



## North United Soccer Club Tournament Rules – Fall Cup

North United Soccer Club is a partnership between CR United Soccer Club (CRU) and Northern Lights Soccer Club (NLS). Both clubs are in good standing with the Minnesota Youth Soccer Association (MYSA), Twin Cities Soccer League (TCSL), a member of the United States Youth Soccer Association (USYSA), and the United States Soccer Federation (USSF).

Tournament rules are based upon IFAB Laws of the Game, as modified in this document.

The tournament director reserves the right to modify tournament rules or schedule, which in his/her opinion, is required for the safe and timely completion of this tournament.

### Divisions

All divisions will contain a minimum of three, and a maximum of sixteen teams.

Our desire is to fill all age groups as listed below.

Age Group
9U
10U
11U
12U
13U
14/15U

Age groups will be divided into the following divisions based on league level of play and other information provided at registration. Additional division levels may be added based on the number of teams registration.

Gold = Higher Competitive Level

Silver = Lower Competitive Level

North United reserves the right to combine age groups as appropriate.

9U and 10U age groups/divisions will be non-competitive.

#### Division Formation & Advancement to Champion Determination:

6 teams	Pools will be created with three teams each with cross-over matches. The winner of each pool will advance to the championship match.
5, 7, or 9 Teams	Each team will play 4 matches in pool play with the champion being determined by points.
8 Teams	Pools will be created with four teams each. The winner of each pool will advance to the championship match.
12 or 16 Teams	Pool winners will advance to the championship rounds, seeded accordingly by top tournament points.

No third-place matches will be played.

