinion of the referee, there is a color conflict.
- Team jerseys must match with unique numbers for each player as submitted on the Official Tournament Roster.
- No sharing of jerseys permitted.

XI. LENGTH OF GAME

Age Group Classifications	Minutes Per Half
Boys or Girls 12	30
Boys or Girls 13	35
Boys or Girls 14	35
Boys or Girls 15	40
Boys or Girls 16	40
Boys or Girls 17	45
Boys or Girls 18/19	45

*All halftimes should last 10 minutes

XII. SCHEDULES, RESULTS AND STANDINGS

- After every game the referee will report will complete a game card to report the score. The winning coach must verify both scores on the game card after the game. Any scores that are marked incorrectly on the game card will affect the standings and playoff standings. Game cards are collected by tournament runners and brought to Tournament Headquarters for recording.
- Schedules, results and standings are posted at various locations on the NSC campus.
- Scores are posted on the event web site and posting boards around the NSC Campus. Posting boards are located:
 - In the lobby of the NSC Schwan Center.

XIII. OFFICIAL GAME BALL

- The home team shall provide the ball to start the game.
- If additional balls are needed, they may be provided by either team.
- 12U teams use a size 4 ball.
- 13U-18/19U teams use a size 5 ball.

XIV. PLACEMENT OF TEAMS AND SPECTATORS

- Players and coaches on the Official Roster with valid passes will position themselves on the same side of the field.
- Coaching may only occur on the team's half of the sideline from the centerline to within 30 yards of the end line.
- Spectators for both teams will be positioned on the opposite side of the field from the teams.
- Parents/Guardians are responsible for supervision of their children at all times.
 - In the event that a child is lost, immediately notify any volunteer with a radio who will notify the police.
 - Found children will be brought to Tournament Headquarters to be reunited with parents/guardians.

XV. REFEREE SYSTEM

- The diagonal system of control is used with certified referees.
- Referees must be currently registered with USSF; international referees must be certified by their national association.
- Referees are assigned for all matches; however, 12U-18/19U teams should be prepared to provide a Club linesperson, if necessary.

XVI. FACILITY

- Minnesota State law prohibits the use of drugs and alcohol on NSC Fields. Players in violation will be ejected from the tournament.
- Minnesota US Club Cup is committed to promoting an environment that is free from harassment and violence in any form; verbal or physical intimidation; vandalism; drug, alcohol or tobacco use; gambling and inappropriate language. These policies apply to all players, coaches, referees and spectators. The NSC is a state-owned facility and adheres to the NO SMOKING POLICY mandated for all state facilities.
- Pets are not permitted on the NSC campus.

XVII. UNSPORTSMANLIKE BEHAVIOR

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage moral and social responsibility.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.

XVIII. FIELD MANAGERS

- A field manager system is utilized to keep the games on time and as a first line of communication in the event of a problem.
- There will be one field manager for every two to four fields.
- Each field manager will have a communications radio and ice for injuries.
- Only tournament officials may use the field manager's tents. This is not a meeting or gathering place for teams or players.
- There will be no pre-game warm-up on the field. Plan your pre-game warm-up in an adjoining area or on the sideline.

XIX. RED CARDS

- Red cards will be administered as per FIFA laws of the game.
 - A player sent off for a second caution or red card will not be allowed to play for the remainder of that game and the next game. The player may remain in the bench area, but not in team uniform, unless specifically asked to leave for further intolerable behavior.
 - A coach dismissed from the game will not be allowed to be on the team's bench for the remainder of that game and the next game. 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.
 - 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 tournament headquarters along with the appropriate game report.
 - Violent Conduct by a player or coach may result in more than a one game suspension by tournament committee decision.
 - If a player receives a red card, the player pass will be retained by the referee and forwarded to headquarters.
 - After the suspension is served, the coach may pick up the pass in headquarters.

XX. PROTESTS

- No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.
- Protests on player eligibility and other technical matters may be made in writing and submitted to headquarters within one hour of the conclusion of the match.
- Express concerns regarding violations prior to the start of the game or at the time the incident occurs.
- If you have a problem regarding the rules or procedures at your game, take the following steps:
 - Notify the referee immediately so that a correction can be made.
 - If the situation is not resolved, notify the field manager and a tournament official will respond.

XXI. SCHEDULING

- 11U-18/19U divisions with two teams, the champion will be determined by a single championship game.
- 11U-18/19U divisions with three teams, the champion will be determined by points and a double round-robin format.
- 11U-18/19U teams will be divided into groupings of 3, 4 or 5.
- 11U-18/19U teams will be assigned at least three games in initial play and will play games against other teams within its group.
- Groups with three teams will play two games within their own group and one game against a team from another group.
- If there are an insufficient number of teams in a group/flight, the tournament reserves the right to play that group as one group all team World Cup group. The top two teams from the World Cup pool will play a championship game to determine the winner. Example: For an age group or flight with a total of 6 teams, the tournament may choose to play a 6 team round robin rather than two groups of 3.
- All games do count in the group standings for determining play-off placement
- Forfeits: The tournament will make every effort to avoid a forfeit. A forfeit may only be called by Tournament Headquarters. In general a forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 1 hour of the start time (note: in some instances the tournament may choose to reschedule the game rather than allow the forfeit. In this instance teams are compelled to accept to a mutually agreeable time, rather than lobby for a forfeit. The tournament philosophy is to put its effort into playing tournament games rather than accepting forfeits).

