

Willmar Lakes Area Soccer Tournament

Date, Time, and Location

1. The tournament will take place on Saturday, June 21st and Sunday, June 22nd, 2024.
2. Games may start as early as 9 AM each day, end times will be dependent upon scheduling constraints and number of teams.
3. Games will be at Willmar High School's Grass fields (2701 30th St NE, Willmar, MN 56201) and the Willmar Civic Center's turf fields, which are adjacent to the High School.

Tournament Structure

1. Boys and Girls divisions at U10, U12, U14, and U16 levels are offered this year. Teams will play a Round-Robin style schedule within their age and gender division. Depending upon the total number of teams in each division, some divisions may be split into multiple groups.
2. Groups will be either 3, 4, or 5 teams.
 - a. Teams in groups of 3 where the division has multiple groups will be guaranteed 2 games (one against each of the other teams) and 1 bye in the round robin stage, followed by a third game against an opponent from a different group in the same division, determined by performance in the round-robin portion. Teams whose whole division is only 1 group of 3 teams will play a double round robin (4 games and 2 byes), with no championship/knockout round.
 - b. Teams in groups of 4 will be guaranteed 3 games, with most teams also playing a 4th game against an opponent determined by performance in the round-robin portion (i.e. a championship or 3rd place game).
 - c. Teams in groups of 5 will be guaranteed 4 games (one against each of the other teams) and 1 bye in the round robin stage, with no championship/knockout round unless there is a second group in the same division.

Roster Rules and Check-in Procedure

1. All players must meet standard US Youth Soccer (i.e. MYSA/TCSL/USCS) age requirements for their age division (U16: birth year 2008 or later, U14: birth year 2010 or later, U12: birth year 2012 or later, U10: birth year 2014 or later).
2. U10 teams may have a maximum of 12 players on their roster, U12 teams may have a maximum of 16, U14 teams may have a maximum of 20, and U16 teams may have a maximum of 22.
3. All teams must have a minimum of 2 Club Representatives, that is, adults officially approved by their club to coach the team (Coaches, Club Administrators, Team Managers, etc.), on their roster and present at the tournament, and at least one must be present at each game.
4. A Club Representative must check in with tournament officials at least 20 minutes before their team's first scheduled game and present a printed roster showing names, jersey numbers, and birth dates for all players and names for all Club Representatives who will be present for tournament games.
5. Club Representatives must have player cards (physical or digital) available for each game. (An exemption may be granted for teams whose club doesn't provide player cards, i.e. a high school team that is not competing through a summer club, by contacting the tournament coordinator).

Game Length Modifications

1. All games will be shortened by 5 minutes per half, except U18 games which are shortened by 10 minutes per half, and all halftimes will be 5 minutes
 - a. U10: 20 minute halves, 5 minute halftime
 - b. U12: 25 minute halves, 5 minute halftime
 - c. U14: 30 minute halves, 5 minute halftime
 - d. U16: 35 minute halves, 5 minute halftime
 - e. U18: 35 minute halves, 5 minute halftime
2. If overtime is needed (in a championship game for example) it will be one 5-minute Golden Goal period followed by a Penalty Shootout if needed.

Venue-specific Rules

1. Per state law, Alcohol consumption, Smoking, Vaping, E-cigarettes, and other Tobacco and Drug use is strictly prohibited at all of our venues.
2. Pets must be leashed and properly cleaned up after.
3. Turf Fields:

- a. Food—including sunflower seeds and gum—and colored drinks are not allowed on the turf surface.
- b. Pets are not allowed on the turf surface.
- c. Stakes (i.e. for shade tents) are not allowed on the turf surface.
- d. Any chairs used on the turf must have a large enough ground-contact area to not damage the turf. (Most modern folding lawn chairs with the plastic “pads” are fine)
- e. A full list of turf rules is posted at the entrance to the turf field complex.

Emergency Plan

1. A Certified Athletic Trainer will be present at the tournament and available to players from all teams.
2. All weather decisions will be made for the whole tournament by the tournament director, with outside guidance as appropriate.
 - a. Heat: We will follow MYSA/TCSL heat guidelines, but the time will be subtracted from the already-shortened halves rather than from the standard times
 - i. Heat Index 105°+: play is suspended
 - ii. Heat Index 100-104°: Water breaks, halves shortened by 10 (additional) minutes
 - iii. Heat index 90-99°: Water breaks, halves shortened by 5 (additional) minutes
 - b. Inclement weather/Thunderstorms: Decisions will be made based on maintaining player safety; as a minimum guideline, visible lightning reported by game or tournament officials will result in postponement and evacuation of the fields for at least 30 minutes beyond the last lightning strike.
3. Evacuation/shelter procedures: The Willmar Civic Center (South of the turf fields) will be opened if a severe weather shelter is needed.
4. Rescheduling: If there is a short delay, we will try to play out the full schedule that day. If there is a longer delay, or if the tournament needs to be rescheduled entirely for any reason, the following day will be the first option for makeup games. If rescheduling is not possible, we will follow the Cancellation Policy below.

Cancellation/Withdrawal Policy

1. If WSA is responsible for the full or partial cancellation of the tournament, affected teams may choose to receive either a refund or a voucher applicable to any team from their club for next year's tournament, the amount of which will be determined by the WSA Board of Directors based on how much of the tournament has been played at the time of cancellation.
2. If a team withdraws from the tournament after registering but before May 31st, and WSA or the withdrawing team is able to find a team in their age and gender division that can take their place (i.e. via a waitlist), they may receive a voucher applicable to any team from their club for next year's tournament with a value of \$400.
3. If a team withdraws from the tournament after registering but before May 31st and an appropriate replacement team cannot be found, or after May 31st even if a replacement is available, they may receive a voucher applicable to any team from their club for next year's tournament with a value of \$200.
4. If a team withdraws from the tournament after May 31st and no replacement team can be found, they will not receive any refund or voucher.

Parking Rules/Guidelines

1. Turf Fields: Please park in the high school parking lot nearest to the fields (S of the HS) or the civic center's main parking lot (on the opposite side of the building from the fields).
2. High School grass fields: Please park in the school parking lot nearest the fields (NE of the HS).

Ranking/Standings

1. A win is worth 3 points, a tie is worth 1 point and a loss is worth 0 points
2. If teams are tied on points, the first tiebreaker is their head-to-head result, second is goals allowed, third is goal differential, fourth is disciplinary record (yellow card is 1, red card is 3, lowest score wins), and fifth is a coin flip.
3. If the teams in a group or division have not played the same number of games, the points, goals allowed, goal differential, and disciplinary record will be calculated on a per-game basis.