



SALVO SOCCER CLUB

Salvo SC Tournament Series Rules

	<p>Tournament rules are based upon FIFA Laws of the Game, as modified by Minnesota Youth Soccer Association (MYSA) Policies and Rules and as further modified by Salvo Soccer Club. The tournament director has the right to modify any tournament rule or schedule, which in his/her sole opinion, is required for the safe and timely completion of this tournament.</p>
<p>Brackets</p>	<p>U09..... (7v7)..... Maroon, Gold, Blue, White, Red... Max roster 14 U10..... (7v7)..... Maroon, Gold, Blue, White Red... Max roster 14 U11..... (9v9)..... Classic 1,2,3, Nat, Reg, State, City Max roster 16 U12..... (9v9)..... Classic 1, 2, 3, Nat, Reg, State, City... Max roster 16 U13..... (11v11) Classic 1, 2, 3, Nat, Reg, State, City ... Max roster 18 U14-U15 (11v11) All Levels.....Max roster 18 U16-U19 (11v11) All LevelsMax roster 22</p> <p>Premier and Classic 1 teams may be bracketed together Classic 2 and Classic 3 teams may be bracketed together All levels of U17 and U18 teams may be bracketed together</p> <p>U09/U10 teams may not participate in U11 or higher brackets.</p> <p>U11 – U19: In the event there are insufficient teams to fill a bracket, the tournament registrar may, with the prior consent of the teams involved, combine competitive levels or age groups to complete a tournament bracket, subject to MYSA rules regarding # of players per side on the field.</p> <p>When a bracket is filled, the tournament director may, with the prior permission of the team involved, allow that team the opportunity to play in a higher age group or at a higher competitive level.</p>
<p>Entry Fees</p>	<p>Summer Classic U13+, REV IT UP, Summer Classic U9-U12.....Fall Classic U9-U15 U09-U10 \$325.....U9-U10.....\$325 U11-U12 \$400.....U11-U12.....\$375 U13-U19 \$450.....U13-U15.....\$400</p>
<p>Refunds</p>	<p>Salvo Soccer Club reserves the right to a no refund policy. Refunds will only be granted for non-acceptance to the tournament, or any exceptional circumstances at the tournament director's discretion.</p>

Player Eligibility	<p>Players must be registered with US Youth Soccer or US Club Soccer, have current player passes and be registered on a team. Coaches must be registered with US Youth Soccer or US Club Soccer and have a current passes (with photo and laminated).</p> <p>A player may only play on one team per tournament weekend. Players found to be rostered on more than one (1) team will be disqualified from further participation in the tournament. The team may also face disqualification.</p>
Team Rosters	<p>Rosters are frozen at the time of check-in.</p> <p>A team roster, current player passes, and medical release forms are required at time of check-in and must be available at each game. Player passes must be presented to referees at each game.</p> <p>The following are the maximum number of players that may be registered and listed on the tournament roster, including any guest players:</p> <p>U9 to U10: 14 players. U11 to U12: 16 players. U13 to U15: 18 players U16 to U19: 22 players. However, only 18 players may listed and used during any single game. The designated 18 players must be written on the game specific roster submitted to the referee before the start of the game. Players not listed for that game <u>may not</u> wear their uniforms but may sit on the team bench.</p> <p>Up to five (5) guest players are allowed from U11-U18; Up to three (5) guest players are allowed from U9-U10. Guest players must be from the same or lower level team, i.e. a U14C1 player cannot guest play on a U14C2 team. However, this will be waived if the U14C2 team is playing up to the U14C1 division, all guest players must be registered on a separate Guest Player Roster provided by Soccer Soccer Club.</p>
Number of Games	<p>Three (3) games are guaranteed (weather permitting). U11 and above may play additional games depending on their record and the number of teams in the bracket. A team will play no more than three (3) games per day, but under normal conditions, the maximum number of games per day will be two (2).</p>
Referees	<p>Only USSF certified referees will be used. U09/U10 will have one (1) referee. All other levels will schedule three (3) referees.</p>
Arrival at Fields	<p>Teams are expected to be at their designated fields 15 minutes prior to game time, ready to play, or forfeit may be awarded to the other team.</p>
Home Team	<p>The team listed first on the schedule is the home team.</p> <p>The home team is responsible for providing the game ball.</p>

