

Tournament Rules 2025 Minnesota Rush Rochester Soccer Tournament

The Minnesota Rush Soccer Tournament philosophy is to promote good sportsmanship, quality competition and a positive fun environment to its participants.

Rules governing this tournament are those of FIFA, MYSA, SMSL and as modified herein.

The Tournament Director has the right to modify any tournament rule or schedule, which, in their sole judgment, is required for the safe and timely completion of the tournament.

No Appeals or Protests are allowed. All decisions of the Tournament Director and the Minnesota Rush Executive Director are final.

DATE OF TOURNAMENT:

Friday, June 13, 2025 through Sunday, June 15, 2025

REGISTRATION:

Registration:

- All registrations and entry fees are due by midnight Friday, May 1, 2025.
- Teams not accepted in the tournament will be notified by e-mail by Monday, May 14, 2025.

Tournament fees:

- U9/U10--\$500
- U11/U12--\$535
- U13/U18--\$550
- Please note refunds will NOT be provided to teams withdrawing from the tournament after registration deadline.

SCHEDULES:

Schedules will be posted to the tournament website

CHECK-IN:

Team Check-In:

All teams **MUST** check in at Fuad Soccer Complex at least 1 hour prior to the start of the game,
Team check-ins are not allowed at Watson field locations.

Team check in with occur at:

Fuad Soccer Complex
2150 College View Rd SE,
Rochester, MN 55904

Location:

<https://www.rochestermn.gov/Home/Components/FacilityDirectory/FacilityDirectory/54/1355>

Team Check-In hours:

- Friday, June 13, 2025 3-9pm
 - Saturday, June 15, 2025 6:30am-12noon
 - **Check-in Procedure** (Check-in should be done at least one hour prior to the team's first game):
 - Teams must present:
 - **Team roster with photos**
- OR**
- MYSa approved rosters
- OR**
- TCSL approved roster
- OR**
- SMSL approved roster

TEAMS must have roster and/or MYSA/TCSL/SMSL approved roster for each game and can be requested by the referee for team check in at the field.

ROSTERS:

Rosters and Match Reports:

Completed rosters must be on file with the Tournament Director and will be frozen at team check in. MYSA/TCSL/SMSL teams that have received a roster expansion waiver from their respective club president and/or MYSA/TCSL/SMSL Competitive Committee per MYSA/TCSL/SMSL rules must provide proof of such waiver.

Valid player passes are required for all players; there are no exceptions to this rule.

- Maximum of 14 players per team for U9 and U10
- Maximum of 16 players U11 and U12.
- Maximum of 18 players for U13 through U15
- Maximum of 22 players for U16 thru U19 teams with only 18 players allowed to dress for a game

GAME SCORE UPDATES

Game outcomes will be updated within 3 hours of the match being completed

Please do not send multiple people to the sheds asking for an update of scores.

Please encourage all parents/spectators to abide by the 3-hour rule.

Parents will be asked to step away from tournament officials as scores are updated

We understand that awaiting scores can create anxiety, but there are multiple things going on a tournament day and we ask for patience.

- Tournament officials will NOT accept someone's word in lieu of an official game card.

Guest Players:

Each roster may have up to five (5) guest players, assuming that the over roster criteria has not already been exceeded.

Guest players may be any player that is:

- Age eligible (per birth year guide)
- Playing at the same or highest age as identified within a tournament bracket according to the player's pass or is coming from a lower competitive level team.
- A player not on your team's roster in regular league play. This includes play-up players.

All coaches present on the sidelines must be listed on the official game roster with picture.

The home team will be the first team listed in each game scheduled.

- The home team will be responsible for providing the game ball and using alternate-colored jerseys if necessary.
- Team players and coaches will take one side of field and all fans will take opposite side of the field.

Each team plays a minimum of three games, weather permitting.

- Teams may play a maximum of two games per day, and a minimum of one game per day.
- Games can start on Friday, June 24, 2022--every team should be prepared to play early Friday afternoon or late Sunday afternoon.

SCORES:

Scoring:

U9/U10:-

- U10 or younger teams may not compete in competitive brackets at ages U11 or older.
- Standings will not be recorded or posted.