	<p>Each team will play a minimum of three matches.</p> <p>Teams may apply to play in older age groups or higher playing levels than their USSF Sanctioning by indicating this desire on the application form.</p> <p>Teams may play down to a lower age level in the same classification provided that all players are age eligible.</p> <p>Any player may play for <u>only ONE team within an age group</u>.</p> <p>Teams may not change age groups once accepted for the tournament without tournament committee approval.</p>								
<b>Registration &amp; Fees</b>	<p>Registration will be accepted in the order received, provided room exists in the age group registered for.</p> <p>Tournament schedules and field maps along with general information will be emailed up to one week prior to the start of tournament play.</p> <p>Fees:</p> <table border="1"> <tr> <td>9U-10U</td><td>\$475</td></tr> <tr> <td>11U-12U</td><td>\$525</td></tr> <tr> <td>13U-14/15U</td><td>\$550</td></tr> </table> <p>Once registration is received, no refunds will be made. Fees are non-refundable if matches are cancelled for any reason.</p> <p>In the event the tournament is cancelled in full, the Tournament Committee and the North United Board of Directors will have 90 days to make a determination on any refund.</p>	9U-10U	\$475	11U-12U	\$525	13U-14/15U	\$550		
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<b>Eligibility</b>	<p>The tournament is open to any team with current US Youth Soccer or US Club Soccer player and coach passes/ID cards.</p>								
<b>Team Rosters</b>	<table border="1"> <tr> <th>Age Group</th><th>Maximum Rostered Players</th></tr> <tr> <td>9U-10U</td><td>14</td></tr> <tr> <td>11U-12U</td><td>16*</td></tr> <tr> <td>13U-14/15U</td><td>20**</td></tr> </table> <p>*For 11U – 12U teams over rostering is allowed up to 18 players, however, only 16 players will be allowed to be in uniform for each match. Additional players may be on the team sideline, however they must not be in uniform and it must be clearly indicated they are not eligible for participation.</p> <p>**For 13U – 14/15U teams, only 18 players will be allowed to be in uniform for each match. Additional players may be on the team sideline, however they must not be in uniform and it must be clearly indicated they are not eligible for participation.</p> <p>Additional players may be rostered with tournament committee approval at least 30 days prior to the tournament.</p> <p>Any player may play for <u>only ONE team within an age group</u>.</p> <p>A maximum of five guest players are permitted per team. Guest player is defined as any player roster from a different club.</p> <ul style="list-style-type: none"> <li>• Guest players must be a USSF registered player with their state association who is age eligible.</li> </ul>	Age Group	Maximum Rostered Players	9U-10U	14	11U-12U	16*	13U-14/15U	20**
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	<ul style="list-style-type: none"><li>Each guest player will need a fully completed <a href="#">US Soccer Player Loan form</a>.</li><li>Premier/NPL players may not be guest players.</li></ul> <p>Electronic check-in is required for all teams. There will be no in-person check-in option available.</p> <p>Electronic check-in will open approximately 14 days prior to the tournament start date and closes at noon 2 days prior to the start date of the tournament.</p> <p>US Soccer Player Roster with photos and unique player numbers is required and if applicable, all US Soccer Player Loan forms and Loan Player Pass/ID cards.</p> <p>If a US Soccer Player Roster with photos and player numbers is not available, teams may submit a player roster with unique player numbers and Player Pass/ID cards along with any applicable US Soccer Player Loan forms.</p> <p>Permission to travel is not required to participate.</p> <p>Non-US Youth Soccer or US Club Soccer Teams must provide proof of insurance to tournament committee 30 days prior to tournament start and team will not be considered accepted into the tournament until required documentation is provided.</p>																																																
Matches	<p>Each team will be scheduled to play a minimum of three matches.</p> <p>Match Details:</p> <table><tr><td></td><td>9U/10U</td><td>11U/12U</td><td>13U – 14/15U</td></tr><tr><td>Number of Players</td><td>7v7</td><td>9v9</td><td>11v11</td></tr><tr><td>Minimum # of Players</td><td>5</td><td>6</td><td>7</td></tr><tr><td>Ball Size</td><td>4</td><td>4</td><td>5</td></tr><tr><td>Offside</td><td>Yes</td><td>Yes</td><td>Yes</td></tr><tr><td>Substitution</td><td>Any Stoppage</td><td>Any Stoppage</td><td>TCSL rules</td></tr><tr><td>Fouls (type of kick)</td><td>All Direct</td><td>Per Laws</td><td>Per Laws</td></tr><tr><td>Free Kick Clearance</td><td>6 yds</td><td>10 yds</td><td>10yds</td></tr><tr><td>Penalty Kicks</td><td>Yes</td><td>Yes (mark at 10 yds)</td><td>Yes (mark at 12 yds)</td></tr><tr><td>Punting</td><td>No</td><td>Yes</td><td>Yes</td></tr><tr><td>Heading</td><td>None</td><td>None for 11U Per Laws for 12U</td><td>Per Laws</td></tr><tr><td>Build-Out Line</td><td>Yes</td><td>None</td><td>None</td></tr></table> <p>Both teams will occupy the same side of the field and the spectators of both teams will occupy the opposite side of the field. Tournament officials will determine which sides the teams will occupy.</p> <p>Matches may start as early as Friday at 5:00 pm, and as early as 8:00 AM on Saturday and Sunday.</p> <p>Matches may be played after dark, on the Coon Rapids Soccer Complex lighted fields.</p> <p>The Tournament Committee will not be held liable for any “no show” team. If a team “no shows” it will be considered a forfeit (see forfeit section).</p> <p>All teams must reschedule any league matches that are in conflict with the tournament schedule.</p>		9U/10U	11U/12U	13U – 14/15U	Number of Players	7v7	9v9	11v11	Minimum # of Players	5	6	7	Ball Size	4	4	5	Offside	Yes	Yes	Yes	Substitution	Any Stoppage	Any Stoppage	TCSL rules	Fouls (type of kick)	All Direct	Per Laws	Per Laws	Free Kick Clearance	6 yds	10 yds	10yds	Penalty Kicks	Yes	Yes (mark at 10 yds)	Yes (mark at 12 yds)	Punting	No	Yes	Yes	Heading	None	None for 11U Per Laws for 12U	Per Laws	Build-Out Line	Yes	None	None
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	If matches are behind schedule, tournament officials may reduce each half by five minutes to keep the tournament on schedule.	
Match Duration		
	9U/10 U	25 minutes x 2
	11U/12U	30 minutes x2
	13U and above	35 minutes x 2
Fields	Matches will be played on quality soccer fields at the Coon Rapids Soccer Complex or alternative locations if necessary.	
	All venues will be within 20 minutes travel time of each other.	
	Field maps are available on the tournament website and at tournament headquarters.	
	All venues used for tournament play are smoke -free, alcohol free, and drug free zones. Smoking or use of alcohol/drugs is strictly prohibited.	
	Animals are discouraged at all tournament venues. Service animals welcome.	
Home Team	Teams listed first on the schedule are the home team.	
	Home team shall wear dark jersey. Home team is responsible for resolving any jersey color conflicts.	
	Home team is responsible to provide a game ball.	
Uniform	Uniforms must be identical for all players.	
	Each player must have a unique jersey number.	
	Home team shall wear dark jersey and Away team shall wear light jersey. Home team is responsible for resolving any jersey color conflicts.	
	Sliders/under shorts must be the same color as the shorts and above the knee.	
Officials	A three-person referee system will be used for 11U and above. A one- person referee system will be used for 9U and 10U.	
	Only USSF certified and currently registered referees will be used for center referees; club lines may be used in some cases.	
	All referee decisions are final. <u>NO PROTEST WILL BE ENTERTAINED.</u>	
	Interested referees should contact our Referee Assignor, M&D Sports Services at <a href="mailto:mnrefassignor@comcast.net">mnrefassignor@comcast.net</a> .	
Scoring	U11 and up will use the 3-point scoring system:	
	Win = 3 points Tie = 1 point Loss = 0 points	
	Matches ending in a tie will remain a tie in preliminary rounds.	
	All scores must be reported on the form provided by referee coordinator and turned in to tournament headquarters.	
	Scores will be updated daily throughout the event by tournament headquarters.	

