

2010 Blaine Break Out Tournament

Tournament Dates: April 30 - May 2, 2010

Invite To Teams

The BLAINE BREAK OUT accepts club teams, i.e. Premier, Classic League, Maroon and Gold, Intra-Club Tournament Teams, Inter-Club Tournament Teams, Recreational Plus, and Select Teams who are registered and in good standing with their affiliated association, Minnesota Youth Soccer Association (MYSA), US Youth Soccer, and/or USSF affiliates such as US Club Soccer or AYSO.

Teams will be accepted on a first-come-first-serve basis and notified of their acceptance through April 1st, 2010. After April 1st, teams will be placed on a waiting list and duly notified of their acceptance.

All teams not affiliated with Minnesota Youth Soccer Association, are required to have a copy of the permission to Travel Form and a copy of their official state roster form, approved and signed by USSF or a duly authorized state or national association representative. Written proof of travel notification needs to be submitted 15 days in advance of the Blaine Break-Out. Please contact your state association for requirements. Teams not affiliated with US Youth Soccer are also required to provide written proof of insurance. National teams are not eligible to participate in event.

Tournament Divisions

Single year age and competitive level divisions are offered. The minimum number of teams in an age/level division is 4 and the maximum shall be 16. If there are more than 16 teams, a second bracket will be formed.

Age groups and competition levels invited/offered are as follows:

Age Group	Division	Division	Division	Division
U9 Boys & Girls	Maroon	Gold/Rec. +		
U10 Boys & Girls	Maroon	Gold/Rec. +		
U11 Boys & Girls	Classic 2	Classic 3/Rec. +		
U12 Boys & Girls	Classic 1	Classic 2	Classic 3/Rec. +	
U13 Boys & Girls	Classic 1	Classic 2	Classic3/Rec. +	
U14 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +
U15 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +
U16 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +
U17 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +
U18 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +
U19 Boys & Girls	Premier	Classic 1	Classic 2	Classic3/Rec. +

The tournament reserves the right to combine age groups and/or competitive levels if a specific group does not fill. Lower age/level teams will be notified if groups are combined and will be given the opportunity to play up. The tournament will make every effort to separate age groups and competitive levels, when possible.

Tournament Format and Fees

Under 9 & 10 Age Division

Team Application Fee*.....\$250 due with tournament application.

U9 & U10 teams play 6v6.

Maximum roster: 12 players. Maximum/Minimum number of players per team on the field: (Max: 6: Min: 4).

Total of three (3) games will be scheduled with 2x20 minute halves.

No overtime or play-offs. No scores will be kept or standings posted. No champion will be declared.

Each participant receives an award.

U9 & U10 field size: 35-45 yards x 45 – 55 yards. Goal size will be 6 1/2 feet high by 12 feet wide.

Each game will be assigned one official. Parents are not allowed to be official line judges.

No offside is played at U9 and U10.

MYSA rules require that U10 teams may not participate in U11 or higher age divisions, however U10 players may guest play on older teams.

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Under 11 and Under 12 Division

Team Application Fee*.....\$300 due with tournament application
U11 & U12 teams play 8v8.
Maximum roster size: 14 players.
Minimum of three (3) games will be scheduled with 2x25 minute halves.
Field size will be 45-50 yards wide by 80-90 yards long.
Goal size will be 7 feet high by 21 feet wide.
Each game will be assigned three officials.

Under 13 – Under 19 Divisions

Team Application Fee*.....\$350 due with tournament application
U13-U19 teams play 11v11.
U13 – U15 Age Groups - Maximum tournament and game roster size: 18 players.
U16 – U19 Age Groups Maximum tournament roster size: 22 players. Per game roster size: 18 players.
Minimum of three (3) games will be scheduled with 2x25 minute halves.
Fields and Goals size meet FIFA regulations.
Each game will be assigned three officials.

* Teams dropping from the tournament will not be refunded the team application fee.

Game Schedule Information

NOTE: These schedules are preliminary and may change at any time due to scheduling needs; please check often.
Preliminary game times will be available online Friday PM, April 23rd, at www.blainesoccer.org/.html.
MYSA teams will need to reschedule any league games that have a potential conflict with the event.

Final Team Check-in

All teams must check-in 60-90 minutes prior to their first game or earlier at Tournament Headquarters.
Final Team Check-in times:

Date: Thursday, April 29, 2010
Time: 7:00PM – 8:30PM

Date: Friday, April 30, 2010
Time: 3:00PM – 8:00PM

Date: Saturday, May 1, 2010
Time: 7:00AM - 2:00PM

Either a coach or the team manager must check in the team. Players do not need to attend Final Check-in.