- Scores will not be recorded or posted.
- There will be no play-off rounds.
- There will be no champions declared.
- Participation awards will be given to all players.

U11-19:

- Win = 3 points
- Tie = 1 points
- Loss = 0

Team Scores and Standings:

Team Scores and standing will be posted electronically once the Referee Card is received from the Officials on the field. This may take time to retrieve the card from the field, please give Tournament Officials at least 60 minutes from the end of the game to post scores.

Scores and standings (with the exception of U9/U10) will be available at Tourney Machine—MN Rush Invitational.

Advancement to next game:

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

- Greatest number of points
- Head to head (This criterion not used if more than two teams are tied at this point).
- Goal differential
- Total goals scored.
- Least goals conceded.
- If, after all tie breakers, teams are tied, then a coin flip will decide placement.

Playoffs (U11-U19):

Brackets with two groups (6 or more teams): The group winners will play for the Championship game.

Brackets with one group (4 teams): First and Second Place teams are determined by point total or a championship game between the top two teams.

Brackets with one group (5 teams): First Place will be determined by point total.

Forfeits:

Teams must be ready to play at the start of the scheduled game time or the game will be declared a forfeit. A forfeited game will result in a 3-0 score in favor of the team not forfeiting the game.

- A minimum of 4 players are required to start the game for U9 and U10, one of whom must be the goalkeeper.
- A minimum of 5 players are required to start the game for U11 and U12, one of whom must be the goalkeeper.
- A minimum of 7 players are required to start the game for U13 through U19, one of whom must be the goalkeeper.

BRACKETS:

It will be at the discretion of the Tournament Scheduler and the Tournament Director to determine if age/competitive levels are combined to complete a bracket.

- Every effort will be made to provide single age groups/competitive levels for a given bracket. However, it may be necessary to combine age/competitive levels to complete a bracket. For instance, Classic 2 and Classic 3/Rec + may be combined in a given age level, (note: Rec + is treated as Classic 3). Another combination might be combining two age groups in the same or higher competitive level, (for instance U14/U15 C2 or U14 C1 to U15 C2).
- Brackets may be divided into groups of 4, 5, 6, 8 or 12 teams, dependent upon the number of teams in a bracket.
- Teams will be divided into brackets determined by age and competitive level.

GAMES:**Game ball size:**

- U9, U10, U11, U12 - size 4
- U13-U18 - size 5.

Length of games:

- U9/U10 25 minute halves 5 minute half-time
- U11/U12 30 minute halves 5 minute half-time

- U13/U14 35 minute halves 5 minute half-time
- U15/U16 35 minute halves 5 minute half-time
- U17/U18/U19 40 minute halves 5 minute half-time

Overtime will be played only in the championship games.

Overtime will use:

- Two five minute periods without sudden death.
- If the game remains tied at that point, penalty kicks according to FIFA rules will determine the winner.

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;
- Substitutions are unlimited;
- If a player is substituted out they may reenter at any time.

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.

Red cards (player):

- Two yellow cards in one game is the equivalent of one red card. The recipient of two yellow cards will be suspended for the duration of that game as well as the team's entire next game.
- The recipient of a red card, (non-yellow), will be suspended for the duration of that game as well as the team's next two games.

Adherence to MYSA rules regarding fouls and misconduct will be strictly enforced. Player passes from MYSA teams will be kept by the Tournament Director and delivered to the MYSA offices.

For non-MYSA teams, a copy of the player pass will be sent to the MYSA office, and the original card will be returned to the coach if requested by the coach, otherwise the player pass will be returned to the player's home state association.

In either case, the tournament must notify the player's home association.

Coach Ejection:

- A Referee, Referee Assignor, Field Marshall or Tournament Director may request the coach to leave before a game continues if a coach receives a Red Card
- If a coach is asked to leave a game, the Referee will retain the Coach pass and will send it to the MYSA office along with the appropriate game report.
- The coach will serve an automatic mandatory two-game suspension.

REFEREES:

- Only USSF registered referees will be used. We will use a three-referee system for
 - U9/U10 games will use a one (1) referee system
 - U11/12 age groups may use a one (1) referee system.
 - U13/U19 games will use a three (3) referee system
- 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.

