

FUTURE STARS TOURNAMENT RULES

1. Laws of the Game

All games will be played in accordance with USYSA/FIFA laws with Minnesota Youth Soccer Association (MYSA) modifications.

2. Tournament Headquarters

The tournament headquarters for all teams is located at the Lexington Diffley Sports Complex.

3. Eligibility

- All teams must be checked in at registration not less than 1 hour prior to the beginning of the team's first game.
- The tournament is unrestricted and teams affiliated with any US Soccer-affiliated member (USYSA, US Club Soccer, AYSO, SAY, etc.) are eligible.

Any members that are members of a State Association other than MYSA that is a USYSA team must provide permission to travel and proof of insurance. TCSL teams do not need permission to travel.

- Classic 1 players may not be guest players on a Classic 2 team at the same age level, but may play up to an older age level.
- A tournament team roster is required at check in.
- A maximum of 6 guest players will be allowed per roster. Any exception must be approved by the tournament director.
- Team rosters are frozen after team check in. No roster changes will be permitted after registration unless approved by the Tournament Director.
- Medical Release/Waiver of Liability form is required for all players; these will not be reviewed at registration but must be kept by the team manager or coach during tournament game play.

4. Player Passes

- All players must have valid USYSA Player passes.
- All players must be listed on the official roster form.
- Passes will be checked at registration and by the referee prior to each game.
- No pass – no play – no exceptions.

5. Divisions

The Tournament is open to all MYSA competitive teams competing at the following levels We also welcome all TCSL Teams and will match TCSL play level with the appropriate MYSA level.

National <=> Premier

Regional <=> C1

State <=> C2

Cities <=> C3

Boys/Girls U9 2009 Maroon, Gold/Rec+

Boys/Girls U10 2008 Maroon, Gold/Rec+

Boys/Girls U11 2007 Classic 1, Classic 2, Classic 3, Rec+

Boys/Girls U12 2006 Classic 1, Classic 2, Classic 3, Rec+

Boys/Girls U13 2005 Classic 1, Classic 2, Classic 3, Rec+

Boys/Girls U14 2004 Premier, Classic 1, Classic 2, Classic 3, Rec+

Boys/Girls U15 2003 Premier, Classic 1, Classic 2, Classic 3, Rec+

Boys/Girls U16 2002 Premier, Classic 1, Classic 2, Classic 3, Rec+, Tournament Only

Boys/Girls U17 2001 Premier, Classic 1, Classic 2, Classic 3, Rec+, Tournament Only

Boys/Girls U18+ 2000/1999 Premier, Classic 1, Classic 2, Classic 3, Rec+, Tournament Only

6. Starting Time

All teams must be at the game site ready to play 15 minutes prior to each game or a forfeit may be awarded. If games are behind schedule, time will be made up by reducing each half by 5 minutes until the tournament is back on schedule.

7. Home Team

- The home team has its choice of team benches.
- The home team supplies the game ball.
- The home team must change jersey color if the referee determines that there is a color conflict.
- A colored pennie is acceptable as an alternate jersey.

8. Uniforms and equipment

- Shin guards are required. Socks must be pulled over the shin guards.
- Any plaster casts must be padded and approved by the referees before the start of play.
- No jewelry can be worn
- All players on a team must have the same type of jersey.
- All jerseys must be tucked in.

- No duplicate jersey numbers.

9. Health

- A player with blood on the uniform or on the body must be substituted out.
- The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood free before the player may return to play.
- An alternate jersey or similar colored shirt may be used in this instance if the jersey cannot be made blood free.

10. Concussions

- The Eagan Future Stars Tournament follows the MYSA concussion policy.

Coaches during practices and coaches or officials during games shall remove a player from active participation in the practice or game if the player exhibits the signs, symptoms or behaviors consistent with a concussion or is suspected of sustaining a concussion (MN Statue 121A.37(b)). The player is not allowed to return to play until cleared in writing by a provider trained in evaluation and management of concussions (MN Statue 121A.37(c)). The coach shall inform the parent/legal guardian about the possible concussion and the event surrounding the possible concussion (e.g. collision, fall, etc.)