At Final Check-in each team:

- a) Must bring signed and laminated MYSA, US Youth Soccer or USSF Affiliate players passes. Please arrange passes in alphabetical order to match roster. A pass must be presented for Coaches, Assistant Coaches and Managers at this time.
- b) Bring your Official Blaine Break Out Tournament Roster.
- c) Bring any changes to any forms which may have previously been submitted.
- d) All teams will need a Player Liability Waiver Form and medical authorization for each player. Your Club's existing medical/waiver forms currently in use are acceptable for this purpose.
- e) For Non-US Youth Soccer affiliated teams: must provide proof of insurance. (MYSA is an affiliate)

Your Official Tournament Roster will be frozen at final team check in and no changes can be made for the remainder of the tournament upon starting your first game. Each player pass will be marked with an identifying symbol and will be checked prior to the start of each game by the referee(s) as well.

If you have any question, please call us at **763-792-7369**.

Tournament Director: Todd Zoschke
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 toddzoschke@aol.com

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Tournament Rules & Procedures

Laws of the Game – BLAINE BREAK OUT WILL BE PLAYED ACCORDING TO FIFA RULES AS MODIFIED BY THE MINNESOTA YOUTH SOCCER ASSOCIATION (MYSA), AND AS NOTED HERE:

I. Groupings

Teams will be divided into groupings of 3, 4 or 5 teams for initial round robin play. The minimum number of teams in an age/competitive group is 4 and the maximum shall be 16.

Each team will be assigned three (3) games minimum in the initial round robin play. Exception: teams in a group of 5 will be assigned four (4) games. The maximum number of games per team per day may be 3 and the minimum may be 0 (zero) dependant upon travel and/or time constraints.

Each team will play games against other teams within its designated group. Groups that have 3 teams will play two games within their own group and one game against a team from another group. All games will count in the overall group standings for determining play-off placements.

II. Game Procedures

Length of Game - All games for U11-U19s will be played in 25- minute halves, including the championship match. All games for the U9 and U10 divisions will be played with 20- minute halves.

Home Team Designation - The first team listed on the schedule pairing is designated the home team and will change to an alternate jersey, if in the opinion of the referee, there is a color conflict. Team jerseys must all match in color, style and each player must have a unique number matching the Official Tournament Roster.

Team/Spectators - Both teams will be on the same side of the field with spectators on the opposite.

Pre-game Warm-ups - There may not be time for a pre-game warm-up on the field as all games should start on time. Please plan your warm-up in an area close to your game field, without hindering the current matches.

Game Ball/Ball Size - The tournament may provide a game ball to be used in all matches, however if extra balls are needed, they are to be provided by the home team first. U9 - U12 Age Divisions will use a size 4 ball. U13 - U19 Age Divisions will use a size 5 ball.

Referee System - A diagonal system of control will be used. The Blaine Break Out will assign only current year certified USSF officials for all matches, unless that person is a visiting foreign referee who has been properly accredited by their national association may also be assigned (US Soccer Bylaw 532). All teams should be prepared to provide a “club linesperson”, if necessary, to be used to determine balls out of play **only**.

Player Passes – Only approved player passes which are signed, laminated and marked with an identifying symbol at final check-in may be used. At the beginning of each game, player passes will be verified by the game officials and returned to the coach after the game. It is the coach’s responsibility to secure his/her player passes from officials following the game. **There is a no pass - no play policy.**

Game Card - All game scores will be kept on an official Blaine Break Out Game Card, with the exception in the U9 and U10 Divisions. At the end of each game both coaches must initial the game card in order to verify the scores. Please note that scores which are marked incorrectly on the game card will affect your standings and play-off seeding.

No Overtime During Group Competition - Games will end in a tie. During the play-offs, please see Section V. Play-off Procedure for overtime information.

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III. Substitution Procedures

Substitutions are unlimited and may be made in compliance with the Laws of the game, which is at any stoppage as the Referee deems appropriate.

IV. Group Ranking (Except U9/U10s)

- **Point System:** Teams will be awarded three (3) points for each win, one (1) point for each tie, and zero (0) points for each loss.

- **Goals:** The maximum recorded “goal differential” in any one game shall be 7.

Example: If Team XYZ wins 12 to 2, the score will be recorded as 9 to 2.

Forfeits: If one team fails to appear at the scheduled starting time of a game, an automatic loss may be assigned to that team. The forfeiting team will receive zero (0) points for the match and the score will be recorded as a 0-7 loss.

The minimum number of players to start a match:

U9/U10 – 4 players, one of whom must be a goalkeeper.

