

Prairie Cup 23

TOURNAMENT RULES AND GUIDELINES

Tournament rules shall be the laws of the game as set forth by FIFA and as adjusted by Minnesota Youth Soccer Association (MYSA) Policies and Rules and the Tournament Committee.

Players and Rosters

- Players must be registered with US Youth Soccer or approved organizations, have 2007 player passes, and be registered on a team.
- For U13-U16 teams: A maximum of 18 players may be registered and listed on the Tournament Roster.
- For U17-U19 teams: A maximum of 22 players may be registered for the tournament. However, only 18 players may be listed and used during any single game. The designated 18 players must be written on game specific roster submitted to the referee before the start of the game. Non-rostered players **may not** wear their uniforms during games in which they are not participating
- A player may only play on one team.
- There is a limit of 6 guest players. A Premier player may only guest on a team competing in the Red bracket.
- We follow USYSA / FIFA travel procedures and require out-of-state (non-MYSA affiliated) and foreign teams to submit written proof of permission to travel 15 days in advance of the Tournament. Foreign teams must show proof of permission to travel from their National Association.
- This Tournament subscribes to and complies with the conditions required by the Ted Stevens Olympic and Amateur Sports Act.
- All teams are required to have medical authorizations for each player available for inspection at registration and games. Teams not affiliated with USYSA must present written proof of insurance coverage for all players, coaches/personnel at registration.
- The player passes will be verified with the official roster at registration, at which time the team's roster will be frozen for the remainder of the tournament. Player and coaches passes will also be checked at the field prior to each game by either the referee or a tournament worker.
- **No PASS...No PLAY**

Substitutions

- Substitutions may be made, at the halfway line with the consent of the referee, at the following times:
 - Prior to a throw in, the team with possession of ball may substitute. The opposing team may also substitute if throwing team is substituting.
 - 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, substitution is unlimited,
 - At half time
- Substitutes should be at halfway line, prepared to play, and will enter the field only when permitted to do so by the referee.
- For the safety of the players (due to the number of games played and for heat related reasons) the tournament director may alter this policy.

Referees

Only USSF registered referees will be used. We will use a three-referee system for all games. If a club line is required for any reason, they will call ball out of play only.

- In matters concerning the conduct of games, the referee's decision is final. Protests will not be allowed.
- Questions regarding player eligibility must be made prior to the beginning of a game.
- In all other matters concerning the tournament, the Tournament Director's decision is final.

Tournament Scoring

Scoring Point system used is the World Cup system.

- _ Win: 3 points
- _ Tie: 1 point
- _ Loss: 0 points
- Forfeits - a score of 3-0 will be entered for forfeits.
- The field marshal will distribute and collect game card from the center referee. The scores will be reported to headquarters. A team official should verify score for accuracy before it is submitted to headquarters.
- Preliminary rounds consisting of 3 games will be played.

Advancement

To determine final standings within brackets, the following procedures will be used:

- Greatest number of points*
- Most wins
- Goal differential – subtract total goals allowed from total goals scored.
- Total goals scored.
- If two or more teams still have the same number of points
 - Winner of head-to-head competition if applicable. (This criterion not used if more than two teams are tied at this point).
 - Goal differential from head to head competition
 - Greater number of goals from head to head competition
 - Fewest goals allowed from head to head competition
 - Coin Toss

*In determining the total number of points above, if tied teams have played an unequal number of games, a calculation will be made to compensate for the number of games played. Total number of points will be divided by number of games played. The resultant higher number will be declared the winner.

- Bracket of four teams –top two point recipients will play in a final.
- Bracket of six teams – Two groups of 3 teams.
 - Teams in each group will play 2 games within group and points obtained in first two games will determine the third game opponent. The opponent will be from other group.
 - Winner of the games between top teams will determine who advances to final regardless of Group.
- Bracket of eight teams – Two groups of 4 teams.
 - Teams will play three games within their group.
 - Top point recipient in each group advancing to championship game.
- Bracket of ten teams – Three groups – two of 3 teams and one group of 4 teams
 - In group of three - Teams will play games outside group against common opponents.
 - In group of four - Teams will play three games within their group.
 - Top point recipient in each group and an overall wild card point recipient will advance to semi final game
 - Revision to semi –final opponents will be made if wild card team is from same group.
 - Winner of each semi-final game advancing to championship.
- Bracket of twelve teams – Three groups of 4 teams each
 - Teams will play games within group.
 - Top point recipient in each group advancing to semi-final games.
 - An overall wild card team will also advance.
 - Revision to semi –final opponents will be made if wild card team is from same group.
 - Winner of each semi-final will advance to championship game.
- Bracket of sixteen teams – Four groups of 4 teams each.
 - Teams will play three games within their group.
 - Top point recipient in each group advancing to semi-final games.
 - Winner of each semi-final will advance to championship game.

Home Team

- The first team listed in the schedule is the Home Team.
- The home team is expected to provide a game ball.
- The home team is expected to change to alternate jerseys if, in the opinion of the referee, there is a uniform color conflict.

Kick-off

- For open format (round robin) games no coin toss will be conducted. The Away Team (listed second on schedule) shall kick-off the first half.
- The home team will select which goal to defend.

