Essentia Health Lake Superior Open Soccer Tournament Rules & Guidelines

Tournament rules shall be the laws of the game as set forth by FIFA and as adjusted by the Tournament Committee.

This tournament is open to all MYSA, TCSL, USSF, US Club and National competitive teams, both boys and girls, 9U to 18U+ including MYSA and TCSL approved tournament only teams, which will be considered as Classic 1 teams (see registration guidelines for suggestions).

Tournament Head Quarters & Check-in

The tournament headquarters will be at Stebner Soccer Field. The check-in will be all online and sent out to teams prior to arrival at the tournament. There will be no printed approved roster, only an online version. Online check-in will be sent out prior to the start day of the tournament. Each team must have an approved roster and/or approved player passes. The Tournament Director, Cass Welhouse, will be available at the fields or by cell phone: (920) 470-8366

Registration and Eligibility

Check in must be done one day or more prior to the team's first game.

The coach or a team representative will need to present the team roster (click here for form), player passes and "Liability / Medical Release" for each player.

A signed laminated pass with the picture for each Coach, Assistant Coach and Manager must be presented.

A guest player roster must be completed.

The player passes will be verified with the official roster at registration, at which time the teams roster will be frozen for the remainder of the tournament,

All teams are required to have medical authorizations for each player available for inspection at registration and at the field during any games.

Out of state teams must provide proof of insurance at check-in.

The LSO will be following the TCSL/MYSA Club Pass rule. This allows for up to 5 players to be "club passed" to another team for which they are age-eligible. Players cannot play for more than one team during the tournament, they must be rostered with only one team at the time of check-in and must remain with that team for the duration of the tournament. A club can:

- Move players up to a higher level
- Move players across to a team at the same level
- Move players down to a team at a lower level

For a team coming from a CONNCACAF nation:

A. Players must present a passport at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
B. Teams are required to have and present player picture identification cards.
C. Teams must have a completed form from their Provincial or National Association approving the team's participation in the tournament.

No Pass, No Play, No Exception.

Once your registration is received and confirmed, no refunds will be made. Fees are non refundable if games are canceled for any reason. In the event the tournament is canceled in full the tournament committee will have 90 days to make a determination on any refund.

PLAYERS AGE, ROSTERS AND ELIGIBILITY

Players must be registered with US Club, US Youth Soccer, or approved organizations, have 2022 player passes, and be registered on a team.

A maximum of 22 players may be registered for 13U Plus teams; only 18 may dress per game. A player may only play on one team.

A maximum of 16 players may be registered for 11U - 12U teams and listed on the Tournament Roster. A player may only play on one team.

A maximum of 14 players may be registered for 9U – 10U teams and listed on the Tournament Roster. A player may only play on one team.

There is a limit of 5 guest players from the same or different club, exceptions may be given at the discretion of the tournament director.

11U brackets and older may include non-Premier teams playing up in age level or one competitive division lower.

Teams will be allowed to play down in age level if all players are age-eligible at the younger level.

Premier teams may only compete in Premier or open brackets.

Out-of-State (non-MYSA) affiliated teams must submit written proof of permission to travel 15 days in advance of the tournament to the Tournament Director.

9U and 10U teams may not compete in competitive brackets at ages 11U or older.

Game rosters and player passes may be checked before every game.

UNIFORMS

Home teams should arrive in their club's darker uniform. Away teams should arrive in their lighter color uniform.

The home team will be listed first on the schedule and noted on the brackets. Both teams should bring two sets of uniforms to each game, however if the referee determines there is a uniform color conflict, the home team will be required to change uniforms. Each player must have a number on their uniform, with no other player on the team wearing the same number.

How to determine home team for 8 team tree brackets click here

The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same.

FORFEITS

A forfeit may be determined if a team has not arrived at the field within 5 minutes after the scheduled start without the minimum number of players and coaches (OR registered managers) necessary to play.

A forfeit will result in a 1-0 result for the available team for bracket play.

