

GAME RULES

FIFA Laws of the Game will govern the tournament as modified by USSF and US Club Soccer and as described herein.

SPORTSMANSHIP

Good sportsmanship is expected of all players, coaches, managers, and fans. Coaches and managers are responsible for the conduct of their players, staff, parents, and affiliated spectators. The use of offensive, insulting, or abusive language will not be tolerated.

CHECK IN

Mandatory On Line Check in. CREDENTIALS

- Picture of Player and coach passes are required. Passes must all be from ONE issuing organization, i.e. all US Club, all AYSO, all CYSA, etc. **Mixed pass rings will not be allowed.** • Guest loan forms (completed and signed by both clubs)
- GotSport rosters for our event must be modified to match the player participating in the event.
 - A copy of your official US Club/CYSA Roster
- **PLAYERS MAY ONLY PLAY AND/OR BE ON ONE ROSTER AT THE TOURNAMENT, THIS INCLUDES DIFFERENT AGE GROUPS, BRACKETS REGARDLESS OF THE PLAYERS AFFILIATION WITH THE CLUB.**

On the field prior to each game

- **only those players on the team's GotSport roster will appear on the game card and be permitted to play).**
- players and Coaches and passes must be presented to the field marshall
- Must have access to the player's Medical Release.

Game cards will be printed several days before the tournament. Teams need to have their GotSport rosters updated as only players on the game card will be permitted to play

Failure to check in will result in an automatic disqualification (without refund of fees) from the Tournament. Games not played will be classified as a "forfeit".

TEAMS ACCEPTANCE AND PLACEMENT IN DIVISIONS AND BRACKETS

Teams will be accepted based on prior results/records. Team's placement in divisions and brackets is based on rankings, seedings and team requests, as determined by the Tournament Director and the Tournament Committee. Withdrawal due to disagreement with the placement will not entitle the team to any refund. Adjacent age groups may be grouped in the same division. **Our aim is to provide distinct levels of play for each age and gender.**

GUEST PLAYERS

Guest players will be allowed on any team attending the tournament to a total of 26 tournament players. All guest players must have the proper credentials (as indicated above)

- For each guest player the team must present a valid guest player form.
- Players from within a Club are not considered guests
- All players must be added to the team's GotSport roster.
- Maximum number of guests allowed: 5 for 7v7, 6 for 9v9 and 7 for 11v11. Maximum players that may dress for any game is 14 for 7v7, 16 for 9v9 and 18 for 11v11.

HOME TEAM

The team listed first on the schedule is the home team.

- If there is a conflict in team colors, as determined by the referee, the home team shall switch to an alternate jersey or alternate uniform pieces.
- Game balls will be provided by the Home Team and are subject to Referee approval.
 - All balls for U8-U12 will be size 4
 - All balls for U13 and older will be size 5

Both teams shall set up on the same touchline as designated by the Field Marshal. Spectators will be at least 6 feet back from the touchline opposite the teams. No spectators are allowed at the goal ends of the field.

START TIMES AND FORFEITURES

Teams must be at the field thirty (30) minutes prior to the scheduled start time of the game in order to be checked-in by the field marshals. Start times may be delayed due to injuries, stoppage time by the referee or any other unavoidable problem. All games will start within five minutes of the scheduled time. If a team has not taken the field with a minimum of seven players (4 for 7v7, 6 for 9v9) within the five minute grace period, the game may be forfeited to the team in attendance with the minimum number of players. If neither team takes the field within the five-minute grace period, the game will be deemed a "bye," and no points will be awarded to either team.

The referee and/or Tournament Director may terminate a game at his or her discretion and the

Tournament Director may award a forfeit if: (1)

- Team(s) leave the field during the game without the approval of the referee
- Team(s) are sent from the field by the referee for violent play and/or misconduct by a coach, player, or spectator
- Team(s) are deemed to be in gross violation of US Club Soccer rules. If, in the opinion of the referee or the Tournament Director, a game must be terminated for the above reasons, the offending team may, at the sole discretion of the Tournament Director, be suspended from further play and forfeit all remaining games. All previous points earned remain as played.

