



# 2010 Father Hennepin Cup Rules and Procedures

## About the Tournament

The father Hennepin Cup Tournament is a National Tournament open to any team in the United States registered with an affiliate of US Soccer, including all MYSA travelling teams and MYSA approved Tournament-only teams (TO). Rec Plus teams are also welcome to participate.

The Father Hennepin Cup follows the Laws of the game set forth by FIFA and modified by MYSA.

## Teams

<u>U9-U10</u>	Maroon, Gold, Rec+ & TO
<u>U11</u>	Classic II, III, Rec+ & TO
<u>U12-U19</u>	Classic I, II, III, Rec+ and TO

Team selection is based on the order in which registrations is received. Brackets are filled on a first come, first served basis.

Brackets will range in size from 4 to 8 teams. The tournament reserves the right to combine brackets as necessary. If done, combinations will be according to the skill rather than age. As an example, U13 C1's and a U14 C1s would be combined rather than combining the U13 C1s and U13 C3s. This is to ensure the highest level of competition for the players.

## Tournament Fees

Team Registration fees must be submitted in full with application. **No refunds will be issued once team is accepted into the tournament.**

## 2010 Tournament Schedule/Check In

Registration Deadline	May 15
Notification to Teams	May 22
Team check-In (HQ)	June 11 <sup>th</sup> 5-8PM June 12 <sup>th</sup> 6:30-10AM
Tournament HQ	Zane Sports Park Brooklyn Park

You will need:

- Proper passes
- Travel papers if required
- Final payment if required
- Proof of Insurance for Non USYSA teams.

Games Start	June 11 <sup>th</sup> 5:30 PM
	June 12/13 <sup>th</sup> 7:00AM

- MYSA teams need to reschedule if there is a conflict with league play

## Fields

Games will be played on quality soccer fields in the communities of Champlin and Brooklyn Park. All areas being used are smoke free, Alcohol-free, and drug free zones. Smoking or use of alcohol/drugs is strictly prohibited at any of the tournament sites.

## Players and Substitutions

No player may roster on more than one team in the tournament. All players must meet age requirements and be listed on the appropriate roster. A Team Roster, Guest Player Roster (if applicable), liability/medical release and players pass for each player must be available for check-in at the tournament headquarters at least (1) hour prior to the start of that teams first game. Team rosters will be frozen at check-in.

Teams will be allowed to play up an age level at the same competitive division. U9 teams may not compete at U11 or higher. U10 teams may at the tournament director's discretion.

Teams may play down one age level as long as all players on that team are age-eligible.

Age	Maximum Roster	Maximum On Field	Guest Players	Game Length
U9-U10	12 players	6	3	2X25
U11-U12	14 players	8	6	2X25
U13-U14	18 players	11	6	2X30
U15-U19	18players	11	6	2X35

- Guest players must be at or below the age and division level of the team registered in the tournament.



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- Guest players may be from the same or other affiliate club as the team registered in the tournament
- Guest players must be listed on the Guest Player Roster Form
- For MYSA teams: Call-up or play-up players are considered guest players in invitational tournaments.
- Substitutions will be handled per MYSA playing rules and enter the field at the half line.

## ***Weather Provisions***

Severe weather is a possibility. Weather conditions/reports will be monitored on an on-going basis. If the weather or field conditions make it impossible to carry out the tournament to its full extent, the tournament committee will make the necessary decisions concerning rearrangement or cancellation of games for any reason.

The tournament committee reserves the right to modify certain rules, including game length, to allow for the timely completion of the tournament.

If there is a need to suspend any games due to the severe weather, announcements will be communicated via the field marshals. The games will resume as soon as the 'all-clear' signal is given. Adjustments, if any, will be announced at that time. Team coaches or managers must check with the field marshals and/or headquarters for final instructions.

If ½ of the game has been played before termination due to weather or tournament committee decision, the game may be determined a completed match.

***Reminder:*** *A suspended game is not necessarily a terminated game. Do not leave unless told to do so by a tournament representative. Any team not present at the resumption of play will forfeit the match.*

*Any match that is canceled before the game or in the first half due to weather will be considered a tie. 3 points will be awarded to each team*

## **Unsportsmanlike Conduct**

Know and understand the Laws of the Game. Educate players and spectators. Set the standard for sportsmanship high. Team and fan behavior is the responsibility of the team coach. Verbal or physical abuse of the players, referees, coaches, opponents or tournament officials will not be tolerated. Any persons in violation will be asked to leave the premises. Team violations could result in the forfeiture of the game and/or being expelled for the remainder of the tournament.

