Norski Soccer Club
Tournaments
General Information & Rules of Play

Questions

All questions can be emailed to: norskisctournamentdirector@gmail.com

Registration

Registration is completed via TeamSnap Events. Once your team is registered, you will "build" your roster by adding individual players inside the TeamSnap Tournament registration. Each player will have to submit the signed "Event Medical Release Form." Players for whom no signed form is on file will **not** be able to play in tournament games. Please make sure the first and last names on the TeamSnap Tournament roster match the official state roster **exactly**. We accept credit card payments. Check payments are accepted but must be paid at least 1 week in advance of the event. All CC/DC payments are processed through a third-party vendor (Stripe) and a processing fee will be added to the team registration fees at checkout.

Rosters

Rosters are closed when online check-in has been officially approved, and players may not be added after your team is checked in. No more than 3 guest players can be added to the roster.

A guest player is considered a player affiliated (Officially Rostered) outside of your club. A team can have unlimited players on the roster from within their own club if they fall within the roster limits or also known as Club Passing.

Age Group	Max Roster Size	Allowed to dress per game
9U/10U	16	14
11U/12U	18	16
13U+	22	18

Age Brackets

In the event an age bracket has insufficient number of teams, the Tournament Committee will combine age groups to form a bracket at the higher age group. The committee will attempt to seed the teams within this bracket to balance the level of play. This may result in some teams playing the same team twice during the tournament.

Emergency Medical Forms

Each Coach/Manager must have medical release forms in their possession, signed by the player's parent(s)/legal guardian(s), to facilitate emergency medical treatment. This is completed by the parent(s)/legal guardian(s) registration in the TeamSnap app – once the team has registered & added their roster an email will be sent to each parent(s)/legal guardian(s) to complete the form. The MAYSA membership, WYSA Membership or WYSA Tournament Event release is acceptable for this purpose and found on our website tournament page.

FIFA Rules

All games will be played by tournament modified FIFA rules. U9 and up will have offside called.

All referees will be assigned accordingly for each age group depending on availability. NSC (Norski Soccer Club) strives to have full crews on every game. In the event a full officiating crew is not available the center referee may request 1-2 volunteers from the respective teams to assist with calling ONLY throw-ins, goal kicks and corners. Volunteers are NOT allowed to call fouls or offside.

Age Group	Center Referee	Assistant Referee
9U/10U	1	0
11U/12U	1	2
13U+	1	2

U11 Divisions & UNDER – No Heading

- There will be NO heading of the ball allowed.
    - Exception to this rule → if an under aged U11 team is playing in a U12 Division or combined age group of U11/U12.
- *Deliberate Header in the Field of Play* - If a player deliberately heads the ball in a U11 and under game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- *Deliberate Header in Penalty/Goal Box area Defensive Team Infraction* - If the deliberate header occurs within the goal box/penalty area by the defensive team, the indirect free kick will be taken halfway between the sideline and the penalty box line that are parallel to each other. No indirect kicks will be awarded outside the top of the penalty box.
- *Offensive Team Infraction* - If the deliberate header occurs within the goal box/penalty area by the offensive team, the indirect free kick should be taken from the spot of the infraction and build out rules apply.

U10 & Under Rules

- **Build Out Line** -- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (**punting is not allowed**). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
    - The goal kick may be played directly past the build out line. The goalkeeper is not required to take the goal kick. On a goal kick, the ball is not considered in play until it leaves the penalty box area.
    - The GK need not wait for attackers to retreat behind the build out line upon claiming possession of the ball and distributing the ball.
    - U8 and younger teams do not play with Goalkeepers. All goal kicks will be taken by a field player with opposing team behind the build out line.

- **No Punting** -- the goalkeeper may not punt the ball at the U9 and U10 age group. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infringement occurred.
    - Drop kicks and volleys are not allowed as it would represent circumvention of the rule.
    - The ball is “live” as soon as it leaves the goalkeepers feet or hands.

Reporting for Games

Teams must report to the game Field Marshal 15 minutes prior to the game for equipment check. Please have an approved roster uploaded into TeamSnap by the deadline. Field Marshals will have the approved rosters & only players listed on the TeamSnap approved Roster will be allowed to play.

Field Marshals

They will be identified by a field marshal vest and are responsible for checking players and equipment prior to a game, reporting game scores and collecting game cards from the Refs. Game cards must be initialed by each Coach notating the final score. All field marshals will be equipped to communicate with tournament headquarters should any problems arise during a game.

Player Equipment

All players will wear adequate shin guards covered by socks. If cleats are worn, they must be soccer cleats. *****NEW rule on hard casts, splints or braces*** – it is the discretion of the referee assignor if they will be allowed. Emailing the referee assignor in advance of the event with a picture of the cast is strongly encouraged. Please see the referee assignor at the Tournament registration area for final approval on being allowed to play. Players shall not wear any jewelry. ALL player equipment is subject to referee approval.

Start and Duration of Games

All games will start with the Home team choosing a side and the Away team will kick off.

