

**2010 Tri-City Scheels and Adidas Soccer
Tournament Rules (2/16/10)
June 25-27, 2010
Fargo, ND**

**Hosted by
Red River Soccer Club, Moorhead Youth Soccer Club, and West Fargo Soccer Club**

Registration:

Registration forms are located at: www.tri-citysoccer.com.

The **Application Deadline is May 13th, 2010**. A confirmation email will be sent upon acceptance of application and fees. If brackets are not complete by May 13th, 2010 age groups and/or classes may be combined at the discretion of the tournament director. Teams will be notified of any such change as soon as possible. Once an application has been received and accepted refunds will not be available after May 13th, 2010.

NDYSA/MYSA teams with potential game conflicts should plan accordingly. It is the team's responsibility to reschedule games. There are no refunds after May 13th, 2010.

PLAYING RULES:

All tournament games will be played according to the USSF, MYSA and NDYSA rules.

Games may be played from 1-9 pm on Friday, 8am-7pm Saturday and 8am-3pm Sunday. (Times may vary)

Games, Divisions and Brackets:

There will be separate Boys and Girls divisions for the following:

U10 – C1 & C2*

U11 – U19 - C1 & C2 **

*C1 & C2 brackets are combined.

** Age groups can be combined, as are the C1 and C2 brackets.

TEAM ROSTERS:

A copy of the team's official roster that is approved by an USSF and/or FIFA affiliated organization, Birth Certificate/Passport, travel papers and players passes (passes must match governing body's roster provided) must be presented to tournament headquarters at least 60 minutes prior to the first match. Approved USSF and/or FIFA affiliated 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. All players must have a current player pass; they must be presented prior to the start of each game. Players must have player passes in order to play. No pass - no play policy.

Birth Year Guidelines:

Fall 2009 to Summer 2010	
U10	8-1-99 and under
U11	8-1-98 to 7-31-99
U12	8-1-97 to 7-31-98
U13	8-1-96 to 7-31-97
U14	8-1-95 to 7-31-96
U15	8-1-94 to 7-31-95
U16	8-1-93 to 7-31-94
U17	8-1-92 to 7-31-93
U18	8-1-91 to 7-31-92
U19	8-1-90 to 7-31-91

GAME GUARANTEE AND AWARDS:

U10: 3 games; participation awards to all players

U11-19: 3 games; 1st place trophies and awards as determined by ranking criteria.

NOTE: For divisions with odd number of teams, one team will play four matches. Points will be averaged.

LENGTH OF GAME:

(Minutes per half; we reserve the right to shorten or cancel games as deemed necessary)

U 10	25 MINUTES
U 11-12	25 MINUTES
U 13-14	30 MINUTES
U 15-16	35 MINUTES
U 17-U19	40 MINUTES

All games will be started on time, with forfeits being declared for any team not present within 10 minutes of the scheduled starting time.

Referees:

Only FIFA or USSF approved registered referees will be used.

PROTESTS:

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

HOME TEAM

The team listed first in the schedule will be the home team and will be responsible for a jersey change if necessary. Home team is responsible for providing the game ball.

U10-U12: size 4 ball
U13-U19: size 5 ball

PLAYERS AND RESERVES

- U10 teams playing 6v6 may roster 12 players.
- U11- U12 playing 8v8 may roster 14 players.
- U13 - U19 playing 11v11 may roster 18 players for games.
- Girls may roster on boys' teams; boys may not roster on girls' teams.
- 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.

GUEST PLAYERS

- Players may not roster on more than one team.
- Teams may roster up to 4 guest players.
- If age eligible, players may play up or down.
- Guest players may come from any club.
- A jersey must be provided to the guest player by the host team.

SUBSTITUTIONS:

Equal subs will be allowed during a throw-in; any goal kick; after a goal; at half; equal sub on injury.

TEAM FIELD LOCATION:

Both teams will be located on the same side of the field, and spectators on the opposite side of the field. No exceptions!

SCHEDULES, RESULTS AND STANDINGS:

- After every game the referee will complete a game card to report the score. The coaches 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 referees and brought to Tournament Headquarters for recording.
- Schedules, results and standings are posted at the Tournament Headquarters.

