

CMYSA JAILBREAK CLASSIC Tournament Rules & Regulations
October 3–4, 2026 • Selke Field, St. Cloud, MN MYSA Sanctioned

Tournament rules are based upon IFAB Laws of the Game, as modified by US Youth Soccer (USYS) policies and rules, and as further modified by the Minnesota Youth Soccer Association (MYSA) and Central Minnesota Youth Soccer Association (CMYSA). The Tournament Director retains the right to modify any rule or schedule that, in their sole judgment, is required for the safe and timely completion of this tournament.

1. Eligibility

- Open to all teams registered and in good standing with US Youth Soccer (USYS), US Club Soccer, or any USSF-affiliated association recognized by MYSA.
- All players must hold a current, valid player pass registered with USYS or US Club Soccer and be rostered on an official team.
- All coaches and team officials must hold a current, valid coach or adult pass with USYS or US Club Soccer.
- A player may compete on only ONE team per tournament weekend. Players found to have participated with more than one team will be disqualified from further play, and the team(s) involved may face additional sanctions.
- All participating adults (coaches, team officials, volunteers with player contact) must have passed a valid background check per MYSA requirements. Background checks are valid on a calendar-year basis (January 1–December 31).

2. Team Rosters

- Teams will complete online check-in through PlayMetrics prior to their first game. Instructions will be distributed to all registered teams upon schedule publication.
- Rosters are frozen at the check-in deadline. No additions or changes may be made after that time.
- Each rostered player must appear on the official team roster submitted at check-in. Only rostered players may participate.
- Player and coach passes (photo IDs) or a team roster with photos must be available on the sideline at all games and presented to referees upon request.
- Each team must provide medical release forms for each player at check-in.
- Guest players must have a completed and signed MYSA Guest Player Form on file.

Roster size limits (including any Club Pass or Guest players):

- 9U–10U: 5–14 players
- 11U–12U: 6–16 players

- 13U–19U: 7–22 players (maximum of 18 dressed for any single game)

For 13U–19U, the 18 designated players for a given game must be identified on the roster presented to the referee before that game (highlighted, starred, or otherwise marked). Players not identified among the 18 may not wear their uniforms for that game but may sit on the team bench.

3. Brackets & Age Groups

- Brackets will be organized by age group and ability level. Teams will be placed based on their registered competitive level (Recreational Plus, Classic, Premier, Select, or equivalent).
- Non-MYSA and non-USYS teams will be placed in brackets based on equivalent level of play as determined by the Tournament Director.
- All brackets will contain a minimum of 3 teams. CMYSA reserves the right to combine age groups or divisions as necessary based on enrollment. Every effort will be made to reach a workable solution with all affected teams.
- 9U and 10U brackets will be non-competitive in accordance with MYSA policy. Scores will be tracked on-site but standings will not determine advancement.
- Teams may not change their registered division after acceptance into the tournament without approval from the Tournament Director.

4. Entry Fees & Refunds

- **Entry fees are listed on the tournament registration page [HERE](#).**
- CMYSA reserves the right to enforce a no-refund policy. Refunds will only be considered in the following circumstances:
- Non-acceptance into the tournament.
- Exceptional circumstances at the sole discretion of the Tournament Director.
- No refunds will be processed for teams that withdraw after the game schedule has been published.
- Teams that drop from the tournament after acceptance will not receive a refund of their application fee.

5. Team Check-In

- All check-in will be completed electronically through PlayMetrics. There is no in-person check-in table.
- Electronic check-in opens one week prior to the tournament start date and closes at noon on the day prior to the first day of play.
- A team representative (coach or manager) may complete check-in. Players do not need to attend.
- All teams must check in a minimum of 90 minutes before their first scheduled game.
- Teams must have player and coach passes (or a photo roster) and medical release forms available at every game.

6. Number of Games

- Each team is guaranteed a minimum of three (3) games, weather permitting.
- The maximum number of games per day is three (3).
- If a Championship game is held:
 - Single-bracket divisions: Championship is played between the 1st and 2nd place finishers.
 - Multi-bracket divisions: Bracket A 1st place vs. Bracket B 1st place, determining Champion and Runner-Up.

