

## NSC SPRING CUP Tournament Rules May 7-8, 2011

The NSC Spring Cup will be played under FIFA Laws and Regulations in effect January 1, 2011 with the following modifications:

### I. TOURNAMENT FEES

- \$27 per rostered player. Players may not double roster on two teams. A \$162 non-refundable deposit must accompany your registration form. Remainder of fees will be submitted with your tournament roster.
- Registration deadline is April 29, 2011.

### II. TOURNAMENT HEADQUARTERS

NSC Campus (Lot D Pavilion)  
1700 105<sup>th</sup> Avenue Northeast  
Blaine, MN 55449  
Contact: Jen Een, 763-717-3235 or [jeen@nscsports.org](mailto:jeen@nscsports.org)

### III. FINAL TEAM CHECK-IN

- All teams must check in 90 minutes before the team's first game or earlier with Tournament Headquarter staff.
- Updated game schedules will be provided at Final Team Check-in.
- Laminated USYS, US Club Soccer or AYSO players passes, Canadian booklets or passports/international player passes (International Teams Only) are required.
- Arrange player passes/books/passports in alphabetical order to match roster.
- Bring any changes for previously submitted forms per team packet.
- Do not bring player passes of players that are not participating in the tournament to Final Team Check-in.
- Your Official Tournament Roster will be frozen and no changes will be made to your roster for the remainder of the tournament at Final Team Check-in.
- Non-US Youth Soccer teams must provide proof of insurance.
- Non-MYSA US Youth Soccer teams must provide proof of permission to travel from home association.
- All teams must present medical authorization forms.

### IV. ELIGIBILITY

- The NSC SPRING CUP is open to all boys' and girls' teams who are registered and in good standing with their FIFA affiliated association.
- Teams will be accepted on a first-come first-serve basis through April 29, 2011. After April 29, teams will be placed on a waiting list and duly notified of their acceptance.
- If an age group does not fill, teams registered will be given the opportunity to play up a category.
- National Teams are not eligible.
- Age group offered are as follows
  - Boys and Girls U10      Born on or after 8/01/00
  - Boys and Girls U11      Born on or after 8/01/99
  - Boys and Girls U12      Born on or after 8/01/98
  - Boys and Girls U13      Born on or after 8/01/97
  - Boys and Girls U14      Born on or after 8/01/96
  - Boys and Girls U15      Born on or after 8/01/95
  - Boys and Girls U16      Born on or after 8/01/94
  - Boys and Girls U17      Born on or after 8/01/93
  - Boys and Girls U19      Born on or after 8/01/91

### V. GAME FORMAT

- U9-U10
  - Maximum number of 6 players on the field: 5 field players and a goalie.
  - Will play four games in a jamboree-style format; no scores or standings will be kept.
  - Minimum field size is 35 yards by 45 yards; maximum is 45 yards by 55 yards.
  - Goal size is 6 ½ feet high by 12 feet wide.
  - One referee per game. No club linesman.
  - Offside is not in effect.
- U11-U12 – 8v8
  - Maximum number of 8 players on the field: 7 field players and a goalie
  - Will play a minimum of 3 games

- Minimum field size is 45 yards wide by 70 yards long; maximum of 55 yards wide by 80 yards long.
- Goal size is 7 feet high by 21 feet wide.
- One referee per game.
- Offsides is in effect.
- U13-U19 – 11v11
  - Maximum number of 11 players on the field: 10 field players and a goalie.
  - Will play a minimum of three games.
  - Field size meets FIFA regulations.
  - Goal size is 8 feet high and 24 feet wide.
  - Three person referee team per game.
  - Offsides is in effect.
- The tournament will be conducted as one “open” flight. The tournament reserves the right to combine age groups depending on the total number of teams in identified age divisions. Teams will be notified prior to the tournament if groups are to be combined. In addition, any age group may be flighted to help parity of competition if a group exceeds 8 teams.
- Minimum number of teams at any age/flight is 4; maximum is 8; after 8 teams the tournament will split the age group into a red and blue flight.

## **VI. PLAYERS AND RESERVES**

- U9 - U10 teams playing 6v6 may roster and dress up to 12 players.
- U11- U12 playing 8v8 may roster and dress up to 14 players.
- U13 – U15 playing 11v11 may roster and dress up to 18 players for games.
- U16 - U19 playing 11v11 may roster 22 and dress 18 players for games.
- All players must meet the age requirements and be listed on the team roster with unique jersey numbers.
- 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.

## **VII. 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 player passes in order to play. No pass - no play policy.

## **VIII. GUEST PLAYERS**

- Teams may roster up to 6 guest players.
- Guest players may come from any MYSA club
- A jersey must be provided to the guest player by the host team.
- If age eligible, players may play up or down.
- Players that are age eligible but registered with an adult league with an adult player pass are not eligible to play.

