



Tonka United Soccer Association
Tonka Splash
May 31 – June 2, 2019

TOURNAMENT RULES AND GUIDELINES

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

Players and Rosters:

- This tournament is a national tournament open to all members of US Youth Soccer and its state organizations & US Club Soccer.
- Players must be registered with US Youth Soccer or US Club Soccer, have a valid player's pass and be registered on a team. Intra-club tournament teams and Rec. Plus teams are welcome in the Tonka Splash.
- We follow USYSA and FIFA travel procedures. All out-of-state teams must submit written proof of permission, if required by your governing association, to travel 14 days in advance of the Tournament.
- A maximum of 14 players (9U and 10U), 16 players (11U and 12U) and 18 players (13U -15U), 22 players (15U-17U) may be registered and listed on the Tournament Roster. A 15U-17U team may over-roster only with written permission of the Tournament Director. No more than 18 players may participate in each match. Teams may select a different 18 players for each match from their roster. A request to over-roster must be made in writing prior to the tournament. No guest players are permitted for any team requesting an over-roster exception.
- There is a limit of 3 guest players for 9U-12U & 4 guest players for 13U-17U. All teams are required to have medical authorizations signed by the player's parent for each player available for inspection at registration and games.
- A player may only play on one team. A request for a player to play on more than one team must be in writing and approved by the Tournament Director.
- Teams must register at tournament headquarters, at least one hour prior to the start of their first game.
- Player passes, Tournament Roster and medical authorizations will be verified at registration. Rosters are frozen upon verification. Players and coaches will be required to provide passes at the field prior to each game.
- **No valid pass, no play.**

Substitutions:

- For the 9U – 12U age groups, substitutions may be made during ANY stoppage of play.
- The referee can refuse to allow a substitute at his/her discretion. Time will not be added to a game to account for substitutions.

Referees:

- Only registered USSF referees will be used. One referee for all 9U and 10U games. We will attempt to use a three referee system for all games at the 11U level and older. If for any reason a club linesperson is required, they will call the ball out of play only.
- **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 the game. Player eligibility questions must be presented in writing. In all other matters concerning the tournament, protests must be in writing and the Tournament Director's decision is final.

Divisions, Brackets, Groups and Advancement:

- Intra-club tournament teams may play in the Orange and Gold brackets. They may request, in writing prior to the tournament, to be placed in a lower bracket. In such cases, the Tournament Director's decision is final.
- Rec. Plus teams are welcome in the Blue and C3 brackets.

- Separate boys and girls divisions for each age as follows:
 - 9U & 10U Two brackets, (Orange) Maroon, Red; (Blue) Gold & Rec.+, White, Blue. Tournament teams placed according to their competitive level.
 - 11U & 12U Three brackets, (Gold) Classic 1, Nat'l; (Silver) Classic 2 & Regional; (Bronze) Classic 3 & Rec.+, States, Cities. Tournament teams placed according to their competitive level.
 - 13U – 17U Three brackets, (Gold) Premier, Classic 1, Nat'l; (Silver) Classic 2 & Regional; (Bronze) Classic 3 & Rec.+, States, Cities. Tournament teams placed according to their competitive level.
- The Tournament Director reserves the right to place a team in the correct bracket or form combined brackets depending upon the total number of teams in identified age divisions.
- 9U and 10U brackets will have at least 4 teams and teams will play a minimum of 3 round robin games. Scores and/or standings will not be recorded. 9U and 10U players will receive participation awards.
- For 11U through 17U, brackets will consist of 4 – 12 teams. Awards will be presented to the first and second place teams in each bracket. Brackets, groups and championship games will be determined as follows:
 - 4, 5 and 6 Team Bracket –The two teams with the most points will play in the championship game.
 - 7 Team Bracket – Tournament Director will choose one of two choices: One group or two groups of three or four teams. For one group, the two teams with the most points will play in the championship game. For two groups, teams may play within and/or across brackets. The two teams with the most points from each group will play in the championship game.
 - 8 Team Bracket – Two groups of four teams. Teams will play three games within their own group. The top points team from each group will advance to the championship game.
 - 12 Team Bracket – Tournament Director will choose one of two choices: Three groups of four teams or two groups of 6 teams. For 3 groups, teams will play three games within their own group. The top points team from each group will advance to the championship game plus the next highest points team from any of the three groups. For two groups of 6 teams, the two teams with the most points from each group will play in the championship game.
- Brackets, age groups and classes may be modified at the discretion of the Tournament Director.