A team that forfeits a game may be permitted to continue to play in the tournament.

STANDINGS AND REFEREES

Scores will be posted live on an ESS controlled website.

Immediately following the completion of the match, referees are responsible for reporting match results, cautions, and ejection to the site coordinators. The site coordinators will inform the Tournament Director in the event of cautions or ejections.

Only certified / registered referees will be used. We intend to use a three referee system for all upper level games (one referee for 9U & 10U levels). Only USSF certified and currently registered referees will be used for center referees, club lines may be used in some cases.

Non certified referees and club lines may be used for all jamboree (9U & 10U levels) games.

In matters concerning the conduct of the games, the referee's decision is final.

Protests are not allowed.

In all other matters concerning the tournament, the tournament director's decision is final.

FOULS AND MISCONDUCTS

Any player receiving a red card will be sent off and not allowed to play in her team's next tournament game at the minimum.

Any player receiving a red card for fighting will not be allowed to play in any remaining tournament games.

Any player guilty of gross misconduct on tournament grounds will be barred from further competition in the tournament.

The issuance of red or yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded and reported as required by US Youth Soccer tournament hosting rules to the home state association and the MYSA.

All matters involving referee assault (or abuse) shall be referred immediately to the MYSA.

Head coaches are responsible for team and spectator behavior.

The referee will report problems of improper behavior by coaches, players, and fans to the referee assignor and/or tournament director. This behavior may result in forfeiture of the game or other appropriate action, (as deemed necessary) by the tournament director.

Evidence or reports of fighting, damage to property, or theft on tournament grounds, local businesses or lodging may result in team disqualification.

Misconduct by coaches or spectators may result in the individual(s) being asked to leave the field of play and/or non-participation for the remainder of the tournament.

The Tournament Committee will resolve any situation not covered in the rules. Misconduct may also be reported to the MYSA for additional review and possible sanctions.

TOURNAMENT SCORING (11U-18U+)

Tournament Tree Scoring:

In this style of bracket, the winners will advance in one direction (right) and play against other winners, while the losers will be placed in the consolation bracket (moving left). These games will be simply win and move to the right, lose and go to the left. In the event that a game is tied at the end of regulation:

There will be NO overtime played with the exception of a championship game.

Non-Championship Games that are tied will end in a tie, with the exception of tournament tree

Please note: The Lake Superior Open reserves the right to move locations for a shootout based on the best interest of the tournament.

The Tournament Director or Field Marshals have the right to make this request.

Championship Games that are tied will be determined by:

• Two 5-minute overtime periods that are NOT golden goal, the two overtime periods will be played regardless of goals being scored.

• If, after two overtime periods, the game is tied: The game will be decided by a shootout using FIFA rules, officials will do a coin toss to determine who has the option to shoot first. Each team will be given the chance to select 5 shooters, the team with the most goals after 5 rounds will be declared the winner. In the event there is a tie after 5 shooters the shootout will advance in single round format until a winner is decided. A shooter may only shoot for a second time after the 10th round. Please note: The Lake Superior Open reserves the right to move locations for a shootout based on the best interest of the tournament. The Tournament Director or Field Marshalls have the right to make this request.

Round Robin Tournament Scoring:

Games ending in ties will remain tied in preliminary rounds.

Championship games that cannot end in a tie must be determined by overtime play of (two) 5-minute periods. 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 as governed by FIFA laws of the game. The Tournament Director or Site Coordinator, reserves the right to move the shoot-out to an alternate location.

Preliminary rounds consisting of 3 games will be in a pool play format. To determine final standings within pools, the following procedures will be used in sequence:

Highest number of points Scoring point system used will be the 10-point system as follows:

1. Highest number of points Win = 6 points Tie = 3 Points

   1 Point for each goal scored up to 3 per game
   1 Point for shut out, example: 0-0 ties equals 4 points
   10 points maximum per game

2. The winner of the head-to-head competition (does not apply if more than two teams are tied.)
3. Winner of most games
4. Goal differential; goals scored minus goals against, with a maximum of (3) goals differential per game.
5. Fewest goals allowed.
6. Kicks from the penalty mark following the procedures published in the FIFA Laws of the Game.