XXII. WORLD CUP GROUP RANKING

- No overtime will be played during group competition.
- Teams will be awarded three points for a win and one point for a tie.
- A forfeit score will be recorded as a 3-0 victory.
- The maximum recorded "goal differential" in any one game shall be 7.
- The winning coach must sign the game card after verifying both scores. Any scores that are marked incorrectly on the game card will affect the standings.
- Following preliminary rounds, criteria in order of importance will determine placement for the play-off brackets:
 - Greater number of points. Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.
 - Head to head record. (This will not be considered if three or more teams are tied)

- Goal difference. Subtract total goals allowed from total goals scored. (Maximum of 5 per game).
- Least number of goals allowed.
- If teams are still tied, they will proceed to a kick from the penalty mark, immediately before they playoff game.

XXIII. ADVANCEMENT PROCEDURES 12U-18/19U

- Age groups with two teams will advance directly to a championship game.
- Age groups with only one group (3 teams), champions will be determined by points.
- The top team in each World Cup grouping advances to a championship game.
 - If only one World Cup group exists, the top two teams advance to a championship game.
 - If three or more groups are in a division a wildcard will advance to a semifinal. The wildcard will be determined by the criteria listed above.
- Overtime. In play-off competition, including finals, a maximum of two 5-minute overtime periods will be played.
 - If a team is in the lead at the end of two 5-minute overtime periods then that will be declared the winner.
 - If the game is still tied at the end of the second overtime period, the FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine who advances.
 - Players may be taken to a designated area where a referee crew will control, monitor and officiate the series of kicks from the penalty mark.
 - Only those players on the field at the end of the overtime period may participate in the taking of the kicks from the penalty mark.
- If at any point in the play-offs, a team chooses not to continue, Minnesota US Club Cup reserves the right to move other teams forward into its position, even if that other team has already lost. Teams who choose not to continue may not be invited to participate in Minnesota US Club Cup in the future.
- The tournament reserves the right to determine whether or not a team who forfeits during group play will advance to the playoffs regardless of the standings.
- If at any point in the play-offs, a team chooses not to continue, Minnesota US Club Cup reserves the right to move other teams forward into its position, even if that other team has already lost. Teams who choose not to continue may not be invited to participate in Minnesota US Club Cup in the future.

XXIV. AWARDS

- 12U-18/19U teams winning the Minnesota US Club Cup will receive a free entry to a US Club Regional event.
- Trophies will be awarded to the 1st and 2nd place teams.
- Individual gold medals are also awarded to 1st place teams; silver medals to 2nd place teams.
- All medals and trophies will be awarded at a ceremony area no more than one hour from the end of the championship game.
- Photo opportunities are available at the award presentation area.

XXV. WEATHER PROVISIONS

- Severe weather is a possibility. All weather decisions are the sole decision of the tournament committee and are based on the Weather Sentry storm tracking system and weather spotters used by Anoka County Airport, TPC Golf Course and the NSC Victory Links Golf Course.
- If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning the rearrangement or cancellation of games for any reason. **Every effort is made to play all games in their entirety.** Fees are non-refundable, if games or the tournament are cancelled for any reason.

The tournament committee has the right to:

- Institute water breaks, if the heat index is high. This is not a coaching break; players must remain on the field.
- Shorten the length of games.
- Suspend games due to lightning.
 - A game may be suspended by the tournament committee without being cancelled or considered complete if in the second half of play. If the decision to terminate a game is made, and, if one half of the game has been played before termination for weather conditions, the game stands as a completed match.
 - If it is necessary to suspend games, suspension and "all clear" announcements will be made over the radios to the field managers. Information will also be posted on the website.
 - When games are suspended, coaches and players are instructed to proceed to the nearest safe location: team buses, cars, or the buildings on the NSC campus. Teams should not be on the playing fields, in tents or shelters during game suspension due to lightning.

- Coaches are requested to stay with their teams. A team representative may come to tournament headquarters to await updates.
- Coaches/players should stay in a safe location until they see field managers return to their posts with radios.
- Coaches and referees should then proceed to their respective field manager to receive instructions on resuming games.

XXVI. WEATHER FLAGS

- The health and safety of participants is a primary concern. If the tournament officials and medical staff determine that the risk of heat exhaustion is becoming too high, various options using a flag indicator system will be utilized.
- Heat index flags will be used.
 - Green Flag - Normal play conditions. Follow regular conditions and allow free access to fluids.
 - Yellow Flag - Moderate heat conditions; 2-minute water break at the middle of each half is instituted. The clock is stopped during water breaks.
 - Red Flag - Extreme heat conditions. Game shortened by 5 minutes per half. In play-off rounds, the overtime periods may be eliminated. Instituted water breaks continued.
 - Modified Red Flag - Game length shortened. Please ask field manager or referee headquarters for protocol during modified red flag conditions.
 - Black Flag - Suspension of play. Inclement weather or other emergencies may cause suspension of games. Suspension does not mean cancellation of games. After a suspension is called, games may be restarted. In the event games are canceled, games that have completed the first half of play are considered final.

XXVII. INJURIES

- Coaches are considered guardians for underage participants when the parents are unavailable, and for all players regardless of age, when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player.
- A coach's decision to allow a participant to play, contrary to the recommendation of the medical staff, may leave the coach open to legal liability.
- If the coach is under the legal age, the team is required to have an official representative of legal age at the field who will serve as the legal guardian.
- Coaches are responsible for having emergency medical information for all players in their possession at all games.
- Referees are responsible for summoning the coach and first aid personnel onto the field, in the event of an injury.
 - The injured player will first be evaluated on the field by first aid staff.
 - If further evaluation is warranted, the injured player will be moved to the sideline when medically safe, according to emergency medical protocol.

XXVIII. MINNESOTA CONCUSSION LAW

1. 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