

# 2012 Apple Valley Invitational Tournament Rules

June 1-3, 2012 ■ U9, U10, U11, U13, U14, U15 ■ Boys & Girls  
June 8-10, 2012 ■ U9, U10, U12, U16, U17, U18, U19 ■ Boys & Girls

Rules	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 Valley United 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.
Eligibility	This tournament is open to US Youth Soccer or USSF affiliated club team and tournament teams who are registered in good standing with their state and/or national association for 2011. Players must have acceptable proof of registration, i.e. US Youth Soccer or USSF affiliate player pass.
Brackets	<p>U9-U10 - (6X6) - Maroon &amp; Gold - Max roster 12            U11 - (8v8) - Classic 1, 2 &amp; 3 - Max roster 14            U12 - (8v8) - Classic 1, 2 &amp; 3 - Max roster 14            U13 - (11v11) - Classic 1, 2 &amp; 3 - Max roster 18            U14-U15 - (11v11) - Open (Premier/Classic 1), 2 &amp; 3 - Max roster 18            U16-U19 - (11v11) - Open (Premier/Classic 1), 2 &amp; 3 - Max roster 22</p> <p>Brackets will consist of a minimum of 4 teams and a maximum of 12 teams for U11 and up. All teams will be bracketed by age and ability. U10 or younger teams MAY NOT play up in U11 or older brackets. U11 and older teams may compete in an older age level at a competitive division the same or one lower. Teams will not be allowed to play down in age level even if all players are age-eligible at the younger age if they are registered with their state organization at a higher age level. Premier teams may only play in Open brackets. Brackets and/or age groups may be combined depending on the number of applications received. Every attempt will be made to come to a workable solution with all teams involved.</p> <p>In brackets where there are 6 or more teams, two pools will be formed. The winner of each pool will continue into the playoffs. In brackets where there are five or fewer teams, only one pool will be created. The winner will be determined by most points.</p>
Awards	Awards are given for 1 <sup>st</sup> place for all U11-U19 brackets. At check-in, each team will receive a participation award for each rostered player. In addition, each head coach will be provided with 3 "Player of the Game" awards to recognize one outstanding <i>opposing</i> player per match.
Entry Fees	U9-U10 \$315.00 U11-U12 \$375.00 U13-U16 \$400.00 U17-U19 \$425.00
Refunds	No refunds will be given to teams withdrawing from the tournament after being notified of acceptance. Refunds will only be granted for non-acceptance to the tournament, or any exceptional circumstances at the tournament director's discretion.
Player Eligibility	<p>Players must be registered with US Youth Soccer or approved organizations, have current player passes (with photo and laminated) and be registered on a team.</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>
Coach/Referee Eligibility	<p>This tournament, held by the Valley United Soccer Club and sanctioned by the Minnesota Youth Soccer Association, requires compliance with Minnesota Statue 121A.37 in accordance with the Valley United 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 Concussion Training for Coaches (and referees), accessible by the following link: <a href="http://www.cdc.gov/concussion/HeadsUp/online_training.html">www.cdc.gov/concussion/HeadsUp/online_training.html</a>. Coaches and referees participating in the Apple Valley Invitational 2012 will be required to certify that they have completed concussion training.</p> <p>Copies of the Minnesota statute and MYSA policies are available at:</p>