	Match results, including notification of teams advancing to playoff/championship rounds, will be posted on the Team Snap Tournament App.
<b>Tie Breakers</b>	<p>Tie-breakers will be determines as follows:</p> <ul style="list-style-type: none"> <li>• “Head-to-head” points (win/lose/draw) between teams (not used to resolve ties involving 3 or more teams)</li> <li>• Goal Differential Tied Teams Only</li> <li>• Fewest goals allowed</li> <li>• Total Goals Scored</li> <li>• Kicks from the mark per IFAB Laws of the Game</li> </ul>
<b>Overtime</b> (Championship & Play-in Matches)	<p>Playoff or championship matches in a tie at the end of regulation play will proceed to two 5-minute overtime periods.</p> <p>If the match is still tied at the end of the two 5 minute over-time periods, it will then be decided by kicks from the penalty mark following IFAB Laws of the Game.</p>
<b>Forfeits</b>	<p>Teams that forfeit a game may not advance to any award round.</p> <p>A grace period of 20 minutes beyond the schedule kickoff time, or the completion of the preceding game will be allowed before a forfeit is declared.</p> <p>Failure to complete a match, or teams leaving the field during play will result in forfeiture.</p> <p>Teams not showing for or forfeiting a game will automatically lose the game. The game will be recorded as a 3-0 win for the opposing team resulting in 3 points be awarded.</p>
<b>Red Cards</b>	<p>Red Cards will follow Twin Cities Soccer League (TCSL) Rules:</p> <p>If a Red card is shown to a player, it will result in a 1 game suspension. This includes a Red Card as the result of receiving two cautions.</p> <p>If a Red Card is shown to a team official (DOC, coach, assistant coach, manager), it will result in a two game suspension. This includes a Red Card as the result of receiving two cautions. The referee will retain the member’s pass and will be given to tournament headquarters along with the appropriate game report.</p>
<b>Awards</b>	<p>11U – 14/15U divisions will have first and second place awarded in each division.</p> <p>9U and 10U players will receive participation gifts.</p> <p>All awards/participation gifts will be presented immediately following each team’s last game at tournament headquarters.</p>
<b>Tournament Headquarters</b>	<p>Tournament Headquarters is located at the Coon Rapids Soccer Complex behind the concessions building.</p> <p>The Tournament Director is Kendra Schmidt Email: <a href="mailto:tournaments@crsoccer.org">tournaments@crsoccer.org</a></p> <p>Each playing site will have a Site Coordinator with phone access to the Tournament Headquarters, should questions arise.</p>
<b>Safety</b>	<p>Every player participates at his or her own risk.</p> <p>Each team must have medical release forms for each player available at every match.</p>