## **Information and Standings:**

Information boards posting schedules, results and standings will be placed around sites and at the Tournament HQ. Online posting may be used in conjunction or in lieu of physical posting. Field marshals will be used to aid in the keeping of information. Team Coaches or Managers are responsible for checking standings.

U9 and U10 teams play 3 games but will not have scores reported or standings posted. There is no playoff/Championship game for the U9 and U10 age brackets.

## **Referee System:**

The diagonal system of control will be used with USSF Certified Officials. The 3-Referee system will be used for all games U11-U19. We will use 1 referee for all U9-U10 games.



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## Game Procedures:

Each team will be scheduled to play a minimum of three games. Teams listed first on the schedule are responsible to provide a game ball and to resolve any jersey color conflicts. No more than two games will be scheduled per day. Players will occupy the North or East sideline. Spectators will sit opposite the teams.

### *Start Times/Pre-game Warm-ups:*

It is essential that games start at the scheduled time. Any team not ready to take the field within Five (5) minutes of the scheduled start will forfeit. Forfeits may only be called by the tournament director or designee. Teams are responsible for their own warm-ups in an adjoining area – there will be no pre-game warm-ups on the field. Field marshals will assist the referees in checking player passes. Issues of improper uniforms remain the decision of the referee.

## Scoring:

1. Games ending in ties will remain ties in the preliminary rounds.
2. Playoff or championship games that cannot end in a tie will proceed with two 5-minute overtime periods. This is not a sudden-death: both overtimes will be played in their entirety. After the first 5-minute period teams will switch goals with no interval. At the end of two 5-minute overtimes, if the game is still tied, it will be decided by Kicks for the Penalty mark following the procedures published in the FIFA Laws of the Game.
3. To determine which teams advance to the playoffs or championship round, the following procedures shall be used in sequence and apply to each bracket individually:
  - a. Highest number of points.
    - i. Win = 6 points
    - ii. Ties = 3 points
    - iii. 1 point for each goal scored (maximum of 3 points earned per game)
    - iv. 1 point for a shutout (i.e., 0-0 tie equals 4 points for each team)
    - v. 10 points maximum per game
  - b. Winner of head to head competition (not used if more than two teams are tied)
  - c. Winner of most games.
  - d. Goal differential (goals scored minus goals against), with a maximum differential of five per game.
  - e. Fewest goals allowed
  - f. Coin Toss
4. A forfeit in play will result in a 3-0 score
5. One point will be deducted for each red card received by a player/substitute or for each time a coach is dismissed.



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## Game Cards

At the end of each game, both coaches must verify scores and initial the game card. Inaccurate scores could affect standings.

## Protests:

No protests will be allowed. All referee judgment decisions are final.

## Field Marshals:

Rebels Soccer Club will have Field Marshals available to assist in maintaining the game schedule by assisting the referees with the check-in process, be a resource for problem management and as a first line of communication with the Tournament Director and Committee. Game cards will be filed with the Field Marshals.

## Red Cards:

- Minimum one game suspension shall be served for violations resulting from a second yellow card.
- A player sent off for denying a goal-scoring opportunity by either deliberately handling the ball or by a card-able offense punishable with a free/penalty kick shall serve a minimum one (1) game suspension
- Minimum two (2) game suspension:
  - Serious foul play (except as noted above)
  - Spitting at an opponent or referee
  - Offensive, insulting or abusive language
  - Violent conduct

Players receiving a red card may 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. MYSAs rules for handling RED cards will be used.

## Awards

- U9-U10 Participation awards for all players
- U11-U19 Individual awards and team awards for 1<sup>st</sup> place and individual awards for 2<sup>nd</sup> place teams.

## Forfeits

Teams that forfeit a game may not advance to any award round. A grace period will be extended to 5 minutes beyond the scheduled kickoff time or to the completion of the preceding game before a forfeit is declared by the Tournament Director. Failure to complete a match or teams leaving the field during play will result in a forfeit. All forfeits will be reported to MYSAs and a fine will be sought on behalf of the tournament

## Medical

In the case of medical emergency, the tournament will have a medical plan in place to handle the emergency. It is each team's responsibility to provide water, ice and first aid. Each team must provide medical release forms for each player upon check-in.

## Tournament Director:

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