Scoring:

- Tournament Points for 11U and older will be awarded to teams as follows: (Max 10 Points per game available.)
 - 6 Points for a win
 - 3 Points for a Tie
 - 1 Point for a shutout
 - 1 Point for each goal (Maximum of three (3) per game)
- If teams in a bracket have played an unequal number of games, a calculation will be made to compensate for the number of games played. Total number of points will be divided by number of games played. The resultant higher number will be declared the winner.
- Forfeiture will result in a recorded score of 3-0.
- One point will be deducted for each Red Card received by a player and/or each time a coach is dismissed.
- If a tie exists in any group or bracket with no groups, the following criteria, in order, will be used to determine the team(s) to advance to the championship round:
 - Winner of head to head competition. If three or more teams are tied within the same group (or bracket if there are no groups) then the "Head to Head" tie breaker will not be used.
 - Most wins
 - Goal differential (maximum of three (3) goals per game).
 - Goals against (maximum of three (3) goals per game).
 - Goals for (maximum of three (3) goals per game).
 - A five (5) player shootout from the penalty mark per FIFA procedures. If both coaches and the Tournament Director agree, this tie-breaker may be replaced by a coin toss.
- Championship games are winner take all. Points from previous games do not count.
- Championship games cannot end in a tie. If tied after regulation, the teams will have a three (3) minute rest period followed by up to two consecutive five (5) minute overtime periods. The first team to score will win the game (Golden

Goal). Teams will switch goals at the end of the first five (5) minute overtime period. If the teams are tied after the second overtime period, the winner will be determined by the FIFA tie-breaking procedure of kicks from the penalty mark. The best of five (5) kicks from the penalty mark will be taken alternately by each team to determine the winner. Only those players on the field at the end of the 2nd overtime period may participate.

Game Schedule and Length:

- Teams will play a maximum of two games per day (some teams may not play Friday evening). Three games could be the exception in the case of a semi-final game on Sunday.
- Weather and field conditions permitting; each team will play a minimum of three games with no overtime in a round robin format.
 - 9U & 10U will play 7v7, 25 minutes per half with a 5 minute half-time
 - 11U & 12U will play 9v9, 30 minutes per half with a 5 minute half-time
 - 13U and above will play 11v11, 35 minutes per half with a 5 minute half-timeChampionship games playing time will be the same as regular games.
- Round robin games that end regulation time in a tie will remain a tie.
- Teams with potential league play conflicts should plan accordingly. It is the team's responsibility to reschedule league games. Once registration is confirmed, there are no refunds.
- If the weather or the field conditions make it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rescheduling or the cancellation of games for any reason (See Severe Weather Policy and Guidelines). Game length and times may be shortened or altered until the tournament is back on schedule. Games may also be rescheduled or cancelled.
- Games will be declared a forfeit if a team cannot field the necessary number of players within 10 minutes of the start time.

Home Team:

- The team listed first in the schedule is the home team.
- The home team will provide a game ball
- The home team will change to an alternate jersey if there is a uniform color conflict (opinion of the referee).

Uniforms and Equipment:

- Casts may be wrapped with soft protective material. The judgment of the referee relative to safety still applies.
- Glasses and sport goggles may be worn; however they must have a strap and meet the safety criteria.
- 9U-12U will use a size 4 ball. 13U and older will use a size 5.

Spectators 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.
- Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds.
- **DOGS, CATS OR OTHER ANIMALS are NOT ALLOWED** at any tournament location.
- This is a tobacco free event – no smoking is allowed in any of the tournament locations.