## **IX. SUBSTITUTION PROCEDURE**

- All teams are allowed unlimited substitutions with their entire roster.
- Unlimited substitutions may be made with the consent of the referee at the following times:
  - Prior to a goal kick by either team.
  - After a goal by either team.
  - After an injury by either team when the referee stops play.
  - At half-time.
- Prior to a throw-in. The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute, the opposing team may also substitute at that time, provided they are ready and waiting at the midfield line.

## **X. HOME TEAM JERSEY**

- 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.
- Team jerseys must match with unique numbers for each player as submitted on the Official Tournament Roster.

- No sharing of jerseys permitted.

#### **XI. LENGTH OF GAME PER AGE GROUP MINUTES PER HALF**

Age Group Classifications	Non-finals	Finals
Boys or Girls 10	25	n/a
Boys or Girls 11	25	30
Boys or Girls 12	25	30
Boys or Girls 13	30	30
Boys or Girls 14	30	30
Boys or Girls 15	30	35
Boys or Girls 16	30	35
Boys or Girls 17	30	35
Boys or Girls 19	30	35

#### **XII. SCHEDULES, RESULTS AND STANDINGS**

After every game the referee will complete a game card to report the score. The winning coach 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 tournament runners and brought to Tournament Headquarters for recording. If the game is a tie, either coach may sign the game card to verify both scores.

Schedules, results and standings are posted at various locations on the NSC campus.

Scores are posted on the event web site and posting boards around the NSC Campus. Posting boards are located:

On score posting boards near Lot D parking lot pavilion (HQ)

#### **XIII. OFFICIAL GAME BALL**

The home team shall provide the ball to start the game.

If additional balls are needed, they may be provided by either team.

U10-U12 teams use a size 4 ball.

U13-U19 teams use a size 5 ball.

#### **XIV. PLACEMENT OF TEAMS AND SPECTATORS**

Teams and rostered coaches only will position themselves on the same side of the field.

Coaching may only occur on the team's half of the sideline from the centerline to within 30 yards of the end line.

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.

In the event that a child is lost, immediately notify any volunteer with a radio who will notify the police.

Found children will be brought to Tournament Headquarters to be reunited with parents/guardians.

#### **XV. REFEREE SYSTEM**

The diagonal system of control is used with certified referees.

Referees must be currently registered with USSF; international referees must be certified by their National association.

Referees are assigned for all matches; however, U13-U17 teams should be prepared to provide a Club linesperson, if necessary.

A Club linesperson may only determine balls out of play.

#### **XVI. FACILITY**

**Minnesota State law prohibits the use of drugs and alcohol. Players in violation will be ejected from the tournament.**

NSC SPRING CUP is committed to promoting an environment that is free from harassment and violence in any form; verbal or physical intimidation; vandalism; drug, alcohol or tobacco use; gambling and inappropriate language. These policies apply to all players, coaches, referees and spectators. The NSC is a state-owned facility and adheres to the NO SMOKING POLICY mandated for all state facilities.

Pets are not permitted on the NSC campus.

#### **XVII. UNSPORTSMANLIKE BEHAVIOR**

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 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 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 at a minimum and the local authorities will 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.

### **XIX. FIELD MANAGERS**

A field manager system is utilized to keep the games on time and as a first line of communication in the event of a problem. There will be one field manager for every two to four fields.

Each field manager will have a communications radio and ice for injuries.

Only tournament officials may use the field manager's tents. This is not a meeting or gathering place for teams or players.

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.

### **XIVIII. RED CARDS**

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 player may remain in the bench area, but not in team uniform, unless specifically asked to leave for further intolerable behavior.

Violent Conduct 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 in headquarters.

A coach who is removed from a game must leave that area of the field. The area of the field includes but is not limited to the bench and spectator areas.

Player passes for un-served red cards from Minnesota players will be retained by the tournament and forwarded to MYSA.

Player passes for un-served red cards from non-Minnesota players will be returned to the coach at the coach's request.

A red card report will be sent to MYSA within 48 hours of the end of the tournament.

Unclaimed red cards will be forwarded to MYSA at the end of the tournament.

MYSA will contact the appropriate state associations.

### **XVII. FIFA LAWS OF THE GAME**

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 player may remain in the bench area, but not in team uniform, unless specifically asked to leave for further intolerable behavior.

Violent Conduct 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 Tournament Headquarters.

After the suspension is served, the coach may pick up the pass in Tournament Headquarters.

A coach who is removed from a game must leave that area of the field. The area of the field includes but is not limited to the bench and spectator areas.

Player passes for un-served red cards from Minnesota players will be retained by the tournament and forwarded to MYSA within 48 hours of the end of the tournament.

Player passes for un-served red cards from non-Minnesota teams will be returned to the coach at the coach's request. Unclaimed, un-served red cards from non-Minnesota teams will be forwarded to the appropriate association within 48 hours of the end of the tournament.

A red card report will be kept and available upon request by official FIFA affiliated associations.