BRACKETS AND AWARDS

*W*e intend to structure the tournament into open single age brackets, but reserve the right to combine ages as needed if fewer teams than expected register. 19U teams will be given consideration to register. We reserve the right to combine 18U teams with 19U teams.

In age groups where there are more than 8 teams, two brackets will be created. The winner of each bracket will play for the Championship. All other non-championship games will end in a draw in the final round.

If there are only 4 teams in an age group, the first place team will be determined by points.

For the 2024 tournament a "tournament tree" format may be used to increase competition in the early rounds. This format is simply winners move onto the championship side of the tree, losers will be placed on the consolation side of the tree. See scoring below for procedures for a tie.

Individual awards will be given to 1st place teams. Awards will be presented immediately following the championship game at the field location where the game was played.

For the 9U and 10U bracket, no scores will be recorded. Participation awards will be given to all 9U and 10U participants. 9U and 10U teams will be handled according to the most current MYSA rules and guidelines.

10U teams may not play up a higher bracket.

FIELD RULES

The City of Duluth owns and maintains the Jean Duluth and Arlington soccer complexes.

TOBACCO USE OR USE OF ALCOHOL/DRUGS IS STRICTLY PROHIBITED AT ANY OF THE TOURNAMENT SITES. THERE ARE NO PETS ALLOWED AT THE FIELDS.

If pets are brought to the tournament, they must stay outside the field boundaries and fences.

GAMES AND SCHEDULING

Each team will play a minimum of three games and should check their individual age bracket for championship determination.

9U and 10U will play a Jamboree schedule of at least three (3) 50 minute games (25 minute halves) *(7*v7). No scores or standings will be kept for 9U and 10U games. There will be no play-off rounds or champions declared.

11U-12U age groups will play 25-minute halves (9v9)

13U – 14U age groups will play 30 minute halves,

15U – 19U Plus age groups will play 35-minute halves.

All games will have a standard **5-minute halftime.**

No teams will be scheduled to play more than (2) games in one date (with the exception of the 9U and 10U Jamboree). The tournament committee has a right to make an exception to this rule based on field availability and team scheduling requests.

Note: weather or being in the playoffs may change this. Each game will be played under FIFA rules and as modified within this document. Games will commence on Friday with most teams playing their first game on Friday. Last games will be played Sunday and scheduled as early as permitted for the convenience of teams traveling home. Game length and times may be shortened or altered until back on schedule, or games may be rescheduled or canceled. Game scores will be posted at each field on the Tournament Game Board.

U11 guidelines:

-No heading*

-Yes to punting

-No break-out line

-No “re-throws” unless permitted by the referee

*If you are playing in a U11/12 mixed bracket- you will be permitted to head the ball

U9/10 guidelines:

-No heading

-No punting

-Must adhere to MYSA and TCSL build-out lines

SUBSTITUTIONS

U9-10

- Substitution time-a player may be substituted on at a stoppage of play with the permission of the referee.
- All teams in the tournament will be allowed unlimited substitutions.
- Substitutions may be made, (with the consent of the referee) at the following times:
    - Prior to a throw in by either team
    - Prior to a goal kick by either team

- After a goal by either team
- On any free kick by either team
- After an injury to either team
- When the referee stops play
- Half time.

U12+

- Substitution time- a player may be substituted at a stoppage of play with the permission of the referee.
- All teams in the tournament will be allowed unlimited substitutions
- Substitutions may be made, (with the consent of the referee) at the following times:
    - Prior to a throw in by the possessing team
    - Prior to a throw in by the non-possessing provided the possessing team is also subbing
    - Prior to a goal kick by either team
    - After a goal by either team
    - After an injury to either team, when the referee stops play, substitution is unlimited
    - Halftime

**Referee discretion is the final decision on subbing.*

PLAYER EQUIPMENT AND MEDICAL ATTENTION

Shin guards are required for all players (no exceptions).

