### Welcome to the 2025 Minnesota Rush Summer Soccer Tournament!

On behalf of Minnesota Rush, Rochester Sports MN, Kevin and myself we are very excited to have you visiting our city!

Tournament Director Email: mczsboyer@yahoo.com

Below important information to assist teams with Activities, Check in/Registration, Game Field Maps, Game Lengths, Game Schedules, Headquarters, Items for Sale, Mayo Clinic Sports Medicine, Parking and Weather Information:

### PLEASE MAKE SURE YOU ARE REVIEWING THE PARKING NOTICE FOR THE FUAD SOCCER COMPLEX!!

### Activities:

### **Experience Rochester**

https://www.experiencerochestermn.com/things-to-do/eventscalendar/?skip=12&startDate=06%2F12%2F2023&endDate=07%2F12%2F2023&sort=date

### Check-In/Registration Guidance:

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

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

## PLEASE NOTE: Check in will be at Fuad Soccer Complex only, ALL teams will need to register at Fuad!!

- Hours of check in:
  - o Friday, June 13, 2025, 3-9pm
  - o Saturday, June 14, 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:
    - $\circ~$  A Team roster with pictures

- Rec plus teams a team roster without pictures will be acceptable.
- One roster will be left with check in staff and one roster will need to be given to the ref prior to the start of the game.

### Please make sure you have a roster for each game you are playing with us.

No health forms are needed, but please ensure you have them with you.

### **ROSTERS:**

### **Rosters and Match Reports:**

Completed rosters must be on file with the Tournament Director and will be frozen at team check in.

- Maximum of 14 players per team for U9 and U10
- Maximum of 16 players) for U11 and U12.
- Maximum of 18 players for U13 through U15
- Maximum of 22 players for U16 thru U19 teams
  - If there are exceptions to roster, please consult with the tournament director
  - Rosters:
    - Each player will be allowed to play on only one team.
    - The team roster and player passes must be presented at Check-In prior to the team's first game.
    - o <u>All rosters are frozen at check-in</u>.
    - All coaches present on the sidelines must possess state approved coaching passes.
    - Guest Players
      - A maximum of 5 (Five) guest players per team is allowed and they are to be so designated on the roster.
      - Guest players are allowed from within the same club, at a lower division or age level than the registered team-providing the total number of players rostered does not exceed the maximum number of players in each age division. Players are not allowed to roster on multiple teams.
      - Guest players may be any player that is:
        - Age eligible (per MYSA 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-ups.

### Game Field Maps:

• Game Field Maps can be found on our website at

### Game Length:

- 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 event that a winner is needed to advance to the next level.

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.

# TIES IN GAMES WHICH RESULT IN ADVANCEMENT OF TEAM TO PLAYOFFS will be handled according:

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 subtract total goals allowed from total goals scored. 5 goal max per game
- Least goals conceded.
- Total goals scored.

• If, after all tie breakers, teams are tied, then a coin flip will decide placement.

### Fields:

All games will be played at Watson Soccer Complex and Fuad Soccer Complex in Rochester, MN

### Link to fields: at Wesbite

### Game Schedules:

### SportsEngine Tourney (tourneymachine.com)

### Headquarters at each location (Fuad, Watson):

The headquarters at each location will be in the complex shed or a tent.
Lost and found will also be collected at the site headquarters.

### Items for sale:

At both Watson and Fuad Soccer Complexes, the following items will be offered for sale:

- Food
- Tournament merchandise
- Action Photos

### Mayo Clinic Sports Medicine:

Mayo Clinic Sports Medicine will be on site for the duration of the tournament at Fuad, Watson Complexes to help athletes with their athletic training needs.

### Parking:

- Parking at Fuad Soccer Complex: 1926 College View Drive SE Rochester, MN Please DO NOT park on grass surfaces!
  - Cars may also y also park Olmsted County Human Service and Public Health campuses, please observe crosswalks as this is a 4 lane, heavily traveled road.
  - Please just do NOT park in the Federal Prison parking lot, unless you have other plans for the weekend.
  - There is also a very small dirt parking lot to the southeast of Fuad fields; however, parking is limited in this area.

- The road between Fields 2-7 and 8-10 and Y fields will be closed to car traffic for the entirety of the tournament for safety.
- There is no parking in the OMC lots to the West of Fuad, cars will be towed per OMC security.
- Parking at Watson Soccer Complex: 1000 Essex Parkway NW, Rochester, MN. Please DO NOT park on grass surfaces!
  - Parking in available in the large lot north of the soccer fields, there is also street parking on Essex Parkway and in the Aldrich Memorial Nursery School parking lot. To the south of the fields, there is parking available on the 41<sup>st</sup> Street NW and in the Rochester, City building parking lot, however, there is limited street parking on 41<sup>st</sup> St NW, please watch for no parking signs. There is no parking allowed in the apartment complexes that boarder the soccer fields.

**Weather Policy:** Weather announcements will be sent via Twitter, the Minnesota Rush Facebook page and the Tourney Minnesota Rush Facebook page (please "Like" on our Facebook pages)!

Weather conditions are the responsibility of the Game Officials, Minnesota Rush Executive Director and the Minnesota Rush Tournament Director.

Weather Guidelines <u>will be followed</u>. 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 reasonably 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.

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.

Thank you again for being a part of our 2025 Tournament, we are honored you have chosen to participate!

Have an amazing weekend of soccer!

Christy Boyer, Minnesota Rush Tournament Director Kevin Lowery, Minnesota Rush Executive Director