	<a href="http://www.mnyouthsoccer.org/programs/concussions.cfm">http://www.mnyouthsoccer.org/programs/concussions.cfm</a> .
Team Rosters	Maximum roster size: U9-U10 teams – 12 players U11-U12 teams – 14 players U13-U15 teams – 18 players U16-U19 teams – 22 players (only 18 may dress for each game)
Team Rosters, Continued	All rosters are frozen at check-in. A team roster, MYSA player passes (or equivalent), and signed medical release forms for each player must be presented at Tournament Headquarters prior to the team's first game. Player passes must be presented to the referees at each game. <b>No pass, no play, no exception.</b>  Each team will be required to leave a contact phone number to be used if the Tournament Director needs to contact a team during the tournament.
Out of State Teams	Out of state, non-MYSA affiliated teams must have proof of birth date, their state's approved player pass for each player, and proof of insurance coverage at time of check-in. Written proof of permission to travel from their state association must be supplied at least 15 days prior to the tournament start date.
Guest Players	A team may roster a maximum of 6 guest players from the same or younger age level and from the same or less competitive division. U10 and younger players may guest play on U11 and older teams. Guest players must be listed on a separate Guest Player Roster, found on our tournament web site.
Location of Fields	The Apple Valley Invitational is held at the Eastview High School/Johnny Cake Ridge Park soccer complex and at Quarry Point Park in Apple Valley, MN. If needed, soccer fields in other areas of Apple Valley, and in surrounding communities of Burnsville, Eagan and Lakeville will be used.
Number of games	Each team will be scheduled to play a minimum of three games. U11 and above may play an additional game depending on their record and the number of teams in their bracket. No more than two games will be scheduled per team per day. Weather or qualifying for play-offs may change this.
Schedules	Unless modified due to weather, all tournament games will be played as follows: Friday evening between 5:00 PM and 9:00 PM as needed Saturday between 7:30 AM and 9:00 PM Sunday between 8:30 AM and 6:00 PM  If games are behind schedule, time will be made up by reducing each half by five minutes until the tournament is back on schedule. If MYSA teams have a conflict with regular season games they will need to reschedule the regular season game.
Playing times	Games will be comprised of two halves as follows: U9-U12 teams – 25 minute halves U13-U19 teams – 30 minutes halves All age levels will observe a 5 minute half time
Standings	Team standings will be posted at Tournament Headquarters within one hour after the end of each game and on-line at <a href="http://www.vusc.org">www.vusc.org</a> at the end of each day. Teams advancing to playoff and championship games will not be notified directly but should instead follow their team's standings on-line or at Tournament Headquarters.
Competitive Balance	This rule applies only to U9-U10 games and is intended to create competitive balance at this developmental level. If a team has an advantage of 5 goals, the opposing team will be allowed one additional player on the field for the remainder of the game.
Scoring	No points/scores will be recorded or posted for U9-U10 teams. There are no play-off rounds and no champions declared for these age groups.  For U11-U19, the following 10 point scoring system will be used: <ul style="list-style-type: none"> <li>• Win/Opponent Forfeit* = 6 points</li> <li>• Tie** = 3 points</li> <li>• 1 point for each goal, maximum of three per game</li> <li>• 1 point for a shutout</li> <li>• 10 points maximum per game</li> </ul> <p>*A forfeit in play will result in a 2-0 score and 9 points. Teams forfeiting preliminary round games</p>

	<p>cannot advance to the championship round.</p> <p>**A 0-0 tie will result in 4 points being awarded to each team, 3 points for the tie and 1 for the shutout.</p>
Overtime	<p>For playoff and championship games ending in a tie after regular play has ended, the following steps will be taken. Two five (5) minute overtime periods will be played. After the first 5 minute period, teams will switch goals with no interval before the second 5 minute period. If the game is still tied after both overtime periods are completed, the winner of the game will be decided by kicks from the penalty mark following FIFA Laws of the Game.</p>
Tie Breakers	<p>Games ending in ties in preliminary rounds will remain a tie.</p> <p>If, at the end of pool play, two or more teams have the same number of points, the following system will be used to determine standings:</p> <ul style="list-style-type: none"> <li>• Highest number of points</li> <li>• Winner of head to head competition; does not apply if more than two teams are tied</li> <li>• Winner of most games</li> <li>• Goal differential: goals scored minus goals against</li> <li>• Fewest goals allowed</li> <li>• First team registered for tournament by date and time</li> </ul>
Championship Rounds	<p>U11 and older brackets may include championship and/or playoff rounds in addition to pool play. Teams advancing to these playoffs will not be notified directly. All teams should check the tournament standings online or at tournament headquarters. Championship and playoff games can not end in a tie; the overtime rules listed above will be followed.</p>
Substitutions	<p>Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times:</p> <ul style="list-style-type: none"> <li>• At any stoppage of play for U9-U12 games</li> <li>• 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</li> <li>• Prior to a goal kick, by any team</li> <li>• After a goal, by either team</li> <li>• After an injury, by either team, when the referee stops play</li> <li>• At half time</li> </ul>
Team Arrival at Field	<p>All teams and at least one coach or manager with a valid MYSA pass per team must be at the game site ready to play 20 minutes prior to each game or a forfeit may be awarded.</p>
Home Team Responsibilities	<p>The first team listed on the schedule is the home team and must supply the game ball.</p> <p>If in the opinion of the referee there is a jersey color conflict, the home team or offending goalie must change to an alternate color jersey. The decision of the referee is final.</p>
Referees	<p>Only USSF certified and currently registered referees will be used. U9-U10 games will have one center referee. A three person system will be used for U11-U19 games. In matters concerning the conduct of the games, the referee's decision on the field is final. There will be no protests allowed regarding the decision of the referee.</p> <p>Please direct all player eligibility questions to the Tournament Director, or a designee, prior to the completion of the match.</p>
Protests	<p>Protests are not allowed. The Tournament Director shall resolve any disputes; the decision is final and not subject to appeal.</p>
Red Cards	<p>The procedure for red cards issued during the tournament will follow MYSA guidelines for handling and reporting of all yellow and red cards.</p> <p><b>One game suspension</b></p> <p>Sent off by the referee for persisting in misconduct after having received a caution. That is, after having received a yellow card, receiving a second yellow card for one of the following: dissent, unsportsmanlike conduct, persistently infringing the Laws of the Game, entering or leaving the field without the permission of the referee, delaying the restart of play, failing to respect the required distance when play is restarted with a corner kick or free kick.</p>
Red Cards, Continued	<p>A player sent off by the referee for denying a goal-scoring opportunity either by deliberately handling the ball or by an offense punishable by a free kick or penalty kick shall serve a minimum one game</p>