7. Playing Times

All games consist of two equal halves with a 5-minute halftime, per the following:

Age Group	Half Length	Halftime
9U–10U	25 minutes	5 minutes
11U–12U	30 minutes	5 minutes
13U–14U	35 minutes	5 minutes

* Game lengths are subject to change at the Tournament Director's discretion.

- If games start late, time will be recovered by reducing each half proportionally (5 minutes per half) until games are back on schedule.

8. Laws of the Game

The following modifications apply by age group:

Rule	9U/10U	11U/12U	13U–19U
Offsides	In effect between build-out line and end line	Yes	Yes
Substitutions	Any stoppage	Any stoppage	See Substitutions section
Free Kicks	Indirect / Direct	Indirect / Direct	Indirect / Direct
Free Kick Clearance	8 yards	10 yards	10 yards
Penalty Kicks	Yes	Yes (12 yards)	Yes (12 yards)

Punting	No	Yes	Yes
Heading	No	11U: No 12U: Yes	Yes

9. Substitutions

- Substitutions are unlimited for all age groups.

9U–12U: Substitutions may be made at any stoppage of play with referee consent.

13U and above: Substitutions may be made with referee consent at the following times only:

- Prior to a throw-in by the team in possession. If that team substitutes, both teams may substitute.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury when the referee stops play, if the injured player is being substituted.
- At halftime.
- Before and after the first overtime period (Championship and Play-In games only).

10. Home Team

- The team listed first on the schedule is the home team.
- The home team is responsible for providing the game balls.
- If the referee determines a jersey color conflict exists, the home team must change to their alternate uniform.
- Home team wears dark kit. Away team wears light kit.

11. Uniforms

- All players on a team must wear matching jerseys, shorts, and socks. Players in non-matching uniforms may not participate.
- Cold-weather gear must be worn under shorts and jerseys.
- All jewelry must be removed prior to the start of a game. Earrings may not be taped — they must be removed.
- Referees make the final determination on whether a player with a cast or brace may participate.

12. Field Arrival & Forfeits

- Teams are expected to be at their designated field, ready to play, at least 10 minutes prior to game time.
- Failure to appear may result in a forfeit awarded to the opposing team at the referee's discretion.
- A forfeit is recorded as a 3–0 loss and results in 3 points awarded to the non-forfeiting team. The forfeiting team receives 0 points and is deducted 3 points from their total.

- Teams that forfeit preliminary round games are not eligible to advance to championship rounds.

13. Scoring & Standings

9U–10U: Non-competitive per MYSA policy. Scores posted on-site but no standings or advancement.

13U and above — 3-point system:

- Win / Opponent Forfeit: 3 points
- Tie: 1 point each
- Loss: 0 points
- Forfeit loss: 0 points, minus 3 points
- A 0–0 tie: 1 point to each team
- A forfeit is recorded as a 3–0 score.
- Games canceled or unable to be completed due to weather or other circumstances will be recorded as a 1–1 draw (1 point each), unless the Tournament Director determines otherwise.
- Teams with more group games than others in their group will not score points for their final additional game (e.g., a 5-team group where one team plays 4 games).
- Coaches are responsible for verifying the accuracy of posted game scores and standings. Discrepancies must be reported to Tournament Headquarters promptly.

14. Tiebreakers

If two or more teams are level on points at the end of group play, the following criteria apply in order:

1. Head-to-head result (applicable only when exactly two teams are tied).
2. Goal differential (goals scored minus goals allowed), maximum of +4 / –4 per game.
3. Most wins.
4. Fewest goals allowed (maximum of 4 per game).
5. Most goals scored (maximum of 4 per game).
6. Number of shutouts.
7. Earliest registration date.

Note: For divisions where points are averaged per game, tiebreaker criteria 2, 4, and 5 will also be averaged per game.

