

Wal-Mart All American Tournament Rules June 17-19, 2011

The Wal-Mart All American Tournament will be played under FIFA Laws and Regulations in effect January 1, 2011 with the following modifications:

I. TOURNAMENT FEES

- U9/U10 Fees = \$285 Team Fee
- U11/U12 Fees = \$430 Team Fee
- U13-U19 Fees = \$485 Team Fee
- Teams that drop from the tournament will not be refunded their team application fee and dorm deposit

II. TOURNAMENT HEADQUARTERS

Schwan Center (NSC Campus)

1700 – 105th Avenue Northeast

Blaine, MN 55449

Contact: Jen Een, 763-717-3235 or jeen@nscsports.org

III. FINAL TEAM CHECK-IN

Final Team Check-in is scheduled for Friday, June 17, starting at 07:00. 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.
- A team representative may check in the team. Players do not need to attend Final Team check-in. Exception: Adult players who are in need of player passes must attend final team check-in to have their photo taken and to sign their player pass.
- Laminated US Youth Soccer, 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 Wal-Mart All American is open to Intra-Club Tournament Teams, Inter-Club Tournament Teams, Recreational Plus, Classic, Premier and Select 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 May 28, 2011. After May 28, 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 groups are as follows

Boys and Girls U9	Born on or after 8/01/01
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 – (6v6)	• U11-U12 – (8v8)	• U13-U19 – (11v11)
Maximum number of 6 players on the field: 5 field players and a goalie.	Maximum number of 8 players on the field: 7 field players and a goalie.	Maximum number of 11 players on the field: 10 field players and a goalie.

Will play four games in a jamboree-style format; no scores or standings will be kept.	Will play a minimum of three games. The maximum number of games is determined by the number of teams in each age group.	Will play a minimum of three games. The maximum number of games is determined by the number of teams in each age group. Teams are generally scheduled one or two games per day.
	Teams in larger divisions may play 3 games in a day. When this occurs, a minimum of 2 time slots are scheduled between games for rest purposes.	Teams in larger divisions may play 3 games in a day. When this occurs, a minimum of 2 time slots are scheduled between games for rest purposes.
Minimum field size is 35 yards by 45 yards, Maximum is 45 yards by 55 yards.	Minimum field size is 45 yards wide by 70 yards long; maximum of 55 yards wide by 80 yards long.	Field size meets FIFA regulations.
Goal size is 6 ½ feet high by 12 feet wide.	Goal size is 7 feet high by 21 feet wide.	Goal size is 8 feet high by 24 feet wide.
One referee per game. No club linesman.	One referee per game.	Three person referee crew per game.
Offsides is not in effect.	Offsides is in effect.	Offsides is in effect.

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 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 the 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 would be 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 booklets 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 FIFA or USSF affiliated association/team.
- 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 player pass are not eligible to play.

IX. SUBSTITUTION PROCEDURES

- All teams are allowed unlimited substitution 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.

XI. LENGTH OF GAME

Age Group Classifications	Min./Half - Non-Finals	Min./Half - Finals
Boys or Girls U9 and U10	25	n/a
Boys or Girls U11 and U12	30	30
Boys or Girls U13 and U14	35	35
Boys or Girls U15 and U16	40	40
Boys or Girls U17-U19	45	45

XII. SCHEDULES, RESULTS, 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.
- 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:
 - In the lobby of the NSC Schwan Center.
 - On the island in the parking lot.

XIII. OFFICIAL GAME BALL

- The tournament provides each team an official game ball to be used in all matches. The home team shall provide the ball to start the game.
- If additional balls are needed, they may be provided by either team.
- U9-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, U11-U19 teams should be prepared to provide a Club linesperson, if necessary.
- A Club linesperson may only determine balls out of play. Exception: U9 and U10 matches will have one referee.

XVI. FACILITY

- Minnesota State law prohibits the use of drugs and alcohol on NSC Fields. Players in violation will be ejected from the tournament.
- Walmart All American Tournament is committed to providing 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.

XVIII. 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 communication 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.

XIX. 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 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.
- Player passes for un-served red cards from non-Minnesota teams 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.

