

Essentia Health Lake Superior Open Soccer Tournament Rules & Guidelines

Tournament rules shall be the laws of the game as set forth by FIFA and as adjusted by the Tournament Committee.

This tournament is open to all MYSA and National competitive teams, both boys and girls, U9 to U18+ including MYSA approved tournament only teams, which will be considered as Classic 1 teams.

TOURNAMENT HEADQUARTERS AND CHECK-IN

Tournament Headquarters and Check-In will be held at Duluth East High School at 301 N 40th Avenue East, Duluth MN 55804. The check-in location will be in the High School Stadium. The Tournament Director, Toni Christensen, will be available at the fields or by cell phone: (218) 349-8384.

REGISTRATION AND TEAM ELIGIBILITY

Check in must be done one and ½ hour (1.5 hours) or more prior to the team's first game.

The coach or a team representative will need to present the team roster ([click here for form](#)), player passes and “Liability / Medical Release” for each player. If your club does not have a liability/medical release form for each player, a sample form can be found [here](#).

A signed laminated pass with the picture for each Coach, Assistant Coach and Manager must be presented.

A guest player roster must be completed.

The player passes will be verified with the official roster at registration, at which time the teams roster will be frozen for the remainder of the tournament.

All teams are required to have medical authorizations for each player available for inspection at registration and at the field during any games.

Out of state teams must provide proof on insurance at check-in.

The LSO will be following the MYSA Club Pass rule. This allows for up to 5 players to be “club passed” to another team for which they are age-eligible. Players cannot play for more than one team during the tournament, they must be rostered with only one team at the time of check-in and must remain with that team for the duration of the tournament. A club can

- Move players up to a higher level (e.g. C2 to C1)
- Move players across to a team at the same level (e.g. C2 to C2)
- Move players down to a team at a lower level (e.g. C2 to C3)

For a team coming from a CONCACAF nation:

- Players must present a passport at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- Teams are required to have and present player picture identification cards.
- Teams must have a completed form from their Provincial or National Association approving the team’s participation in the tournament.

No Pass, No Play, No Exception.

Once your registration is received and confirmed, no refunds will be made. Fees are non-refundable if games are canceled for any reason. In the event the tournament is cancelled in full the tournament committee will have 90 days to make a determination on any refund.

PLAYERS AGE, ROSTERS AND ELIGIBILITY

Players must be registered with US Youth Soccer or approved organizations, have 2018 player passes, and be registered on a team.

A maximum of 22 players may be registered for U16 Plus teams; only 18 may dress per game. A player may only play on one team.
A maximum of 18 players may be registered for U13 - U15 teams and listed on the Tournament Roster. A player may only play on one team.
A maximum of 16 players may be registered for U11 - U 12 teams and listed on the Tournament Roster. A player may only play on one team.
A maximum of 12 players may be registered for U9 - U 10 teams and listed on the Tournament Roster. A player may only play on one team.

There is a limit of 5 guest players from the same or different club, exceptions may be given at the discretion of the tournament director.

U11 brackets and older may include non-Premier teams playing up in age level or one competitive division lower.

Teams will be allowed to play down in age level if all players are age-eligible at the younger level.

Premier teams may only compete in Premier or open brackets.

Out-of-State (non-MYSA) affiliated teams must submit written proof of permission to travel 15 days in advance of the tournament to the Tournament Director.

U9 and U10 teams may not compete in competitive brackets at ages U11 or older.

Game rosters and player passes may be checked before every game.

UNIFORMS

The home team will be listed first on the schedule and noted on the brackets. Both teams should bring two sets of uniforms to each game, however if the referee determines there is a uniform color conflict, the home team will be required to change uniforms. Each player must have a number on their uniform, with no other player on the team wearing the same number.

The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same.

FORFEITS

A forfeit may be determined if a team has not arrived at the field within 5 minutes after the scheduled start without the minimum number of players necessary to play.

A forfeit will result in a 1-0 result for available team for bracket play.

A team that forfeits a game may be permitted to continue play in the tournament.

STANDINGS AND REFEREES

Scores will be posted live on an ESS controlled website and posted at each field.

Immediately following the completion of the match, referees are responsible for reporting match results cautions, and ejection to the site coordinators. The site coordinators will inform the Tournament Director in the event of cautions or ejections.

Only certified / registered referees will be used. We intend to use a three - referee system for all upper level games (one referee for U9, U10 & U11 levels). Only USSF certified and currently registered referees will be used for center referees, club lines may be used in some cases.

In matters concerning the conduct of the games, the referee's decision is final.

Protests are not allowed.

In all other matters concerning the tournament, the tournament director's decision is final.

