

2015 Tri-City Storm Youth Soccer Tournament

Tournament Rules



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REGISTRATION

The application to register is found online at www.tricitystorm.org.

The deadline to register is May 15, 2015. A confirmation email will be sent upon acceptance. Age groups and brackets may be combined at the discretion of the tournament director. Teams will be notified of any such changes as soon as possible. Refunds will not be available after May 15, 2015.

FIELD LOCATIONS

Games will be played at two different locations. A third field location may be used depending on the number of teams that register.

- The Pepsi Soccer Complex (3101 Old Highway 81, Fargo, ND 58102)
- The Moorhead Soccer Complex (3655 23rd St. S. Moorhead, MN 56560)

TOURNAMENT HEADQUARTERS

The tournament headquarters is located at the Pepsi Soccer Complex (3101 Old Highway 81, Fargo, ND 58102). All teams must check-in at the tournament headquarters at least 90 minutes prior to the start of their first game.

FINAL TEAM CHECK-IN

All out of town teams must check-in at the tournament headquarters at least 60 minutes prior to the start of your first game. The tournament headquarters is located at the Pepsi Soccer Complex – 3101 Hwy 81 N. Fargo, ND 58102.

All local teams are required to check-in Thursday evening between 5:30 and 7:30pm at the Tri-City Office in order to avoid any hassles on Friday or Saturday. The Tri-City Office is located at 1323 23rd St. S. Suite A, Fargo, ND 58103.

Check-in times:

- Thursday from 5:30-7:30pm at the TC Office
- Friday from 2:00-8:00pm at the Pepsi Soccer Complex
- Saturday from 7:00-10:00am at the Pepsi Soccer Complex

Required documents for check-in:

US Club	USYS	Canadian
<ul style="list-style-type: none"> • 2 copies of the official US Club roster. • US Club player passes. • Medical waivers for all players. • Guest player forms if applicable. 	<ul style="list-style-type: none"> • 2 copies of the official USYS roster. • Player passes that match the governing body's roster. • Birth certificates for all players. • Medical waivers for all players. • Guest player forms if applicable. 	<ul style="list-style-type: none"> • 2 copies of official provincial/club roster that is approved by a FIFA affiliated organization. • Canadian booklets/provincial players cards that match the governing body's roster. • <i>If you don't have player cards then you will need birth certificates or passports for every player to check against your official roster. Photo copies accepted.</i> • Medical waivers for all players. • Guest player forms if applicable.

ELIGIBILITY

This is an international event. All teams registered and in good standing with their FIFA affiliated association are invited to apply. In the United States all USSF affiliates are invited to apply.

Age groups offered are as follows:

Age Division	Born between:
U9	8/1/05 – 7/31/06
U10	8/1/04 – 7/31/05
U11	8/1/03 – 7/31/04
U12	8/1/02 – 7/31/03
U13	8/1/01 – 7/31/02
U14	8/1/00 – 7/31/01
U15	8/1/99 – 7/31/00
U16	8/1/98 – 7/31/99
U17	8/1/97 – 7/31/98
U18	8/1/96 – 7/31/97
U19	8/1/95 – 7/31/96

GAME FORMAT

U9-U10:

- Maximum number of 6 players on the field; 5 field players + goalkeeper.
- 3 game guarantee.
- Jamboree-style format. No scores or results are recorded.
- One referee per game.
- Offside is *not* enforced.

U11-U12:

- Maximum number of 8 players on the field; 7 field players + goalkeeper.
- 3 game guarantee.
- All teams play in a group stage with the top teams advancing to knockout round.
- Three referee system per game. If needed a club linesman may be used.
- Offside is enforced.

U13-U19:

- Maximum number of 11 players on the field; 10 field players + goalkeeper.
- 3 game guarantee.
- All teams play in a group stage with the top teams advancing to knockout round.
- Three referee system per game. If needed a club linesman may be used.
- Offside is enforced.

GAMES, DIVISIONS AND BRACKETS

There will be separate boys and girls brackets for the following levels of play:

- U9-U10: Maroon and Gold
- U11-U19: C1, C2, C3

The tournament reserves the right to combine age groups depending on the total number of teams in identified age groups. Teams will be notified prior to the tournament if age groups are to be combined. In addition, any age group may be flighted to help ensure the appropriate level of competition is provided if a bracket exceeds 8 teams.

GAME LENGTH

Time is listed in minutes per half. The tournament reserves the right to shorten or cancel games if deemed necessary. All games will start on time, with forfeits being declared for any team not present within 10 minutes of the scheduled start time.