11. 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 are asked to leave the premises.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Any player, coach, spectator, or participant who is ejected from a game or participates in any misconduct will be contacted by tournament headquarters. Misconduct by any of the above may result in a warning, game forfeit, tournament disqualification, or other action if necessary.

12. Disqualifications

- Red carded players will be suspended for the remainder of the game and the next game at a minimum. (2 yellow cards in one game equal a red card.) The referee will inform the tournament director of such fouls.
- Players red carded for a serious foul, such as violent conduct, violent fouls, spitting, or abusive language will be suspended for a minimum of 2 games. The referee will inform the tournament director of such fouls.

- No substitutions will be permitted for a red carded player.
- If a player receives a red card, the player pass will be retained by the referee and forwarded to tournament headquarters.
- After the suspension is served, the coach may pick up the pass from tournament headquarters.
- Player passes for un-served red cards will be retained by the tournament and forwarded to MYSA. MYSA will contact the appropriate state associations for out of state teams.
- Red cards carry over to MYSA league games.
- Any coach asked to leave the game site by the referee will be disqualified for the remainder of the tournament. The team of the offending coach will forfeit the game.
- Any player or coach found abusing the tournament site will be disqualified for the remainder of the tournament.

13. Referees

Each game will use certified and registered USSF referees.

14. Game Format

U9/U10 – 7v7

- Maximum roster size is 12, which may include 6 guest players
- 2 - 25 minute halves with a five minute halftime
- Will play a minimum of 3 games
- Will play games in a jamboree-style format; no scores or standings will be kept
- Teams will be divided into groups of 4, 5 or 6 team brackets
- 3 certified referee per game
- No Heading and No Punting
- Build Out Zones
 - Opponent must drop behind B.O. line on goal kick or GK possession to facilitate playing out of the back
 - Build Out lines equidistant between top of penalty area and halfway line
- Offside Law in effect between Build Out line and endline

U11 – 9v9

- ❖ Maximum roster size is 16, which may include 6 guest players
- ❖ 2 – 30 minute halves with a 5 minute halftime
- ❖ Will play a minimum of 3 games
- ❖ 3 certified referees per game
- ❖ No Heading
- ❖ Offside is in effect

U12 – 9v9

- ❖ Maximum roster size is 16, which may include 6 guest players
- ❖ 2 – 30 minute halves with a 5 minute halftime
- ❖ Will play a minimum of 3 games
- ❖ 3 certified referees per game
- ❖ Offside is in effect

U13-U14 – 11v11

- Maximum roster size is 18, which may include 6 guest players
- 2 – 30 minute halves with a 5 minute halftime
- Will play a minimum of 3 games
- 3 certified referees per game
- Offside is in effect

U15-U18+ – 11v11

- ❖ Maximum roster size is 22, which may include 6 guest players
- ❖ Only 18 players may dress for games.
- ❖ 2 – 35 minute halves with a 5 minute halftime
- ❖ Will play a minimum of 3 games
- ❖ 3 certified referees per game
- ❖ Offside is in effect

15. Tournament Points (U11-U17)

- 6 points for a win
- 3 points for a tie
- 1 points for a shut out
- 1 point for each goal scored (maximum of 3 per game)
- 10 points maximum per game
- Preliminary round games ending in a tie will remain a tie
- A forfeit in play or a scheduled bye will result in a 3-0 victory

16. Playoff Round / Advance To Championship U11– U18+

- ❖ **4-TEAM FLIGHT:** All teams play a single round-robin format of 3 games. The top two teams in total points after the round-robin advance to a championship game.