FOULS AND MISCONDUCTS

Any player receiving a red card will be sent off and not allowed to play in her team's next tournament game at the minimum.

Any player receiving a red card for fighting will not be allowed to play in any remaining tournament games.

Any player guilty of gross misconduct on tournament grounds will be barred from further competition in the tournament.

The issuance of red or 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 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 referee assignor and/or tournament director. This behavior may result in forfeiture of the game or other appropriate action, (as deemed necessary) by the tournament director.

Evidence or reports of fighting, damage to property, or theft on tournament grounds, local businesses or lodging may result in team disqualification.

Misconduct by coaches or spectators may result in the individual(s) being asked to leave the field of play and/or non-participation for the remainder of the tournament.

The Tournament Committee will resolve any situation not covered in the rules. Misconduct may also be reported to the MYSA for additional review and possible sanctions.

TOURNAMENT SCORING (U11-U18 PLUS)

Tournament Tree Scoring:

In this style of bracket, the winners will advance in one direction (right) and play against other winners, while the losers will be placed in the consolation bracket (moving left). These games

will be simply win and move to the right, lose and go to the left. In the event that a game is tied at the end of regulation:

- There will be NO overtime played with the exception of a championship game.

Non-Championship Games that are tied will be determined by:

- The game will be decided by a shootout using FIFA rules, officials will do a coin toss to determine who has the option to shoot first. Each team will be given the chance to select 5 shooters, the team with the most goals after 5 rounds will be declared the winner. In the event there is a tie after 5 shooters the shootout will advance in single round format until a winner is decided. A shooter may only shoot for a second time after the 10th round.
- Please note: The Lake Superior Open reserves the right to move locations for a shootout based the best interest of the tournament. The Tournament Director or Field Marshalls have the right to make this request.

Championship Games that are tied will be determined by:

- Two 5-minute overtime periods that are NOT golden goal, the two overtime periods will be played regardless of goals being scored.
- If, after two overtime periods the game is tied: The game will be decided by a shootout using FIFA rules, officials will do a coin toss to determine who has the option to shoot first. Each team will be given the chance to select 5 shooters, the team with the most goals after 5 rounds will be declared the winner. In the event there is a tie after 5 shooters the shootout will advance in single round format until a winner is decided. A shooter may only shoot for a second time after the 10th round.
- Please note: The Lake Superior Open reserves the right to move locations for a shootout based the best interest of the tournament. The Tournament Director or Field Marshalls have the right to make this request.

Round Robin Tournament Scoring:

Games ending in ties will remain ties in preliminary rounds.

Semi-final or championship games that cannot end in a tie must be determined by, overtime play of (two) 5-minute periods. After the first 5-minute period, teams will switch goals with no interval. At the end of (two) 5-minute overtimes, if the game is still tied, it will be decided as governed by FIFA laws of the game. The Tournament Director or Site Coordinator, reserves the right to move the shoot-out to an alternate location.

Preliminary rounds consisting of 3 games will be pool play format. To determine final standings within pools, the following procedures will be used in sequence:

1. Highest number of points Scoring point system used will be the 10-point system as follows:
Highest number of points
Win = 6 points
Tie = 3 Points
1 Point for each goal scored up to 3 per game
1 Point for shut out, example: 0-0 ties equals 4 points
10 points maximum per game
2. Winner of the head - to - head competition does not apply if more than two teams are tied.
3. Winner of most games
4. Goal differential; goals scored minus goals against, with a maximum of (3) goals differential per game.
5. Fewest goals allowed.
6. Kicks from the penalty mark following the procedures published in the FIFA Laws of the Game.

BRACKETS AND AWARDS

We intend to structure the tournament into open single age brackets, but reserve the right to combine ages as needed if fewer teams than expected register. U19 teams will be given consideration to register. We reserve the right to combine U18 teams with U19 teams.

In age groups where there are more than 8 teams, two brackets will be created. The winner of each bracket will play for the Championship. Second place teams in each bracket will play for third place, third place awards will only be given out in the U11-12 brackets. In the event that a third place game is tied after regulation the ONLY bracket that will proceed to a shootout are the U11/12 brackets as they have awards given. All other non-championship games will end in a draw in the final round.

If there are only 4 teams in an age group, the first and second place team in the bracket will play for championship. There will be no third place game.

For the 2018 tournament a "tournament tree" format may be used to increase competition in the early rounds. This format is simply winners move onto the championship side of the tree, losers will be placed on the consolation side of the tree. See scoring below for procedures for a tie.

Individual awards will be given to 1st and 2nd place (2nd place awards will be given to U12 and younger teams) teams for larger brackets. Awards will be presented immediately following the championship game at the field location where the game was played.