	<p>A player shall not use equipment or wear items which may be dangerous to themselves or other players.</p> <p>Hard casts including but not limited to orthopedic casts, air splints, and metal splints may not be worn. Players may be allowed to play in a soft cast at the discretion of the tournament referee coordinator.</p> <p>No jewelry may be worn. This includes earrings and other piercings, which must be removed and cannot be taped. Only Medical Alert Warning Bracelets may be worn and shall be securely taped to the player's body.</p> <p>This tournament, held by North United and sanctioned by US Soccer, requires compliance with Minnesota Statue 121A.37 in accordance with the North United and US Soccer 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 <i>Concussion Training for Coaches</i> accessible by the following link: <a href="https://www.cdc.gov/headsup/youthsports/training/index.html">https://www.cdc.gov/headsup/youthsports/training/index.html</a></p>
Weather & Field Conditions	<p>The tournament will follow TCSL weather guidelines for the suspension of play or cancellation of matches in the event of severe weather or adverse field conditions.</p> <p><u>Lightening/Severe Weather</u></p> <p>Any visible lightning should result in an immediate suspension of the match with all players, coaches, spectators, and referees seeking shelter immediately. The match may not resume until 30 minutes has elapsed since the last lightning strike.</p> <p>Any lightning that is tracked via an approved application within eight (8) miles of the facility will result in an immediate suspension of the match with all players, coaches, spectators, and referees seeking shelter immediately.</p> <p>The match(es) may not resume until 30 minutes has elapsed since the last lightning strike.</p> <p>An air horn will blow once if teams need to evacuate the fields due to lightning/severe weather. An air horn will blow twice for All Clear to resume play.</p> <p>The Tournament Director may cancel some or all the games due to severe weather or adverse field conditions if, in his or her sole judgment, continued play might be hazardous to the safety of participants and/or officials. Any game that is canceled will be recorded as a 0-0 tie.</p> <p>Referees may suspend play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play might be hazardous to the safety of the participants and/or officials.</p> <p>If play in any game is suspended due to severe weather or adverse field conditions, the game restart and completion are subject to the following guidelines:</p> <ul style="list-style-type: none"> <li>• Any game which is restarted may not run past the scheduled start time of the next game assigned to that field.</li> <li>• Games which cannot be restarted will be considered complete if one half has elapsed before play is stopped.</li> <li>• Games which cannot be completed before the 1st half of play has elapsed shall have a recorded score of 0-0 for tournament rankings.</li> </ul> <p>The Tournament Committee has the exclusive right to reschedule any canceled games.</p> <p>Following widespread delays, the tournament committee reserves the right to shorten the times of remaining games to reestablish a workable tournament schedule.</p>

	<p><u>Hot Weather/Heat Index</u> Teams and Referees should reference the heat index as reported by OSHA.</p> <ul style="list-style-type: none"> <li>• Up to 89 degrees: normal play.</li> <li>• 90-99 degrees: two-minute water breaks (running time); each half shortened by five minutes.</li> <li>• 100-105 degrees: two-minute water breaks (running time); each half shortened by 10 minutes.</li> <li>• 106 degrees and above: play suspended</li> </ul> <p><u>Cold Weather</u> Additional layers are permitted to be worn in the event of adversely cold weather.</p> <ul style="list-style-type: none"> <li>• “Feels like” temperatures of 40 degrees and higher: normal play.</li> <li>• “Feels like” temperatures of between 33 degrees and 39 degrees: each half shortened by 5 minutes.</li> <li>• “Feel like” temperatures of 32 degrees or below: play suspended</li> </ul>
<b>Basic First Aid</b>	<p>Save A LIFE personnel will be on site to assist with basic injury care.</p> <p>First Aid kit and ice is also available from Tournament Headquarters or Site Coordinator Station.</p>
<b>Emergency First Aid</b>	<p>For injuries requiring emergency assistance, contact a Field Marshal immediately. They are equipped with cell phones and can contact on site medical staff and/or local emergency services as needed.</p> <p>In the case of an emergency, the tournament will have emergency resources available. The Coon Rapids Soccer Complex will have an AED Machine onsite.</p> <p>Directions to area hospitals and clinics will be available at tournament headquarters.</p>
<b>Code of Conduct</b>	<p>North United will enforce a NO TOLERANCE policy: Any player, coach, parent, or spectator who, in the opinion of the committee, demonstrates any inappropriate behavior will be immediately removed and banned from the premises. The Tournament Committee/Officials will resolve any incidents covered in the rules.</p> <p>If a coach/spectator is out of control, a referee may request the coach/spectator to leave before the match continues.</p> <p>If a coach is asked to leave a game, the referee will retain the member’s pass and will be given to tournament headquarters along with the appropriate game report. The coach will serve an automatic mandatory two-game suspension.</p> <p>Teams are required to pick up their trash at the end of each game.</p>

Updated: 8/10/2024