	Group Play	Championship Game
U9-U10	25 minutes	No championship games
U11-U12	25 minutes	30 minutes
U13-U14	30 minutes	35 minutes
U15-U16	35 minutes	40 minutes
U17-U19	40 minutes	45 minutes

AWARDS

For U9-U10 age groups, all participants will receive medals.

For U11-U19 age groups, 1st and 2nd place teams will receive awards.

ADVANCEMENT

- U9/10 Jamboree: At the U9/10 age group teams will play three or four games. Scores are not recorded and standings are not kept, therefore there are no championship games.
- 4 Team Bracket: Play each team in your bracket once. The top two teams based on points advance to a championship game.
- 5 Team Bracket: Play each team in your bracket once. The team with the greatest point total after the four games is declared champion. There is no championship game.
- 6 Team Bracket: Form two pools of three teams. Play each team in the other pool for a total of three pool play games. At the end of pool play, the top two teams based overall points, regardless of pool advance to a championship game.
- 7 Team Bracket: Every team will play at least three games during pool play. Some teams will have to play four games so that all teams can play three. Teams that play four games will have their final point total multiplied by 0.75 to account for the extra game. The top two teams based on total points advance to a championship game.
- 10 Team Bracket: Form two pools of five teams. Play each team in your pool once for a total of four pool play games. The top team in each pool based on total points advances to a championship game.

PLAYERS AND RESERVES

- U9-U10 teams playing 6v6 may roster and dress up to 12 players.
- U11-U12 teams playing 8v8 may roster and dress up to 14 players.
- U13-U19 teams playing 11v11 may roster and dress up to 18 players.
- All players must meet the age requirements and be listed on the team roster with a unique jersey numbers.
- Players may not dual roster.
- Girls may roster on boys' teams however boys may not roster on girls' teams.
- All players must wear shin guards.
- A player may play with a hard cast as long as it is completely wrapped by a soft material and securely fastened to the player's arm.

- Jewelry of any kind is prohibited! *(Parents: wait until after the season to get your child's ears pierced so that they can play!).*

GUEST PLAYERS

- Teams may roster up to 4 guest players.
- Guest players may come from any club provided they have the appropriate paperwork.

PLAYER PASSES

Approved player passes, signed and laminated or Canadian booklet player cards are checked at Final Team Check-in and by the officials prior to the start of each game. Players must have a player pass in order to play. NO PASS – NO PLAY POLICY.

HOME TEAM

The team listed first on the schedule is designated as the home team. The home team must wear their lighter colored jersey, unless there is no conflict with the other team. If there is a conflict, then it is the responsibility of the home team to change jerseys.

The home team is also responsible for providing the game ball for each game.

- U9-U12: Size 4 soccer ball
- U13-U19: Size 5 soccer ball

PLACEMENT OF TEAMS AND SPECTATORS

Only rostered players and coaches will position themselves on the same side of the field. Coaching may only occur from the team's side of the field. Coaches and spectators are prohibited from positioning themselves behind the goals.

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.

REFEREES

Only FIFA or USSF certified referees will be used. U9-U10 games will have 1 referee, while U11-U19 will utilize a 3-referee system.

SUBSTITUTION PROCEDURE

- All teams are allowed unlimited substitutions during a game.
- Substitutions may be made during any stoppage in play, regardless which team is in possession of the ball, only with the permission of the referee.

UNSPORTING BEHAVIOR

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game.
- Zero tolerance for fighting or heckling. Anyone 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 your club, state and country, but be respectful to all other players, coaches, spectators, referees, etc.
- Additionally, solicitation of any kind without the approval of the tournament committee will be grounds for removal from the premises.

FIFA LAWS OF THE GAME

- The Tri-City Tournament will be played according to the FIFA Laws of the game.
- There will be no time provided for pre-game warm-up on the field. Plan your pre-game warm-up in an adjoining area or on the sideline. **No warm-ups in the penalty box area.**
- No overtime will be played during group stage of the competition.
- Red cards will be administered as per FIFA laws of the game.
 - A player sent off for a second caution will not be allowed to play for the remainder of that game and the next game. The referee will display both the yellow and red cards to indicate the dismissal for a second cautionable offense.
 - A player sent off for any other reason will not be allowed to play for the remainder of that game and the next game at a minimum.
 - Violence 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 at headquarters.
- Player passes for unserved red cards will be retained by the tournament director and forwarded to the representative affiliate with explanation of conduct.

PROTESTS

The decisions of the referee are final. There will be no protests or appeals of any kind.