For the U 9 and U10 bracket, no scores will be recorded. Participation awards will be given to all U9 and U10 participants. U9 and U10 teams will be handled according to the most current MYSA rules and guidelines.

U10 teams may not play up a higher bracket.

FIELD RULES

The City of Duluth owns and maintains the Jean Duluth and Arlington soccer complexes.

TOBACCO USE OR USE OF ALCOHOL/DRUGS IS STRICTLY PROHIBITED AT ANY OF THE TOURNAMENT SITES. THERE ARE NO PETS ALLOWED AT THE FIELDS.

If pets are brought to the tournament, they must stay outside the field boundaries and fences.

GAMES AND SCHEDULING

Each team will play a minimum of three games and should check their individual age bracket for championship determination.

U9 and U10 will play a Jamboree schedule of at least three (3) 50 minute games (25 minute halves) (7v7). No scores or standings will be kept for U9 and U10 games. There will be no play-off rounds or champions declared.

U11-U12 age groups will play 25-minute halves (9v9)

U13 - U15 age groups will play 30 minute halves,

U16 - U17Plus age groups will play 35-minute halves.

All games will have a standard 5-minute halftime.

No teams will be scheduled to play more than (2) games in one date (with the exception of the U9 and U10 Jamboree) Note: weather or being in the playoffs may change this. Each game will be played under FIFA rules and as modified within this document. Games will commence on Friday with most teams playing their first game on Friday. Last games will be played Sunday and scheduled as early as permitted for the convenience of teams traveling home. Game length and

times may be shortened or altered until back on schedule, or games may be rescheduled or canceled. Game scores will be posted at each field on the Tournament Game Board.

SUBSTITUTIONS

1. Substitution time-a player may be substituted on at a stoppage of play with the permission of the referee.
2. All teams in the tournament will be allowed unlimited substitutions.
3. Substitutions may be made, (with the consent of the referee) at the following times:
 - Prior to a throw in, by the team in possession of the ball.
 - Prior to a goal kick by either team.
 - After a goal by either team.
 - After an injury to either team, when the referee stops play, substitution is unlimited.
 - Half time.

PLAYER EQUIPMENT AND MEDICAL ATTENTION

Shin guards are required for all players (no exceptions).

No uncovered hard casts are permitted. Any player wanting to play with a hard cast must have a minimum 1/2-inch foam cover around the cast and the ability to participate is up to the discretion of the game official. Soft casts are permitted with the permission of the referee.

The home team is responsible for supplying FIFA approved game balls.

Every player participates at his/her own risk. Each team is responsible for medical supplies and for treatment of injuries; please make sure to include ace bandages and ice packs. All tournament volunteers such as Field Marshals and Site Coordinators have access to cell phones for emergency contact. Maps to both area hospitals will be available at each.

MINNESOTA CONCUSSION LAW and this tournament requires compliance with Minnesota Statue 121A.37 in accordance with the MYSAs Concussion Policies. All participating coaches and referees are required to take concussion training. The US Center for Disease Control and Prevention has a free, online course entitled Concussion Training for Coaches (and referees), accessible by the following link: www.cdc.gov/concussion/HeadsUp/online_training.html

COMPLIANCE WITH AMATEUR RULES

This tournament subscribes to and complies with the conditions required by the Ted Stevens Olympic and Amateur Sports Act.

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; the local authorities may 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.

WEATHER

The Lake Superior Open will be following the MYSA weather Guidelines.

- If weather or the condition of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Directors will make the necessary decisions concerning rearrangement or cancellation of games for any reason. If there is lightening in the area of the fields and if the weather could cause risk to participants and fans, games will be suspended for a period of 30 minutes. A siren will sound indicating that everyone must leave the field. Following the MYSA mandated stoppage, the tournament director and site coordinator will make the decision whether the match can resume. If games cannot be restarted, score at stoppage will be the final score.
- We reserve the right to shorten and/or cancel games as deemed necessary. Games that cannot start due to weather will be scored a 0-0 tie. The Lake Superior Open will follow the MYSA weather Guidelines.

- Tournament Officials will monitor the heat index (via weather radio, online, or the Weather Channel) and will inform field marshals, teams and game officials of the heat index status. Coaches are encouraged to also monitor the conditions. The following are the tournament guidelines when there is a chance of dangerously high heat index status
- Heat Index...Recommended Guidelines
 - Up to 89°...Normal Play
 - 90° - 99°...Mandatory 2 minute water breaks per half with running time. Each half shortened by 5 minutes
 - 100° - 105°...Mandatory 2 minute water breaks per half with running time. Each half shortened by 10 minutes
 - 105°...Suspend play
- Detailed Weather Policy Click [Here](#)