



## **2008 Shakopee Soccer Festival** **Rules and Guidelines**

### **1. Tournament Rules and Guidelines**

Tournament rules shall be the laws of the game as set forth by FIFA and as adjusted by MYSA and the Tournament Committee. This festival is open to boys and girls, U9-U14, Gold or Maroon, C3 or C2 and Rec +.

### **2. Teams/Check-in Requirements**

Only MYSA-affiliated teams are eligible to apply. All players must be registered with MYSA, have 2008 player passes and be properly rostered on a team. A maximum of 12 players (for U9/U10), 14 players (for U11/U12) or 18 players (for U13/U14) may be registered and listed on each team's roster (use MYSA's Official Match Line-up/Referee Report). A player may only play with one team. Each team should present three copies of their roster at registration; one will be retained; the other two will be stamped/stickered at registration and should be presented to the referee prior to each game (one per game). The player passes will be verified with the roster at registration, at which time the team's roster will be frozen for the remainder of the tournament. "No Pass/No Play" will be enforced. Game rosters and player passes may be checked at the field prior to each game. All teams are required to have completed and signed medical authorization forms for each player (may use either MYSA's Emergency Consent Form, MYSA Liability/Medical Release Form, or Club Medical Release Form) available for inspection at registration and available at the field during any games. MYSA forms can be downloaded from the MYSA website: [www.mnyouthsoccer.org](http://www.mnyouthsoccer.org).

- U9 and U10 games will be played with 6 players per side.
- U11 and U12 games will be 8 players per side.
- U13 and U14 games will be 11 players per side.

Standings will not be kept and scores will not be posted.

Teams are expected to be at their designated field 15 minutes prior to game time, ready to play.

### **3. Guest Players**

Each team may have up to three (3) guest players. A guest player is:

- a) anyone not listed on your Team Roster for League play, and
- b) age-eligible, and
- c) rostered on a team playing at an equal or lesser level of competition in league play.

Guest Players must be identified on the Guest Player Roster form and must have their own MYSA 2008 player pass.

#### **4. Tournament Headquarters**

- Shakopee Soccer Complex will serve as headquarters. The address is 2250 17<sup>th</sup> Ave. E. (south of Hwy. 169, east of Marschall Rd.).
- Up-to-date information will be posted on the website at [www.shakopeesoccerclub.org](http://www.shakopeesoccerclub.org) and emergency information will also be on the voice mail message at 952-953-7246.

All teams must check in at Tournament Headquarters at least 30 minutes prior to their **first** game (subsequent games require check-in at the field only).

#### **5. Forfeit**

A forfeit may be awarded to the other team if;

- a) a team does not have at least 7 players (U13 and U14), 6 players (U11 and U12), or 5 players (U9 and U10); or
- b) a team is not ready to play 10 minutes after the schedule game start time.

#### **6. Home Team**

The first team listed in the schedule is the Home Team. The Home team must have an alternate jersey and be prepared to change if, in the opinion of the referee, there is a color conflict. The Home team is expected to provide a game ball (proper size, in good condition), although the Away team should have one if necessary.

#### **7. Game Schedule and Length**

The tournament consists of 2 games played within a six-hour time block on the day of the tournament. Games will be played according to the schedule. U9/U10 games will be 45 minutes in length (two 20 minute halves with a 5 minute halftime). U11/U12 games will be 55 minutes in length (two 25 minute halves with a 5 minute halftime). U13/U14 games will be 65 minutes in length (two 30 minute halves with a 5 minute halftime). There will be no overtime play.

It is essential that games begin on time. Therefore, you may not have the opportunity for pre-game practice on the field of play. Please plan your pre-game warm-up in adjoining areas that are available.

The Tournament committee reserves the right to shorten games for player safety (i.e. heat advisory) or to make up significant delays (see Severe Weather Policy). Referees will be advised to insist on readiness for pre-game inspection in order to start all games promptly on schedule (see forfeits).

All reasonable efforts will be made to have teams play other teams within their age group and skill level, dependent upon the number of teams entered.

#### **8. Substitution**

Teams are allowed unlimited substitutions, with the consent of the referee, at the following times:

- Prior to throw in, by either team,
- Prior to a goal kick, by either team,
- After a goal, by either team,
- After an injury, by either team, when the referees stop play, substitution is unlimited,
- At half time.

### **9. Referees/Protests**

Only USSF registered referees will be used. Referee systems used will be those defined by MYSA guidelines for small-sided games. In matters concerning the conduct of games, the referee's decision is *final*; protests will not be allowed. In all other matters concerning the tournament, the Tournament Director's decision is final.

### **10. Injuries**

Players bleeding from an injury must leave the field of play and may not reenter without the Referee's permission. Blood-stained uniforms must be changed before reentering the game.

### **11. Medical Attention**

Every player participates at his or her own risk. Each team is responsible for their medical supplies and for the treatment of injuries. Paramedics will be available to assist coaches and parents with injury assessment. They are not the primary care givers of first aid.

- The field marshals will be in communication with the paramedics; however, each team should act immediately in cases of emergencies.
- Directions to hospitals and other clinics will be available.

### **12. Fouls and Misconduct and Behavior**

MYSA Rules governing Cautions and Send-offs will apply. Specifically, any player receiving a second yellow card or a red card will be sent-off and not allowed to play in his/her team's next game, depending on the offense. Red cards do carry over into league play. The issuance of red and yellow cards, and other matters involving the conduct of a team, its players, coaches, or supporters, will be recorded and reported as required to the MYSA.

- Coaches are responsible for the words and actions of their players and spectators. Verbal abuse of opponents or officials by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the games and/or expulsion from the tournament.
- Players receiving a red card may not have the pass returned directly to them. The referee will give all passes for which a red card violation has been committed to the tournament director.
- MYSA player passes for which a red card has been issued will be retained by the tournament director and sent to MYSA.

### **13. Spectators and Field Usage**

Where possible, both teams will be on the same side of the field and fans on the opposite side. Teams are asked to assist in ground maintenance by picking up trash at the end of each game.

- Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds.
- Dogs are allowed at the Shakopee Soccer Complex; however, they must be on a leash and are not allowed on any playing fields.

- This is a tobacco-free event – no smoking is allowed in any of the Shakopee parks or school grounds where tournament games are played.

#### **14. Game fields**

All games will be played on fields located at the Shakopee Soccer Complex, located south of Hwy. 169 and east of Marschall Avenue on 17<sup>th</sup> Ave E.

#### **15. Weather Rule**

MYSA Weather Rules will apply. If threatening weather occurs, play will be stopped at the direction of the referee. If play is stopped, team coaches or managers must check with headquarters to receive final instructions. If more than half of the game has been played before termination for weather conditions, the game stands as a completed match. If the weather or conditions of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rearrangement or cancellation of games for any reason. Game length and times maybe shortened or altered until back on schedule, or games may be rescheduled or cancelled.

#### **16. Cancellations and Refunds**

Once your registration is received and confirmed, no refunds will be made unless we can find a replacement team. Fees are non-refundable if games are cancelled for any reason.

*\*APPROPRIATE BEHAVIOR IS EXPECTED. INAPPROPRIATE BEHAVIOR SUCH AS YELLING, ARGUING, OR SWEARING BY PARENTS, PLAYERS, COACHES, AND BYSTANDERS TOWARD REFEREE OFFICIALS DURING GAMES IS NOT ACCEPTABLE, AND WILL NOT BE TOLERATED. THIS CAN LEAD TO IMMEDIATE DISMISSAL OFF THE FIELD.*