FIFA LAWS OF THE GAME:

- The Tri- City Tournament will be played under the FIFA Laws of the game in effect July 2009. (Players will be allowed to follow the Tri City substitution rule as stated above.)
- 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.
- 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.
- No overtime will be played during group 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 from Minnesota players will be retained by the tournament and forwarded to MYSA.
- Player passes for unserved red cards from non-Minnesota teams will be returned to the coach at the conclusion of the tournament and the team’s state association will be notified.
- A red card report will be sent to NDYSA at the end of the tournament.
- Unclaimed red cards will be forwarded to NDYSA at the end of the tournament.
- NDYSA will contact the appropriate state associations.

TOURNAMENT POINTS:

- For Under-11 to Under-19, the following 10 point scoring system will be used:

Win/Opponent Forfeit*	6 points
Tie**	3 points
Shut Out	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 for the tie and 1 for the shutout.

- **For age U10 brackets**, no scores are recorded, there are no playoffs, and no champions will be declared.
- **For ages U11-19**, in the knock-out stages all games ending in a tie will have a maximum of two 5-minute overtime periods. 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 the winner.

NOTE: For divisions with odd number of teams, one team will play four matches. Points will be averaged.

RANKING CRITERIA The following criteria will be used to determine advancement.

1. Highest number of tournament points
2. Winner of head-to-head competition (This criterion will not be used if one of the teams tied in tournament points played four games.)
3. Goal differential, Subtract total goals allowed from total goals scored.
4. Least number of goals allowed.
5. Penalty kicks according to FIFA (except that any eligible player may kick).

CHECK IN:

All teams **MUST** check-in for the tournament prior to their first game!

We strongly recommend arriving at tournament headquarters **AT LEAST** one hour before kickoff of your first game to allow you to go through the check-in process and travel to your field.

LOCATION:

Pepsi Soccer Complex
3101 Hwy 81 N
Fargo, ND 58102

DIRECTIONS:

- I-29 to 19th Ave North.
- Exit and go East to Dakota Drive (turn and go North towards Hector Airport)
- Take a first left turn onto Highway 81 (travel 1 ¼ miles NW; Pepsi Soccer Complex will be on your right.)

Registration Times:

- Thursday, June 24, 2010 5-7pm (local teams)
- Friday, June 25, 2010 (1 hour prior to your first game)
- Saturday, June 26, 2010 (Check in ends at 11:00 am)

US TEAMS REQUIRED DOCUMENTS:

1. 1 Copy of Official Team Roster that is approved by an USSF affiliated organization
2. Player Passes (passes must match governing body's roster provided)
3. Birth Certificate
4. Guest Player Form
5. Medical Authorizations
6. Permission to Travel (Travel papers must be submitted to tournament 15 days prior to the event starting.)

FOREIGN TEAMS REQUIRED DOCUMENTS:

1. 1 Copy of Official Provincial/Club roster that is approved by an FIFA affiliated organization
2. Player Passes (Canadian booklets/province player cards) (pass must match governing bodies roster provided)
3. Birth Certificate/Passports
4. Guest player Form
5. Medical Authorizations
6. Permission to Travel (Contact your province association for the permission to travel form. Travel papers must be submitted to tournament 15 days prior to the event starting)

Rosters and passes will be frozen at check-in

Validated player passes and medical authorization forms must be available for inspection at check-in and games.

WEATHER/OTHER EMERGENCIES:

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 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 Headquarters. 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, NDYSA and the Moorhead/Fargo 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 acts of God, and cannot be restarted, a game may be considered completed at the half. If a game is unable to reach a full half we will first try to reschedule. If it is impossible to reschedule before further games must be played, the game shall be considered a 0-0 tie. Game length and time may be shortened or altered until tournament is back on schedule.

Every player, coach, manager, etc. participates at his/her own risk. There will also 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.

BEHAVIOR:

Tournament officials reserve the right to expel from the tournament, any coach, player, bystander, or team, for gross misconduct on or off the playing field.

ALCOHOL, DRUGS, PETS or TOBACCO:

Absolutely no alcohol, drugs, pets or tobacco will be allowed.

Tournament Web Page: www.tri-citysoccer.com

Tournament Email: tricity@redriversoccer.org

Tournament Phone: 701-271-9065

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