U11/U12 – 5 players, one of whom must be a goalkeeper.

U13-U19 – 7 players, one of whom must be a goalkeeper.

At the end of the preliminary rounds, the following criteria will be used to determine placement for the play-off brackets in the following order of importance:

- a. Most points.
- b. Head to head result (this criterion will not be considered if three or more teams are tied).
- c. Goal differential—Subtract total goals allowed from total goals scored.
(NOTE: The maximum recorded “goal differential” in any one game shall be seven).
- d. Least number of goals allowed.
- e. Coin toss.

- If a tie between more than two teams exists, once a tie is broken by the above procedure, we will start at the top of the procedure if ties among remaining teams must still be decided.

V. Play-off Procedure (Except U9/U10s)

The top team in each grouping of 3, 4 or 5 teams will advance to the play-offs and/or championship match. Please check the schedule and tournament standings periodically to verify that the correct result have been posted. Teams are pre-seeded into play-off brackets based on their standings during group play. Teams receiving a bye in playoff rounds have been randomly selected.

Overtime

In play-off competition, two 5-minute overtime periods will be played. If the game is still tied at the end of the second overtime period, the FIFA tie-breaking procedure of kicks from the penalty mark will be used to determine who advances. Only those players on the field after the overtime period may participate in taking the kicks from the penalty mark.

VI. Awards and Medals

Awards for both the 1st and 2nd place teams (U11-U19) will be presented at a ceremony area next to the D1/D2 Fields following the championship game. Individual medals are also awarded to both the 1st place and 2nd place team members. All U9 & U10 players will receive participation awards at their final game.

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VII. Yellow and Red Cards

Red cards will be administered as per FIFA laws of the game.

Caution (Yellow Card) Codes:

- C-1 is guilty of unsporting behavior
- C-2 shows dissent by word or action
- C-3 persistently infringes the Laws of the Match
- C-4 delays the restart of play
- C-5 fails to respect the required distance when play is restarted with a corner kick or free kick
- C-6 enters or re-enters the field of play without the referee's permission
- C-7 deliberately leaves the field of play without the referee's permission

Ejection (Red Card) Codes:

- E-1 is guilty of serious foul play
- E-2 is guilty of violent conduct
- E-3 spits at an opponent or any other person
- E-4* denies an opponent a goal or an obvious goal-scoring opportunity by handling the ball (this does not apply to the goalkeeper within his own penalty area)
- E-5 denies an obvious goal-scoring opportunity to an opponent moving towards the participant's goal by an offence punishable by a free kick or a penalty kick
- E-6 uses offensive, insulting or abusive language
- E-7* receives a second caution in the same match

* = Single match suspension.

All other E type ejections are a minimum two match suspension

Violence may result in more than a two game suspension by tournament director's decision.

If a player receives a red card, the player pass will be obtained by the referee and forwarded to tournament headquarters. After the suspension is served, the coach may pick up the pass in headquarters. All un-served red cards will be retained and forwarded to MYSA at the end of the tournament.

All procedures for issuing, reporting and processing red cards will follow MYSA Tournament Guidelines as described in the MYSA Invitational Tournaments handbook.

VIII. Protests

No protests will be heard on any judgment calls by the referee. All decisions by the referee will be final. Protests on player eligibility must be stated prior to the start of the game. Protests on other technical matters must be made in writing and submitted to tournament headquarters within one hour to the end of the match. Express concerns regarding violations prior to the start of the game or at the time the incident occurs if the game has started.

If you have a problem regarding the rules or procedures at your game, please take the following steps:

- a. Notify the referee immediately so that a correction can be made.
- b. If the situation is not resolved, notify the field manager. The field manager will contact the tournament headquarters and a tournament official will respond.

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IX. Players and Reserves

Each team may roster up to:

U9 - U10 maximum roster size - 12 players

U11-U12 maximum roster size - 14 players

U13-U15 maximum tournament and game roster size - 18 players

U16-U19 maximum tournament roster - 22 players; and per game roster size - 18 players.*

* Players not playing should not be in uniform. Individual game roster and your official tournament roster will be turned in to the referee prior to the start of the game.

- a) All players must meet the age and playing requirements and be listed on the Official Tournament Roster to be eligible.
- b) A player may not be on more than one team's roster.
- c) A male player may not play on a female team, but a female player may play on a male team.
- d) Roster count includes any guest player. Teams using Guest players for this tournament must fill out an MYSA Guest Player Roster form found on the MYSA web site at www.mnyouthsoccer.org.