SCHEDULES, RESULTS AND STANDINGS

After each game, the referee will fill out the official game card provided to them and submit the final score to the tournament committee. The winning coach must verify the final scores on the game card after each game. Once coaches have signed off on the game, the result is considered final.

Schedules, results and standings will be posted online at www.tricitystorm.org

TOURNAMENT POINTS SYSTEM

Points and results will only be recorded for the U11-U19 age groups. The following 10-point system is used to rank teams:

Win/Opponent Forfeit*	6 points
Tie**	3 points
Shutout	1 point
Goals Scored	1 point per goal (maximum of 3 goals per game)
Red Cards	1 point reduction for each red card received

* A forfeit will be recorded as a score of 3-0 and 10 points to the non-forfeiting team.

** A 0-0 tie will result in 4 points for each team (3 points for the tie, 1 point for shutout).

- **U9-U10:** Scores are not recorded, there are no playoffs and no champions will be declared.
- **U11-U19:** In the knockout stages all games ending in a tie will play two 5-minute overtime periods in their entirety (no golden goal). If the game is still tied at the end of the second overtime period, then the FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine the winner.

TIE BREAKER PROCEDURE

During the group stage the following criteria will be used to determine advancement to the knockout round:

- The most points
- Winner of head-to-head competition
- The greater goal-differential (subtract goals conceded from goal scored)
- The least amount of goals conceded
- The least amount of red cards
- Coin toss administered by the tournament committee. Both coaches must be present with the team's player passes.

FORFEITS

A forfeit will be declared if a team fails to provide the minimum number of players within 10 minutes of their scheduled kick-off. A team that forfeits a game will be allowed to continue to play in the tournament, but must inform the tournament director as to the reason for their forfeiture and why they should be allowed to continue to participate.

Minimum number of players for each age group is as follows:

- U9-U10 (6v6): 5 players minimum
- U11-U12 (8v8): 6 players minimum
- U13-U19 (11v11): 7 players minimum

FIELD MARSHALLS

Field marshals will be present in the vicinity of each field to help answer questions and deal with potential issues. They will be clearly identified with a brightly colored vest or t-shirt.

WEATHER PROVISIONS

Regardless of weather conditions, teams must appear on the field of play as scheduled, ready to play, unless otherwise notified by a member of the Tournament Committee. Referees may suspend a game temporarily for an emergency but only the Tournament Committee may terminate or reschedule games due to bad weather. If a game is suspended, coaches are expected to keep their teams on site unless dismissed by the Tournament Committee. The tournament committee reserves the right to shorten and/or cancel games as deemed necessary, if there is lightning in the area or if the weather could cause risk to participants and those attending the games. Tournament officials will adhere to MYSA, NDSA and the Fargo/Moorhead Park Districts Weather Policy to determine whether play needs to be suspended. Weather conditions will be monitored at Tournament Headquarters by using weather radios and weather information on the Internet, radio and television.

If games are stopped due to inclement weather or any other unexpected events, and cannot be restarted, a game may be considered completed if it reaches halftime. If a game is unable to reach halftime we will first try to reschedule. If it is impossible to reschedule before further games must be played, the game shall be considered final and the scores at the time of the stoppage will be submitted to the tournament headquarters. Game length and time may be shortened or altered until tournament is back on schedule.

INJURIES AND MEDICAL CONCERNS

Every player, coach, manager, etc. participates at his/her own risk. There will be a licensed athletic trainer available at tournament headquarters for minor injuries. It

is each team's responsibility to provide water, ice, and basic first aid for their players.

CANCELLATIONS AND REFUNDS

Before the registration deadline for submitting your application, the administration fee for cancelling teams will be half of the registration cost. No refunds will be made after the registration deadline. Teams who register and drop out without just cause or advanced notice could be prohibited from enrolling in the tournament in the future. All acts will be reviewed on a case-by-case basis.

Every effort will be made to provide 3 games for each team. However, the Tournament Committee will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or part. A prorated refund may be made, depending on when the game/s or tournament had to be cancelled.

MISCELANEOUS

Absolutely no alcohol, tobacco, drugs or pets are permitted on the premises.

TOURNAMENT DIRECTOR

Any questions can be directed towards the Tournament Director.

Tournament Director – Noel Nyborg

Phone: (701) 205-1560

Fax: (701) 353-2717

Tournament@tricitystorm.org

Tri-City Storm Soccer Club

1323 23rd St. S. Suite A

Fargo, ND 58103

Tournament Website:

<http://www.tricitystorm.org.prod.sportngin.com/page/show/1680592-2015-tri-city-storm-youth-soccer-tournament>