Unclaimed player passes (suspension has been served) will be kept at NSC for pick up by the owner or coach.

### **XVIII. PROTESTS**

No protests will be heard on any judgment calls by the referee. All decisions by the referee are final.

Protests on player eligibility and other technical matters may be made in writing and submitted to headquarters within one hour of the conclusion of the match.

Express concerns regarding violations prior to the start of the game or at the time the incident occurs.

If you have a problem regarding the rules or procedures at your game, take the following steps:

Notify the referee immediately so that a correction can be made.

If the situation is not resolved, notify the field manager and a tournament official will respond.

### **XIX. SCHEDULING**

Teams will be divided into groups of 3, 4 or 5 for round robin play.

Groups with three teams will play two games within their own group and one game against a team from another group.

All games do count in the group standings for determining play-off placement

Forfeits: The tournament will make every effort to avoid a forfeit. A forfeit may only be called by Tournament Headquarters. In general a forfeit will be called if a team consisting of at least 7 players has not arrived at the field within 1 hour of the start time (note: in some instances the tournament may choose to reschedule the game rather than allow the forfeit. In this instance teams are

compelled to accept to a mutually agreeable time, rather than lobby for a forfeit. The tournament philosophy is to put its effort into playing tournament games rather than accepting forfeits).  
In groups of 4, the top 2 teams will advance to the championship game. In groups of 6,7 or 8, the top team from each world cup group will advance to a championship game.

## **XXII. WORLD CUP GROUP RANKING**

No overtime will be played during group competition.

Teams will be awarded three points for a win and one point for a tie.

A forfeit score will be recorded as a 3-0 victory.

The maximum recorded "goal differential" in any one game shall be 7.

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.

Following preliminary rounds, criteria in order of importance will determine placement for the play-off brackets:

Greater number of points. Each team receives 3 points for a win, 1 point for a tie, and 0 points for a loss.

Head to head record. (This will not be considered if three or more teams are tied)

Goal difference. Subtract total goals allowed from total goals scored.

Least number of goals allowed.

Earliest Application Date.

## **XXIII. ADVANCEMENT PROCEDURES U11-U19**

The top team in each World Cup grouping advances to a championship game.

Overtime. In championship competition, a maximum of two 5-minute overtime periods will be played.

If a team is in the lead at the end of two 5-minute overtime periods then that will be declared the winner.

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 who advances.

Only those players on the field at the end of the overtime period may participate in the taking of the kicks from the penalty mark.

If at any point a team chooses not to continue, NSC Fall CUP reserves the right to move other teams forward into its position, even if that other team has already lost. Teams who choose not to continue may not be invited to participate in NSC Fall CUP in the future.

## **XXIV. AWARDS**

Participation awards are given to all U9-U10 players.

All play-offs will have 1st and 2nd place games only with trophies awarded to the 1st and 2nd place teams.

All medals and trophies will be awarded at a ceremony area no more than one hour from the end of the championship game.

Photo opportunities are available at the award presentation area.

## **XXIII. WEATHER PROVISIONS**

Severe weather is a possibility. Weather reports are monitored very closely.

If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning the rearrangement or cancellation of games for any reason.

Fees are non-refundable, if games or the tournament are cancelled for any reason.

The tournament committee has the right to institute water breaks, if the heat index is high. This is not a coaching break; players must remain on the field.

The tournament committee has the right to shorten the length of games.

The decision to suspend games due to lightning is made by the tournament committee.

A game may be suspended by the tournament committee without being terminated.

If there is a need to suspend any games due to severe weather, announcements will be made over the PA system, as well as over radios to the field managers.

The games will resume when the "all-clear" signal is given. All adjustments will be announced at that time.

In the event that the call is made to terminate a game, if one half of the game has been played before termination for weather conditions or by tournament committee decision, the game stands as a completed match.

When games are suspended, coaches and players are instructed to proceed to the nearest safe location: buses, cars, or the buildings on the NSC campus.

Coaches are requested to stay with their teams during weather situations.

"All Clear" announcements are made over the PA system at the Super Rink, Sports Hall, Schwan Center and stadium.

Coaches/players should stay in a safe location until they see field managers return to their posts with radios.

Coaches should then proceed to their respective field manager to receive instructions on resuming games.

## **XXIV. INJURIES**

Coaches are considered guardians for underage participants when the parents are unavailable, and for all players regardless of age, when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player.

A coach's decision to allow a participant to play, contrary to the recommendation of the medical staff, may leave the coach open to legal liability.

If the coach is under the legal age, the team is required to have an official representative of legal age at the field who will serve as the legal guardian.

Coaches are responsible for having emergency medical information for all players in their possession at all games.

Referees are responsible for summoning the coach and first aid personnel onto the field, in the event of an injury.

The injured player will first be evaluated on the field by first aid staff.

If further evaluation is warranted, the injured player will be moved to the sideline when medically safe, according to emergency medical protocol.