XX. 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.

XXI. SCHEDULING

- U9-U10 teams play 4 games in a jamboree-style format.
- U9 and U10 teams may not participate in higher age divisions per Minnesota Youth Soccer Association.
- U9-U10 teams will be divided into groups of 3, 4, or 5 for round robin play without play-offs.
- U11-U19 teams will be divided into groups of 3, 4, or 5 for round robin play.
- U11-U19 teams will be assigned at least three games in initial play and will play against other teams within its group.
- Two flights will be offered. All American Flight for Premier and C1 teams and a Wal-Mart flight for C2 and C3 teams or a competitive equivalent from other states or countries.
- Each team, assigned at least three games in initial group play, will play against other teams within its own group.
- Groups with three teams will play two games within their own group and one game against a team from the other group.
- If there are an insufficient number of teams in a group/flight, the tournament reserves the right to combine age groups or flights. When this occurs, teams will be notified.
- 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 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.)

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 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. Please note: The maximum recorded “goal difference” in any one game shall be 7.
 - Least number of goals allowed.
 - Earliest application date.

XXIII. ADVANCEMENT PROCEDURES U11-U19

- The top two teams in each World Cup grouping advance to play-offs.
- Teams will be pre-seeded into playoff brackets based on their standings in group play.
 - Teams will not be assigned to play against teams of its own grouping in the first round of the play-offs when possible.
 - Teams receiving byes will be selected at random.
- Overtime for playoff competition, including finals, 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 team 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.
 - Players may be taken to a designated area where a referee crew will control, monitor and officiate the series of kicks from the penalty mark.
 - 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 in the play-offs, a team chooses not to continue, Wal-Mart All American 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 Wal-Mart All American in the future.
- The tournament staff reserves the right to determine whether or not a team who forfeits during group play will advance to the playoffs regardless of the standings.

XXIV. AWARDS

- Participation awards are given to all U9-U10 players.
- All play-offs will have 1st and 2nd place games only with crystal eagles awarded to the 1st place teams.
- Individual gold medals are also awarded to 1st place teams; silver medals to 2nd place teams.
- All medals and crystal eagles will be awarded at a ceremony area no more than one hour from the end of the championship game.
- Photo opportunities area available at the award presentation area.

XXV. WEATHER PROVISIONS

- The Wal-Mart All American Tournament will follow MYSA weather guidelines.
- Severe weather is a possibility. All weather decisions are the sole decision of the tournament committee and are based on the Weather Sentry storm tracking system and weather spotters used by Anoka County Airport, TPC Golf Course and the NSC Victory Links Golf Course.
- 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. **Every effort is made to play all games in their entirety.** 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.
- Shorten the length of games.
- Suspend games due to lightning.
 - A game may be suspended by the tournament committee without being cancelled or considered complete if in the second half of play. If the decision to terminate a game is made, and, if one half of the game has been played before termination for weather conditions, the game stands as a completed match.
 - If it is necessary to suspend games, suspension and “all clear” announcements will be made over the PA system in the Sports Hall, Schwan Center, Schwan Super Rink, and NSC Stadium, as well as over the radios to the field managers. Information will also be posted on the website.
 - 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. Teams should not be on the playing fields, in tents or shelters during game suspension due to lightning.

- Coaches are requested to stay with their teams. A team representative may come to tournament headquarters to await updates.
- Coaches/players should stay in a safe location until they see field managers return to their posts with radios.
- Coaches and referees should then proceed to their respective field manager to receive instructions on resuming games.

XXVI. WEATHER FLAGS

- The health and safety of participants is a primary concern. If the tournament officials and medical staff determine that the risk of heat exhaustion is becoming too high, various options using a flag indicator system will be utilized.
- Heat index flags will be flown north of Field U2 on the flagpole.
 - Green Flag - Normal play conditions. Follow regular conditions and allow free access to fluids.
 - Yellow Flag - Moderate heat conditions; 2-minute water break at the middle of each half is instituted. The clock is stopped during water breaks.
 - Red Flag - Extreme heat conditions. Game shortened by 5 minutes per half. In play-off rounds, the overtime periods may be eliminated. Instituted water breaks continued.
 - Black Flag - Suspension of play. Inclement weather or other emergencies may cause suspension of games. Suspension does not mean cancellation of games. After a suspension is called, games may be restarted. In the event games are canceled, games that have completed the first half of play are considered final.

XXVII. 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 personal onto the field, in the event of an injury.
 - The injured player will be first 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.