Uniforms and Player Equipment

- The Home team should be prepared to change if, in the opinion of the referee, there is a color conflict.
- With the exception of the goalkeeper, the field player jersey will be numbered with no duplication of numbers. The jersey numbers should be listed on the roster and if different numbers exist for home and away both should be listed.
- Referees will have **no responsibility** for deciding the legality of jersey sleeves or for enforcing the provision in Law 4 related to jersey sleeves.
- Casts may be wrapped with soft protective material. The judgment of the referee relative to safety still applies.
- Glasses and sport goggles may be worn, however they must have a strap and meet the safety criteria.
- For U17-U19 teams registering 19 or more players: Only 18 players may participate and be listed on the roster for each game. Non rostered players **may not** wear their uniforms for games in which they are participating.

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.**
- **This is a tobacco free event** – no smoking is allowed in any of the Eden Prairie parks or school grounds where tournament games are played.
- Dogs are not allowed at the Flying Cloud fields.

Fouls and Misconduct

- Any player receiving a red card will be sent off and not allowed to play in his/her team's next tournament game at the minimum.
- Any player receiving a red card for violent conduct or serious foul play as a result of fighting will not be allowed to play in any remaining tournament games regardless of number remaining.
- Any player guilty of gross misconduct on tournament grounds will be barred from further competition in the Tournament.
- 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 by US Youth Soccer Tournament Hosting Agreement Rules to the home state association and the MYSA.
- All matters involving referee assault (or abuse) shall be referred immediately to the MYSA. Head coaches are responsible for team and spectator behavior. The referee will report problems of improper behavior by coaches, players, and fans to the Tournament Director. This behavior may result in the forfeiture of the game or other appropriate action as deemed necessary by the Tournament Director.
- Evidence or reports of fighting, vandalism, damage to property, or theft on tournament grounds, local businesses or lodging may result in team disqualification.

Game Schedule and Length

- Weather permitting; each team will play a minimum of three games with no overtime in an open play format.
- Game length:
 - Ages 13 – 14 will play 30 minutes per half,
 - Ages 15 – 19 will play 35 minutes per half.
 - 5 minutes for half time
- Semi - Final and Final games will be regulation length with two five minute overtime periods followed by kicks from the mark to break ties per the July 2004 FIFA rules change.
- Games will start on Friday mid-afternoon, with finals played Sunday. Under normal conditions, no teams will play more than 2 games on any given day.
- MYSA (MN) teams with potential district play conflicts should plan accordingly. Once confirmed, there are no refunds.
- If the weather or the field conditions make it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rescheduling or cancellation of games for any reason.
- Game length and times may be shortened or altered until back on schedule; games may be rescheduled or cancelled.
- It is essential that games begin on time. Therefore, you may not have an opportunity for pre-game practice on the field of play. Please plan your pre-game warm-up in an adjoining area.
- **Please**, no warm ups in the goal areas.
- Tournament headquarters will manage all schedule revisions. Teams are urged to check for any changes to their schedule.

Medical Attention

- Every player participates at his or her own risk.
- Each team is responsible for their medical supplies and for the treating 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.

Tournament Headquarters

- High School will serve as headquarters.
- All scores must be reported on the form provided. The field marshal will distribute to the Referees.
- Results will be posted at various locations throughout the tournament, however; only the posting at High School is considered final.
- Up to date information will be posted on the website at <http://www.epsoccerclub.com> and emergency information will also be on the voice announcement at 952-240-0867.

Game fields

- All games will be played on fields within the City of Eden Prairie: Flying Cloud Field Complex, Miller Park, Eden Prairie High School, Franlo Park and Central Middle School being the major venues.

Cancellations and Refunds

- Once your registration is received and confirmed, no refunds will be made. Fees are non-refundable if games are cancelled for any reason.

SEVERE WEATHER & FIELD CONDITIONS POLICY

The Eden Prairie Soccer Tournament follows the MYSAs guidelines for suspension of play or cancellation of games in the event of severe weather or adverse field conditions. With games being played at multiple locations the following guidelines are provided:

- Individual games may be suspended or terminated by the referee.
- At multiple field locations the site manager will make a determination as to conditions. An air horn will be used to signal suspension and restart. At that point all games at that location will be suspended or terminated.
- If widespread severe weather warnings are broadcast or a community siren is sounded **ALL LOCATIONS** will have games suspended or terminated.
- If the weather or the condition 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 may be shortened or altered until back on schedule, or games may be rescheduled or cancelled.
- In extreme heat, for the safety of players, the tournament may shorten halves and add water breaks. The Prairie Cup will follow heat index guidelines published by Minnesota Youth Soccer
- Severe weather generally means heavy thunderstorms accompanied by lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not generally constitute severe weather.
- The Tournament Committee may cancel or shorten some or all games due to severe weather or adverse field conditions, if in its sole judgment continued play may be hazardous to the safety of participants and/or officials.
- Additionally, referees may suspend or terminate play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play may be hazardous to the safety of participants and/or officials.
- If play in any game is temporarily suspended due to severe weather or adverse fields conditions, the game's re-start and completion is subject to the following guidelines:
- Any game, which is re-started, may not run ten minutes past the scheduled start time of the next game assigned to that field.
- If an adjacent field is vacant, with the permission of the Field Coordinator the referee may transfer the uncompleted game, but a relocated game also may not continue past the start time of the next game assigned to that second field.
- Games that cannot be re-started will be considered complete if one half has elapsed before play is stopped.
- Games, which cannot be completed before a first half of play has elapsed, shall have a recorded score of 0-0 for the tournament rankings.
- The Tournament Committee without refund has the exclusive right to reschedule any cancelled games. Following any widespread weather delay, the Tournament Committee reserves the right to shorten the time of remaining games in order to re-establish a workable tournament schedule.
- Cancellation of individual games or the tournament due to severe weather or adverse field conditions does not entitle teams to any refund of entry fees.