AWARDS:

- U9/10- Each participant will receive a participation award (available at the time of Team Check-In).
- U11-U19 1st place awards provided.

SAFETY/MEDICAL:

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

- Athletic Trainers 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 Athletic Trainers; however, each team should act immediately in cases of emergencies.
- Teams must bring their own first aid kit and water. Water is not available at the fields.

Concussions:

This tournament, held by the Minnesota Rush and sanctioned by the MYSA, requires compliance with Minnesota Statue 121A.37 in accordance with the Minnesota Rush 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 Concussion Training for Coaches (and referees), accessible by the following

link: <https://www.cdc.gov/headsup/youthsports/coach.html>.

Copies of the Minnesota statute and MYSA policies are available at: <https://www.mnyouthsoccer.org/concussions>

GENERAL GUIDELINES:

All players, teams, coaches and fans are subject to the MYSA Policies and Rules Manual regarding appropriate conduct and behavior at MYSA sanctioned tournament matches. Sanctions may be imposed and shall be addressed by:

- MYSA for all league teams
- Notifications will be sent to home state associations for non MYSA teams.

Please abide by the following rules at the Rochester Soccer Tournament:

- **Minnesota Rush will follow all Minnesota State COVID-19 Guidelines, as the event draws closer, teams will be sent additional information about pertinent COVID guidelines.**
- **NO ALCOHOLIC BEVERAGES ARE ALLOWED;**
- **NO TOBACCO IS ALLOWED;**
- **NO DRUGS ILLICIT DRUGS ARE ALLOWED;**
- **ACCEPTABLE TEAM AND SPECTATOR BEHAVIOR IS REQUIRED;**
- **TEAM AREAS ARE TO BE CLEARED OF DEBRIS WHEN GAME IS OVER;**

- **DOGS ARE NOT ALLOWED AT ANY OF THE SPORTS COMPLEXES, ON, OR NEAR THE PLAYING FIELDS;**
- Evidence of vandalism by soccer tournament team members, spectators or fans occurring anywhere in the Rochester area, brought to our attention, will result in team disqualification and will be reported to MYSA for appropriate action.

WEATHER POLICY:

Weather conditions are the responsibility of the Game Officials and the Tournament Director.

- MYSA Weather Guidelines will be followed (<https://www.mnyouthsoccer.org/weather-policy>).
- Enforcement of the guidelines will be directed by the consensus of the Game Officials at a given location.
- Modifications to the master games schedule, including delays, shorted halves or full cancellations due to weather will be made at the discretion of the Referee Assignor and Tournament Director.
- Modifications to the schedule will be communicated as soon as reasonable possible.
- Please note that the safety of all is the foremost concern, independent of any cost, inconvenience or advantage due to the replay (or lack thereof) of the game.
- Modifications to the master games schedule, including delays, shorted halves or full cancellations due to weather will be made at the discretion of the referee assignor and tournament director. Modifications to the schedule will be communicated as soon as reasonably possible.

Below are some potential weather issues:

- If a game is cancelled prior to starting due to will be recorded as a 2-2 tie.
- If a game is delayed in the 1st Half because of weather: Game will be delayed 30 minutes per MYSA Weather Rules, once play resumes, play will begin as if it were the start of the second half, play will last up to the start of the next scheduled game and then declared final. For example, Game begins at 1pm, weather delay at 1:15pm, play resumes at 1:45pm, start of second half begins at 1:45pm, play ends at 2:15 as next scheduled game on the field is 2:15pm.
- If game is unable to be resumed due to weather and the next scheduled game is scheduled to be started, the delay will not affect the next scheduled game time and game will be declared final based on the score- for example if a game is

played 5 minutes and the score is 1-0 and the game could not be resumed prior to the start of the other game, it will be recorded as a 1-0 victory.

- If a game is delayed in the 2nd Half delay because of weather the game will be declared over and score will be recorded.

SPECTATOR 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.

Game fields

- All games will be played on fields within the City of Rochester, MN. Field locations are: Watson Soccer Complex and Fuad Mansour Soccer Complex.
- The Minnesota Rush is NOT responsible for a parking ticket violations received at the soccer tournament.