Fouls and Misconduct:

- All players, coaches and supporters are expected to conduct themselves in an appropriate manner at all times.
- Any player receiving a red card will be sent off and will not be permitted to play in the next tournament game.
- Any player receiving a red card for violent conduct or serious foul play as a result of fighting will be barred from further participation in the tournament.
- The issuance of red and yellow cards and other matters involving conduct of a player, coach, team or supporter will be recorded and reported as required by US Youth Soccer and MYSA.
- If a coach is out of control, a referee may request the coach to leave before a game continues. If a coach is asked to leave a game, the referee will retain the member's pass and will send it to the MYSA office along with the appropriate game report. The coach will be subject to serve game suspensions required by US Youth Soccer and MYSA.

Tournament Headquarters:

- Tournament headquarters location is to be determined.
- Official results will only be posted at tournament headquarters. Results will also be posted online throughout the day.
- All scores must be reported on the form provided. The field marshal will distribute and collect from the referees.
- Emergency information will be posted at www.tonkaunited.org

Medical Attention:

- All players, coaches and fans participate at their own risk.
- Trainers or similar will be present at some tournament locations. However, each team is responsible for its own medical supplies (including ice) and for the treatment of injuries.
- Players who are bleeding from an injury must leave the field of play and not reenter without the referee's permission.
- This tournament, held by the Tonka United Soccer Association and sanctioned by the Minnesota Youth Soccer Association, requires compliance with Minnesota Statute 121A.37 in accordance with the Tonka United Soccer Association 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: www.cdc.gov/concussion/HeadsUp/online_training.html

Cancellations and Refunds:

- Once registration is received and confirmed, no refunds will be made. Confirmation emails will be sent within 7 days of receipt and acceptance of registration. Fees are non-refundable if games are cancelled for any reason.

Clarification and Interpretation:

- **Questions, issues, and disputes concerning the interpretation and implementation of the rules and procedures of this tournament shall be resolved by the Tournament Director. All decisions made are final. The Tournament Director reserves the right to modify any rules/regulations at any time with or without notice.**

Severe Weather and Field Conditions Policy

- The Tonka United Soccer Association Tonka Splash soccer tournament follows the MYSA guidelines for suspension of play or cancellation of games in the event of severe weather or adverse field conditions.
- Severe weather generally means heavy thunderstorms accompanied by lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not generally constitute severe weather.
- Referees may suspend or terminate play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play may be hazardous to the safety of participants and/or officials.
- The site manager will make a determination as to conditions. Referees will signal suspension and restart of play.
- If widespread severe weather warnings are broadcast or a community siren is sounded ALL LOCATIONS will have games suspended or terminated.
- The Tournament Director may shorten or cancel some or all games due to severe weather or adverse field conditions, if in the Tournament Director's sole judgment, continued play may be hazardous to the safety of participants and/or officials or would cause damage to fields.
- If the weather or the condition of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Director will make the necessary decisions concerning the rearrangement or cancellation of games.
- Following any widespread weather delay, the Tournament reserves the right to shorten the time of remaining games in order to re-establish a workable tournament schedule.
- If play in any game is temporarily suspended due to severe weather or adverse field conditions, the game's re-start and completion is subject to the following guidelines:
 - Any game, which is re-started, may not run ten minutes past the scheduled start time of the next game assigned to that field.
 - If an adjacent field is vacant, with the permission of the Field Coordinator/Marshall the referee may transfer the uncompleted game, but a relocated game also may not continue past the start time of the next game assigned to that second field.
 - Games that cannot be re-started will be considered complete if one half has elapsed before play is stopped.
 - Games, which cannot be completed before a first half of play has elapsed, shall have a recorded score of 0-0 for the tournament rankings.
 - The Tournament Director and/or Tournament Committee, without refund, have the exclusive right to reschedule any cancelled games.
- In extreme heat, for the safety of players, the Tournament may shorten halves and add water breaks. The Tournament will follow heat index guidelines published by MYSA.
- Cancellation of individual games or the tournament due to severe weather or adverse field conditions does not entitle teams to any refund of entry fees.