- ❖ **5-TEAM FLIGHT:** All teams play a single round-robin format of 4 games. Championship and second place are determined by total points after round-robin play concludes.
- ❖ **6-TEAM FLIGHT:** Teams are divided into 2 pools of 3 teams. Each team plays 3 games, one vs each team from the other pool. The top 2 teams in the flight, based on total points after pool play, advance to a championship game.
- ❖ **7-TEAM FLIGHT:** All teams play 4 games. Championship and second place are determined by total points after round-robin play concludes.
- ❖ **8-TEAM FLIGHT:** Teams are divided into 2 pools of 4 teams each, Teams play a single round-robin of 3 games against the other 3 teams in their pool. Top point leaders in each pool advance to a championship game.
- ❖ **9-TEAM FLIGHT:** - Teams are divided into 2 pools of 4 and 5 teams. The 4 team pool plays a single round-robin of 3 games against the other 3 teams in their pool. In the 5 team pool, each team will play a single round-robin 4 game format against the other teams in its pool. Top point leaders in each pool advance to a championship game.
- ❖ **10-TEAM FLIGHT:** Teams are divided into 2 5-Team pools. Each team will play a single round-robin 4 game format against the other teams in its pool. Top point leaders in each pool advance to a championship game.
- ❖ **11-TEAM FLIGHT:** Teams are divided into a 6 and 5 team pool. The 6 team pool is divided into 2 pools of 3 teams. Each team has 3 games, one vs each team from the other pool. The top 2 teams in each pool, based on total points after pool play, advance to a semi-championship game. The winner advances to a championship game. In the 5 team pool, each team will play a single round-robin 4 game format against the other teams in its pool. Top point leader in pool advances to a championship game.
- ❖ **12-TEAM FLIGHT:** Teams are divided into 2 brackets of 6 teams each. Each bracket will use a format similar to the 6 Team Flight. The top team from bracket A will play the 2nd place team from bracket B and the top team from bracket B will play the 2nd place team from bracket A. The winners of these 2 games will go on to play in the championship game.

To Determine which teams advance to the next round, the following procedures will be used:

- a. Highest Number of Points
- b. Winner of head to head competition: Does not apply if more than two teams tie
- c. Winner of most games
- d. Goal differential; goals scored versus goals against, maximum 3 goal differential per game
- e. Fewest goals allowed
- f. Kicks from the penalty mark following the FIFA rules for overtime shoot-out

17. Playoff Overtime

In the event of a tie at the end of a playoff game:

- Two 5 minute overtime periods will be played
 - No “Golden Goal” each full overtime period will be played.
- A shoot-out will be held if a tie exists at the end of the 2nd overtime; kicks will be taken from the penalty mark.

18. Awards

U11 - U18+ – 1st place awards will be presented immediately after the championship game.

19. Protests

- No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.
- Protests on player eligibility must be stated to the Tournament Director prior to the completion of the game.
- 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

20. Severe Weather Policy

The tournament will follow MYSA guidelines for the suspension of play or cancellation of games in the event of severe weather or adverse field conditions.

- Severe weather is a possibility. Weather reports are monitored very closely.
- Severe weather generally means heavy thunderstorms accompanied by frequent lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not generally constitute severe weather.
- The Tournament Director may cancel some or all of the games due to severe weather or adverse field conditions if, in his or her sole judgment, continued play might be hazardous to the safety of participants and/or officials.
- Referees may suspend play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play might be hazardous to the safety of the participants and/or officials.
- If play in any game is temporarily suspended due to severe weather or adverse field conditions, the game restart and completion is subject to the following guidelines:

- Any game which is restarted may not run past the scheduled start time of the next game assigned to that field.
- Games which cannot be restarted will be considered complete if one half has elapsed before play is stopped.
- Games which cannot be completed before the 1st half of play has elapsed shall have a recorded score of 0-0 for tournament rankings
- The Tournament Committee has the exclusive right to reschedule any canceled games. Following widespread delays, the tournament committee reserves the right to shorten the times of remaining games in order to reestablish a workable tournament schedule.
- In the event of extremely hot weather, the tournament will follow MYSA Hot Weather guidelines as solely interpreted by the Tournament Director. The length of the halves may be shortened and mandatory water breaks may be implemented so as to protect the health of the players.

21. Cancellations

- Fees are non-refundable if games or the tournament are cancelled for any reason.
- No refunds will be made to teams who withdraw from the tournament after being accepted.

22. Prohibitions

- No Alcoholic Beverages
- No Tobacco Products
- No Fireworks
- No Noise Makers

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