Guest Players: Each roster may have up to six guest players. Guest players may be any player that is:

- a) Age eligible,
- b) Playing at the same level or is coming from a lower competitive level team.
- c) A player not on your team's roster in regular league play. This includes play-up players.
- d) A jersey must be provided to the guest player by the host team.

Unsportsmanlike Conduct

Blaine Break Out does not tolerate unsportsmanlike behavior on or off the field. We ask that you please:

- * Know and understand the laws of the game. Educate the players on the technical, tactical and physical demands of the game.
- * Keep your players and fans under control. The tournament adheres to a zero tolerance for fighting or verbal harassment. Any persons conducting themselves in this manner will be asked to leave the premise.
- * Be a positive role model. Set the standard for sportsmanship with the opponents, referees, and spectators.
- * Encourage moral and social responsibility.
- * Encourage players to have fun and to keep a positive attitude about winning and losing.
- * Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.

Emergency Medical Information

*Team coaches are responsible for having emergency medical/insurance information for all players in their possession at all games.

Coach Responsibilities for Injuries

It is the responsibility of the team coach/manager to provide emergency first aid, water and ice for their players. It must be understood that coaches are considered guardians for under age participants when the parents are unavailable and for all players regardless of age when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player. A coach's decision to allow a participant to play contrary to the recommendation of medical staff may leave the coach open to legal liability. If the coach is under the legal age, the team is required to have an official representative at the field of legal age, who will serve as the legal guardian.

Referee Procedures for Injuries - Referees are responsible for summoning the Coach and First Aid Personnel onto the field in the event of an injury during play. The injured player will first be evaluated on the field by first aid staff. If further evaluation is warranted, the injured player will be moved to the sideline as soon as it is medically safe according to emergency medical protocol.

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Field Managers

BLAINE BREAK OUT uses a system of volunteer field managers to help keep the games on time, as a resource in case of a problem, verify that goals are anchored and as a first line of communication. There will be one field manager for every two to four fields. Each field manager will have a communications radio.

The field manager tents are for the use of tournament officials and referees only. This is not a gathering or meeting spot for teams or players.

Tournament Games and Headquarters

Games for the BLAINE BREAK OUT will be played at the City of Blaine Soccer Complex, 1984 – 105th Ave NE, Blaine MN. Tournament Headquarters is located at the Blue Building adjacent to Fields D1/D2. Tournament information, posting updated schedules, game results and standings, Lost and Found will be available at Headquarters.

Game Schedule Information

Preliminary game times will be available online Friday PM, April 23rd, at www.blainesoccer.org/.html.

NOTE: These schedules are preliminary and may change at any time due to scheduling needs; please check the web site often (especially the Thursday prior) for any changes to the schedule.

Teams must reschedule any league games that have a potential to conflict with the tournament.

Weather Provisions

- *The Blaine Break-Out will follow MYSA Weather Policy guidelines.
- *Weather reports will be monitored very closely.
- * If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament organizers will make the necessary decisions concerning the rearrangement or cancellation of games for any reason.
- * Fees are non-refundable if games or the tournament are cancelled for any reason.
- * The tournament committee has the right to shorten the length of games.
- * If half of the game has been played before termination for weather conditions or tournament committee decision, the game stands as a completed match. **NOTE:** A game may be suspended by the tournament committee without necessarily being terminated.
- * If there is a need to suspend any games due to severe weather coaches should proceed to the nearest safe location: buses, cars or building. If coach is near the field, they should stay in a safe location until they see their field manager return to their post with radio. Then proceed to field manager to receive instructions on resuming games. Any adjustments will be announced at that time or given to coach at field manager area.

Use of Tobacco, Alcohol and/or Drugs

The BLAINE BREAK OUT is a **tobacco free, alcohol and drug free event**, Minnesota State law prohibits the use of alcohol for people under 21 and tobacco for people under 18. Players in violation of the law will be expelled from the tournament.

Any person who destroys or steals property will be expelled from the tournament.

For your own safety, please no climbing on nets or goals is allowed.

Shin guards are required for all players. Casts are not permitted unless deemed safe by the referee.

TOURNAMENT OFFICIALS AND THEIR DESIGNATED AGENTS RESERVE THE RIGHT TO EXPEL FROM THE EVENT, ANY PERSON FOR MISCONDUCT WHILE WITHIN THE CONFINES OF THE BLAINE SOCCER TOURNAMENT GROUNDS.

BLAINE SOCCER CLUB is in good standing with the Minnesota Youth Soccer Association (MYSA), a member of United States Youth Soccer and United States Soccer Federation (USSF).

Any Refund Requests must be in writing. Refunds must be approved by the Blaine Soccer Club Board of Directors.