	<p>suspension.</p> <p><b>Two game suspension</b> Sent off by the referee for one of the following: serious foul play, abusive, offensive or foul language, violent conduct, spitting at an opponent or any other person. A two game suspension will be in order even if the player had received a yellow card prior to receiving the red card.</p>
Conduct	<p>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 serve an automatic mandatory two-game suspension.</p> <p>Misconduct by spectators may result in the individual(s) being asked to leave the field of play and/or non-participation for the remainder of the tournament. A referee may request the individual(s) to leave the field of play before a game continues. This information will be included in the game report. The district director will take appropriate action for MYSA and MYSA affiliate teams. For out-of-state teams, the appropriate state association will be notified.</p> <p>The Tournament Director will resolve any situation not covered in the rules.</p> <p>Drugs, alcohol and tobacco are NOT PERMITTED on tournament premises. AVIT reserves the right to remove or deny access to dogs or other pets if needed.</p>
Weather	<p>Teams are expected to play regardless of the weather. However, in the event of inclement weather, the Tournament will follow MYSA Weather Guidelines.</p> <p>If it is determined that unsafe weather conditions exist, the referee assignor, referee, or 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 a match is halted, then the following rules will be in effect:</p> <ol style="list-style-type: none"> <li>1) If the weather delay is from 1 to 15 minutes: <ol style="list-style-type: none"> <li>a) All games will resume from the point of stoppage</li> <li>b) However, if there is less than 5 minutes to completion of the match, then the referee will declare the game complete</li> <li>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.</li> </ol> </li> <li>2) If the weather delay is from 16 to 30 minutes: <ol style="list-style-type: none"> <li>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</li> <li>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.</li> </ol> </li> <li>3) If the weather delay is more than 31 minutes: <ol style="list-style-type: none"> <li>a) If the match is in the first half, the match will begin with the second half the second half will be 15 minutes</li> <li>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.</li> <li>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 the remaining games.</li> </ol> </li> <li>4) Team coaches or managers must check with headquarters to receive final instructions. <ol style="list-style-type: none"> <li>a) <b>Do not leave the playing area unless told to do so by the referee assignor, referee, or the tournament director.</b> The referee assignor will be in communication with the field marshal via phone. Stop by headquarters before dismissing your players</li> </ol> </li> </ol> <p>If your team is not present at the resumption of play, your team will forfeit the match.</p>
Medical Emergencies	<p>Emergency medical services can be summoned through the field marshal at each site. It is each team's responsibility to provide water, ice, and basic first aid to their players.</p>
Tournament Headquarters	<p>The Tournament Headquarters is located at The Apple Valley Teen Center, 14255 Johnny Cake Ridge Road, Apple Valley, MN 55124</p>
Site Coordinator	<p>Jim Courtright 763-614-8555; avit2012@gmail.com</p>