Uniforms	<p>The home team is responsible for an alternate uniform if the referee requests a change.</p> <p>Uniforms for all players on a team must match, including jerseys, shorts and socks. Players not having matching uniforms may not be allowed to participate.</p> <p>Jerseys are to be tucked into the shorts.</p> <p>Cold weather gear must be worn under shorts and jerseys.</p>
Jewelry	<p>All jewelry must be removed prior to the start of a game. Earrings may not be taped; they must be removed for the safety of the player.</p>
Basic First Aid	<p>It will be the responsibility of coaches/managers to provide basic first aid to their players, including the provision of ice and water.</p>
Emergency First Aid	<p>If an injury occurs that requires emergency assistance, contact a Field Marshal immediately. They are equipped with cell phones and can contact local emergency services as needed.</p>
MYSA Concussion Policies	<p>This tournament, held by the Salvo Soccer Club and sanctioned by the Minnesota Youth Soccer Association, requires compliance with Minnesota Statue 121A.37 in accordance with the REV Soccer Club and MYSA 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 (and referees)</i>, accessible by the following link: www.cdc.gov/concussion/HeadsUp/online_training.html</p> <p>Information on concussions can be found at http://www.mnyouthsoccer.org/concussions</p>
Playing Times	<p>Game will be comprised of two (2) halves as follows:</p> <p>U09-U10 25 minute halves U11-U12 30 minute halves U13-U14 35 minute halves U15-U16 35 minute halves U17-U18 40 minute halves</p> <p>All age levels will observe a 5-minute half time.</p>
Substitutions	<p>Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times:</p> <ol style="list-style-type: none"> 1) U9-U12 <ul style="list-style-type: none"> -At any stoppage of play 2) U13 and above <ul style="list-style-type: none"> - Prior to a throw in, by the team in possession of the ball. If the team in possession is Substituting, then both teams may substitute. - 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.

Red Cards	<p>Red cards will be treated according to MYSA rules.</p> <p>Ejection (red card) Codes E-1 is guilty of serious foul play E-2 is guilty of violent conduct E-3 spits at an opponent or any other person E-4* denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within their own penalty area) E-5 denies an obvious goal-scoring opportunity to an opponent moving towards the participant's goal by an offence punishable by a free kick or a penalty kick E-6 uses offensive, insulting or abusive language E-7* receives a second caution in the same match * <i>single match suspension</i> All other "E" type ejections are a minimum two match suspension</p> <p>Players receiving a red card will not have the pass returned directly to them. The referee will give all passes for which a red card violation has been committed to the tournament director.</p> <p>MYSA player passes for which a red card has been issued will be retained by the tournament director and sent to MYSA office. MYSA is responsible for returning passes after suspension is served.</p> <p>NON-MYSA players: if a non-MYSA player serves the suspension during the tournament, the tournament directory may return the pass to the player's coach. Players who do not serve the suspension during the tournament will result in the passes being sent to the MYSA office. Non-MYSA passes retained by the MYSA office will be returned to the appropriate national/state organization.</p> <p>Adult (coach) dismissal: Any adult dismissal for irresponsible behavior is a minimum two match suspension.</p>
Protests	All referees decisions are final. No appeals or protests are allowed.
Start Times	At the discretion of the referee and/or tournament director, if games are started late, time will be made up by cutting 5 minutes off each half until the games are back on schedule.
Scoring	<p>Games ending in a tie will remain a tie in preliminary rounds.</p> <p>No points/scores will be recorded for U09 and U10 teams.</p> <p>For U11 and up, games will be scored based upon a 10-point scoring system:</p> <p>Win/Opponent Forfeit.... 6 points Tie..... 3 points Shut Out 1 point Goals Scored..... 1 point per goal (maximum of 3 per game)</p> <p>A forfeit will be recorded as a 2-0 win and 9 points for the non-forfeiting team.</p> <p>A 0-0 tie will result in 4 points being awarded to each team, 3 for the tie and 1 for a shutout.</p>