Age Group	Game Times
9U-10U	50 minutes (2 – 25-minute halves)
11U-12U	60 minutes (2 – 30-minute halves)
13U-14U	70 minutes (2 – 35-minute halves)
HS	80 minutes (2 – 40-minute halves)

The Tournament Director has the authority to:

- Relocate/reschedule any games
- Reduce by up to one half, the duration of any game
- Delay the tournament if bad weather is threatening
- Cancel the tournament if inclement weather persists or makes field conditions dangerous and thus unplayable.

Home Team

The home team is responsible for supplying an acceptable game ball and changing jerseys in the event of a color conflict. The home team may use pinnies if they do not have different colored uniforms.

Game Protests

None allowed! **Referee decisions ARE FINAL.** No protests concerning tournament rules are permissible once you have started Play. All decisions of the Tournament Director are final.

Substitutions

Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, after a goal by either team, at half time, or following an injury to a player from either team. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player

at the halfway line. Only players assigned to the roster for the game in hand may be used as substitutions. This only applies to teams that bring more players on their roster than those that are allowed to dress/play that game.

Red Card Rule

This is a WYSA sanctioned tournament and the WYSA Red Card Rule will be in effect, i.e., if a player is "red carded", he/she will be expelled from that game and that player's team will play short-handed for the rest of that game. The player must sit out the next scheduled tournament game, and depending upon the severity of the offense, the offending player may be disqualified from any further tournament play. Determination of any tournament disqualifications will be made by the Tournament Directors. The use of a "red carded" player in the game following the expulsion will result in a forfeit by the offending team and, additionally, the head coach will NOT be permitted to coach during the next game. Any player receiving two (2) yellow cards in the same game will have the "red card" rule invoked.

Field Rules

Coaches are to stay at least 10 yards from the centerline on their half of the field. Only players and referees are permitted on the playing field, including 1 yard outside the field line. *Coaches will be responsible for the behavior of the players, team assistants and team supporters. ANY member of this list displaying inappropriate behavior may be expelled from the game or tournament all together.*

Point System/Tie Breaking

World Cup scoring format: Games in preliminary rounds will be scored:

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Forfeits will be scored as a 1-0 game and scored as 3 points, 0–0 ties will be scored as 1 point. Each preliminary game total goal differential will only count to up to a goal differential of +/- 8 goals per game. To decide bracket group winners in the event of a tie, the following criteria will be used:

- Most games won
- Head-to-Head Competition
- Goal Differential (group)
- Fewest Goals Allowed
- Total Goals Scored
- Kicks from the Mark (as defined for semi-final and Championship games)

Forfeits

All teams are responsible for playing the entire tournament. If a team does not have enough players to start a game, a five- minute grace period will be granted before a forfeit is declared. A team forfeiting will not be allowed to win their group and/or advance to a semi-final or final. A team needs the following number of players at the start of a game:

- U9 & U10 → 4 players
- U11 & U12 → 6 players
- U13+ → 8 players

Any team not playing within the tournament rules of roster and age requirements will forfeit each game played illegally and not be allowed to advance to semi-finals or championship games under any circumstances.

- If any team is caught in violation after the match has been completed & they have won the

previous match(es), the losing team(s) will be rewarded a 1-0 win & the violating team a 0-1 loss.

- If any team is caught in violation after a match has been completed and they have lost the previous match(es), the winning team(s) score will stand as is.

Semi-Final & Finals Seeding

Seeding will be point based.

4 & 5 Team Divisions

Teams play all other teams in their group during round robin group play. There is no playoff round. Champions are determined by points.

6 Team Divisions

Each team will play the other two teams in their pool and one crossover during group play. Pool winners advance to a Championship game.

8 Team Flights

Four teams in each bracket play round robin format. The 1st place team in each bracket after 3 games with the most points plays in the championship game vs the opposite bracket 1st place team.

Per Wisconsin Youth Soccer Association tournament sanctioning rules, NO U10 and younger divisions can compete or play for championship games. This format is part of their sportsmanship and fair play policy for these age groups.

Overtime & Kicks from the Mark

No stoppage time added to games with the exception of extreme injuries at the discretion of Tournament Director. In the event of a tie, in a Semi-Final or Championship game, the game will be decided by “Kicks from the Mark”. The tournament will follow FIFA guidelines in the event a game needs to be decided by “Kicks from the Mark”. Each team will alternate kicks (five each) to decide the winner. If still tied after the first round of five, teams will then alternate 1 for 1 until the winner is decided. Only the players on the field of play at the conclusion of the match are eligible to participate in the Kicks from the Penalty Mark

Awards

Individual player awards will be awarded for 1st and 2nd place except for U9 & U10 divisions.
WSYA prohibits all sanctioned tournaments from determining a division champion on teams below 10U.
All players on U9 - U10 teams will receive participation awards.

Refunds

In the event the tournament cannot be held for any reason, fees shall be returned to all U9 and older teams with a maximum of $100 per team being withheld from each team registration. The Norski Soccer Club will not be responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions. In the event of Tournament cancellation, NSC does not look to profit in any way from the event and only looks to recover expenses to run and operate the event. Therefore, the amount withheld could be less than what is stated above. Once a team is included in the tournament schedule, no refund will be granted.

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