15. Overtime & Kicks from the Mark

- Preliminary round games ending in a tie remain tied — no overtime.
- Championship and Play-In games may not end in a tie. If tied at full time, kicks from the mark will be taken per IFAB Laws of the Game.

16. Referees

- Only USSF-certified and currently registered referees will serve as center referees.
- A three-person referee system (one center + two assistant referees) will be used for all 11U and above games.
- A one-person referee system will be used for 9U and 10U games. Club linespeople may be used at the Tournament Director's discretion.
- All referee decisions are final. No protests or appeals will be entertained.

Red Cards and Dismissals:

- Red cards will be handled per USYS/MYSA rules.
- If using player passes, the pass will be retained by the referee and forwarded to the MYSA office along with the appropriate game report.
- Any adult (coach, manager, or team official) dismissed from a game for irresponsible behavior faces an automatic minimum two-game suspension. The referee will retain the offending party's pass and submit it to the MYSA office.
- Suspended coaches or officials may not be present on the sideline during their suspension period.

17. Concussion Policy

This tournament is held by CMYSA and sanctioned by the Minnesota Youth Soccer Association (MYSA). It requires compliance with Minnesota Statute 121A.37 in accordance with MYSA and CMYSA Concussion Policies.

- All participating coaches and referees are required to complete concussion training prior to the tournament.
- The CDC's free online course "Concussion Training for Coaches" is available at: www.cdc.gov/headsup/youthsports/training/index.html
- Any player suspected of sustaining a concussion must be removed from play immediately and may not return until cleared by a licensed healthcare provider per Minnesota Statute 121A.37.

18. First Aid & Emergencies

- Each team is responsible for bringing their own water, ice, and basic first aid supplies.
- Every player participates at their own risk.
- Each team is responsible for treating their own players' minor injuries.
- For emergencies requiring immediate medical attention, contact a Field Marshal at once. Field Marshals are equipped with mobile phones and have direct access to athletic trainers and local emergency services.
- Field Marshals are positioned at every field throughout the tournament.

19. Weather Policy

Teams are expected to play in all weather conditions. However, CMYSA will follow MYSA weather guidelines when conditions pose a safety risk.

Suspension of Play:

- Severe weather — defined as heavy thunderstorms with frequent lightning and/or dangerous high winds — will result in immediate suspension of play. A light or moderate rain shower without thunder or lightning does not constitute severe weather.
- Play will be suspended immediately upon the detection of lightning.
- One (1) air horn blast signals all teams must leave the fields immediately and take shelter.
- Two (2) air horn blasts signal that weather has cleared and play may resume.
- Do not leave the playing area unless directed by the referee assignor, referee, or Tournament Director. If your team is not present at the resumption of play, your team will forfeit the match.

Decision Authority:

- The referee assignor, referee, or Tournament Director may halt matches due to unsafe conditions.
- Only the Tournament Director may cancel or reschedule games.
- The Tournament Director will consider current weather delay, forecast, field conditions, sunset, and field availability when making scheduling decisions. This process may take time — please be patient.
- Weather updates will be communicated to coaches and team managers via PlayMetrics.

Weather Monitoring Tools:

- WeatherBug App
- OSHA Heat Safety App

Lightning protocol: A 30-minute wait period from the last observed lightning strike is required before play may resume, per MYSA guidelines.

20. Conduct & Sportsmanship

- Proper conduct is expected of all players, coaches, parents, and spectators at all times.
- Any player, coach, parent, or spectator demonstrating inappropriate behavior will be immediately removed from the premises and banned from the remainder of the tournament. Determination of inappropriate behavior is at the discretion of the Tournament Director and field officials.
- CMYSA enforces a strict no tobacco, no vaping, no alcohol, and no drug policy at all youth soccer events and venues. Violators will be asked to leave immediately.

21. Parking & Facilities

- Please park in designated areas only.
- Do not leave valuables in vehicles.
- Please leave the facility cleaner than you found it.
- Pick up all trash, water bottles, and equipment from your team area before departing.

Rules revised: June 2026. Subject to modification by the Tournament Director prior to and during the event.