

North East United Summer Classic
Maplewood, MN
Hosted by: North East United Soccer Club

Dates/Times: June 6 – June 8, 2025.

Friday 5:00 PM to 10:30 PM, Saturday 8:00 AM to 10:30 PM and Sunday 8:00 AM to 6:00 PM. End times maybe a bit later.

Divisions accepted: The North East United SC (NEU) Tournament is open to all US Youth Soccer, US Club Soccer, AYSO, SAY and USSSA.

Teams Accepted: Open to most* U9-U19 competitive level teams who are registered and in good standing with MYSA, TCSL, or their state's governing soccer association.

** Division 1, National, National Premier League, and/or Premier 1 will be allowed if there are enough teams and/or willing to play up a level or two.*

Teams from outside Minnesota (non-US Club Soccer) must also submit proof of insurance as well as an approved travel permit 15 days in advance of the tournament.

Brackets: 4 teams minimum, 8 teams maximum. If there is a need to combine brackets, rules of the upper bracket will be in play. An example if there is a combined U11/U12 bracket, U12 rules will be applied.

Scheduling: If there are not enough teams to run single age groups, possible combinations: U9-U10, U11-U12, U13-U14, U14-U15, U15-U16, U16-U17, and U17-U19. Including combining play levels. Any special scheduling requests must be submitted before the brackets are created to the Tournament Director. We cannot guarantee that special requests will be granted.

Number of Games Played: minimum of three games for each age group (championship game is an additional game). If a bracket is uneven, there may be a potential for a team to play four games. We will do our best to have a maximum number of two games per day for all age groups and try to have a 2-hour rest period between the games.

Team Size / Guest Players:

	Max # Rostered	Max # Dressed	Max # Guest/Play-Ups
U9-U10	14	14	6
U11- U12	16	16	6
U13- U15	18	18	6
U16 - U19	22	18	6

All players must be registered with US Youth Soccer or US Club Soccer, must provide a valid 2024-2025 player pass and must be listed on the team's roster they are playing on. Guest players must be registered at the same age/level or lower age/level as the tournament team they are being rostered on. A Player Loan Form should be filled out for guest players.

Rosters are frozen once you are sent an approved roster via email.

Players can play for one (1) team only during the event unless prior approval has been given by the Tournament Directors based upon special circumstances. Any ineligible player discovered shall cause the team on which he/she played to forfeit.

Number of Players on field:

	Min # Players	Max # Players
U9-U10	5	7
U11-U12	7	9
U13- U19	7	11

Playing Up: A player may play up. No player may play down in age or in division. First Division/Regional players are allowed but would need to be playing up (i.e. U13 Premier player would need to be playing at minimum on a U14 Black team.) No MRL/NPSL players are allowed. Any guest players that are playing up must be identified on your submitted roster.

Credentials: Final Player Roster including photo will be verified via the online process, upon approval it will be sent back with a watermark. The approved roster will be utilized at the field prior to each game, no pass-no play, no exceptions. Player and coach passes need to be available if a ref asks for them. It is the teams responsibility to have an approved copy to hand to the referee prior to each of your games.

Team Check In: This is done via the online process. An approved roster will be sent back to the team to be used at each of the games.

Game rules:

Games will be played according IFAB Laws of the Game as modified by US Club Soccer Policies and Rules.

No protests or appeals: All referee decisions are final.

Format: Modified world cup for 11U and older.

Length of games (including championship):

U9 and U10: 2-25 minute halves
U11 and U12: 2-30 minute halves
U13 and U14: 2-35 minute halves
U15 through U19: 2-40 minute halves

Awards:

U9 and U10: Participation Award.
U11 through U19: award for 1st and 2nd place.

If a game cannot be played due to field conditions, kicks (5) from the penalty marker will occur to determine the winner of that game.

Scoring for Preliminary Rounds for U11 through U19 teams:

- a. Win = 6 points
- b. Tie = 3 points
- c. 1 point for each goal
(maximum three per game)
- d. 1 point for a shutout (0-0 tie = 4 points total)
- e. 10 point maximum per game

Overtime: will only be played for championship games. If after two 5-minute

periods and a water break the game is still tied, it will be decided by kicks from the penalty mark following IFAB "Laws of the Game" procedures.

Tie Breakers: Games ending in ties in preliminary pool play rounds will remain a tie. If at the end of pool play, two or more teams have the same number of points, the following system will be used to determine standings:

1. Winner of head-to-head competition; does not apply if more than two teams are tied.
2. Winner of most games
3. Fewest goals allowed.
4. Most goals scored in all games.
5. Kicks from the penalty spot per IFAB laws of the game which will take place 45 minutes prior to the Championship game.

Note:

- In the case of a team playing 4 games their total point score from all four games will be multiplied by 0.75 for the purpose of calculating their total points for comparison with teams that played 3 games. We will work to bracket an even number of teams so three games will be played and avoid the need to use this.

U9 and U10 games will be treated the same as league games. No standings will be determined.

Red cards and suspensions: We follow TCSL guidelines for players. If a coach is out of control, a referee may request the coach to leave before a game continues. If a player or coach is asked to leave a game, the referee will retain the member's pass and will send it to the TCSL office along with the appropriate game report. The player or coach will serve an automatic mandatory two-game suspension. Rosters of non-played games will reflect ineligibility.

Fan Rules: This soccer tournament is a smoke, alcohol and drug free event. Violators will be asked to leave the premises for the duration of

the tournament, and the infraction will be reported in the post tournament report. NEU will not tolerate negative coach, fan, and/or spectator behavior. Tournament officials reserve the right to expel teams, parents and/or spectators. All players, coaches and fans are expected to display the highest standards of sportsmanship and respect for other players' referees, fans, and tournament volunteers and staff.

Pets are allowed at the Hazelwood Soccer Complex but must be on a leash and be picked up after.

Medical Authorization: All teams must carry a completed medical treatment consent form for each player. Coach/team manager should supply basic first aid supplies, ice and water. This tournament, held by the North East United Soccer Club and sanctioned by US Club Soccer, requires compliance with [Minnesota Statue 121A.37](#) in accordance with the North East United Soccer Club and US Club Soccer 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: <https://www.cdc.gov/headsup/training/youth-sports.html>. US Club Soccer has a new initiative and website [Recognize to Recover](#), including a section concerning concussions and soccer, including numerous educational materials covering concussion testing, management, and return to play guidelines.

Referee Certification: All referees used will hold a current USSF certification.

Weather: We will follow the published TCSL Severe Weather Policy in place at the time of the tournament. Games may be delayed, shortened and/or canceled at the discretion of the referee and/or Tournament director. Every effort will be made to avoid this. In the case of Lightning and/or severe weather, please clear the fields and go to your cars. Check the NEU web site for updates. Delayed, shorted or canceled games will not be

refunded. If games are stopped due to inclement weather, and cannot be restarted, the score at stoppage will be the final score. Games that cannot start because of weather conditions will be scored a 0-0 tie.