Verification of Scores	Coaches are responsible for verifying the accuracy of game scores and points, which will be posted at tournament headquarters and on the tournament website.
Tie Breakers	<p>If at the end of group play two or more teams have the same number of points, the following system will be used to determine advancement to championship rounds:</p> <ol style="list-style-type: none"> 1) Winner of head-to-head competition (not valid if more than 2 teams are tied) 2) Winner of the most games 3) Goal differential (goals scored minus goals allowed) with a maximum of 3 goal differential per game 4) Fewest goals allowed 5) Penalty kicks <p>For those divisions where the points are averaged, 2, 3, &4 of the Tie Breaker will also be averaged per game.</p>
Overtime (Championship & Play-in Games)	Championship & Play-in games may not end in a tie. If a tie does occur, teams will play two (2) five-minute periods. If after the two overtime periods the score remains tied, penalty kicks will be taken in accordance with FIFA rules.
Forfeiting Teams	Teams that forfeit preliminary round games may not advance to championship rounds. No trophies will be awarded to any team forfeiting a championship round game.
Trophies	For U11 and up, medals or trophies are awarded for 1 st place teams.
Parking	Please park in designated areas only. Parking on grass is prohibited and is subject to a fine by the local police department. Do not leave valuables in cars.
Proper Conduct	Proper conduct is expected of players, coaches, parents and fans. Negative behavior will not be tolerated.
Tobacco, Alcohol and Drug free event	<p>In addition, Salvo Soccer Club employs a strict no tobacco, alcohol or drug policy at all of its youth soccer events and venues.</p> <p>Violators to the above will be asked to leave the premises.</p>

Weather	<p>Teams are expected to play regardless of the weather. However, in the event of inclement weather, Salvo Soccer Club will follow MYSA Weather Guidelines.</p> <p>If it is determined that unsafe weather conditions exist, the referee assignor, referee, or the tournament director may halt matches. However, teams should remain in the vicinity for game resumption. Only the Tournament Director may cancel or reschedule a game. If we halt a match, then the following rules will be in effect:</p> <ol style="list-style-type: none"> 1) If the weather delay is from 1 to 15 minutes: <ol style="list-style-type: none"> A) All games will resume from point of stoppage. B) However, if there is less than 5 minutes to completion of the match, then the referee will declare the game complete. C) If the teams are tied with less than 5 minutes to go, then the referee will call the game a tie. However, if the game is a final, then the game will resume with a shoot out. 2) If the weather delay is from 15 to 30 minutes: <ol style="list-style-type: none"> A) If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes in length. B) If the match is in the second half, the referee shall declare the game complete. If a final is tied, then the match will go directly to a shoot out. 3) If the weather delay is more than 30 minutes: <ol style="list-style-type: none"> A) If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes in length. B) If the match is in the second half, then the referee shall declare the game complete. If a final is tied then the match will go directly to a shoot out. C) The referee assignor will adjust times so that all teams will be able to complete their games. This may mean moving a game to another field and/or shortening the duration of all remaining games. 4) Team coaches or mangers must check with headquarters to receive final instructions. <ol style="list-style-type: none"> A) Do not leave the playing area unless told to do so by the referee assignor, referee or the tournament director. The referee assignor will be in communication with the field Marshall via phone. Stop by headquarters before dismissing your players. B) If your team is not present at the resumption of play, your team will forfeit the match.
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