No uncovered hard casts are permitted. Any player wanting to play with a hard cast must have a minimum 1/2-inch foam cover around the cast and the ability to participate is up to the discretion of the game official. Soft casts are permitted with the permission of the referee.

The home team is responsible for supplying FIFA approved game balls.

Every player participates at his/her own risk. Each team is responsible for medical supplies and for treatment of injuries, please make sure to include ace bandages and ice packs. All tournament volunteers such as Field Marshals and Site Coordinators have access to cell phones for emergency contact. Maps to both area hospitals will be available at each.

MINNESOTA CONCUSSION LAW and this tournament requires compliance with Minnesota Statute 121A.37 in accordance with the *MY*SA 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: w*ww.*cdc*.g*ov*/*concussion/HeadsUp*/*online_training.html

COMPLIANCE WITH AMATEUR RULES

This tournament subscribes to and complies with the conditions required by the Ted Stevens Olympic and Amateur Sports Act.

UNSPORTSMANLIKE BEHAVIOR

All teams must adhere to our Code of Conduct

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 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.

Any player, coach, spectator or participant who is ejected from a game or participates in any misconduct will be contacted by Tournament Headquarters; the local authorities may be called if necessary. Misconduct by any of the above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary.

WEATHER

The Lake Superior Open will be following the MYSA weather Guidelines:

If weather or the condition of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Directors will make the necessary decisions concerning rearrangement or cancellation of games for any reason. If there is lightning in the area of the fields and if the weather could cause risk to participants and fans, games will be suspended for a period of 30 minutes. A siren/horn will sound indicating that everyone must leave the field. Following the MYSA mandated stoppage, the tournament director and site coordinator will make the decision whether the match can resume. If games cannot be restarted, the score at stoppage will be the final score.

We reserve the right to shorten and/or cancel games as deemed necessary. Games that cannot start due to weather will be scored a 0-0 tie. The Lake Superior Open will follow the MYSA weather Guidelines. Tournament Officials will monitor the heat index (via weather radio, online, or the Weather Channel) and will inform field marshals, teams and game officials of the heat index status. Coaches are encouraged to also monitor the conditions. The following are the tournament guidelines when there is a chance of dangerously high heat index status Heat Index... Recommended Guidelines Up to 89o... Normal Play 90° - 99°... Mandatory 2 minute water breaks per half with running time. Each half shortened by 5 minutes 100° - 105°... Mandatory 2 minute water breaks per half with running time. Each half shortened by 10 minutes 105°...Suspend play

- We will be updating the website, emailing managers and updating facebook as things change. All communications will go through the managers and individuals should not contact tournament officials.
- Weather at fields can vary greatly meaning we may be stopped at one location and continuing on at another. Teams and families need to check the website for the most up to date information.
- A great number of our officials are also playing in the tournament which means in the event of a compressed schedule it is possible that linesmen may be coming to the game during the run of play or coming from a different field. **Spectators are asked to thank our officials when they come running up as they are doing what they can to help all of the games get covered.**
- **<u>If games are going on when the horn is blown:</u>**
    - ALL teams, parents and officials need to seek shelter in vehicles, the only people allowed in tournament areas are tournament officials and referees.
    - Any game that has reached halftime or beyond at the time of the horn

will be considered final. Any tournament tree games that are tied and beyond halftime will proceed directly to a shootout *when play resumes*.

- Any game that has not reached halftime but has a goal difference of 3 or more goals will be considered final.
- In the event games need to be canceled, any bracket style score will be a 0-0 result, any tree style bracket will have a shootout prior to the next round of games to determine who plays who and where.
- Any lightning delay will be a minimum of a 30 minute delay.