PLAYING TIMES Play will proceed as specified below:

- U08-U10 (7v7): All games are 2x20 minutes.
- U11-U12 (9v9): All games are 2x25 minutes.
- U13-U19: All games are 2x30 minutes.

Half time will be five minutes. Injury time will NOT be added to the length of the game, except under extreme circumstances and at the sole discretion of the referee.

In preliminary games, ties will stand. If a championship, semifinal, or consolation game is tied at the end of regulation play,

1. two 5-minute overtime periods will be played with no rest period between them. **Golden Goal rule will apply.**
2. If the game is still tied at the completion of the overtime periods, the game will be decided by penalty kicks as per FIFA laws of the game. Only players who are on the field at the end of the game may participate in the penalty kick shootout.

At the discretion of the Tournament Director, overtime periods may be shortened or eliminated if the game has been significantly delayed at the start. The length of any game may be shortened to shorter but equal halves if the referee or Tournament Director deems it necessary due to field conditions, weather, or darkness. Thank you for understanding the importance of the event needing to keep schedules on time.

SPECIAL RULES FOR U08-U12 DIVISIONS Except for the special rules listed below, the FIFA Laws of the Game as modified by US Club Soccer will apply and by these tournament rules shall apply as follows:

7v7 (U08-U10)

- Maximum number of players on the field at any time is seven (7), including the goalkeeper. • PENALTY KICKS are in force.
- The build-out line and restrictions on goalkeeper punting are in force. The defending team may not pressure the ball until it is in play (for free kicks, when the ball is kicked and clearly moves or during the run of play, when it leaves the goalkeeper's hand(s).
- The attacking team cannot be offside in the attacking half of the field, between the half line and the build-out line.
- No deliberate heading of the ball permitted.
- Opponents must be at least eight (8) yards away from the location of any direct or indirect kick, including start of play.
- Goal kicks will be taken from the goal area (not the penalty area).

9v9 (U11-U12)

- Maximum number of players on the field at any time is nine (9), including the goalkeeper. • No deliberate heading of the ball permitted for U11 and younger programs; permitted for U12. For matches or divisions involving both U11 and U12 players, heading will not be permitted. • Opponents must be at least eight (8) yards away from the location of any direct or indirect kick, including start of play.
- Goal kicks will be taken from the goal area (not the penalty area).

SUBSTITUTIONS

Free substitutions are allowed and teams may substitute at all stoppages at the referee's discretion.

MANDATORY REST PERIODS. Teams must be given a minimum rest period of 1 1/2 hours between games. The rest period will commence when a team's match is scheduled to end and will end when the team's subsequent match is scheduled to begin.

EJECTIONS

A player receiving two yellow cards in a single game is considered as having received a red card. A player given a red card (or two yellow cards) in one game shall be expelled from that game and shall not be replaced. Any player, coach, assistant coach, or registered team official who is sent off or receives a red card will automatically be suspended from that team's next game in the tournament. At the discretion of the Tournament Director, violent conduct or extreme abuse, dissent, or disrespect ejections may result in suspension from more than one game, up to the remainder of the tournament.

SCORING SYSTEM. Teams shall be awarded points on the following basis.

- Three (3) points for each win
- One (1) points for each tie
- Zero (0) points for a loss
- NO Points if neither team show for game
- Game won by a forfeit will be scored 3-0, with winning team awarded three (3) points and forfeiting team awarded (0) points

Please do not run-up scores. Instead, tactfully and respectfully make your team aware of your back-up plan if you are put in this situation.

OFFICIAL SCORES will be posted on-line, as soon as possible after the game.

After each match, a coach or team representative should confirm the correct score has been recorded with the Tournament Coordinator

TIE-BREAKING PROCEDURE If a tie exists in a flight after group play, the following will be used, in the presented order to determine which team advances:

1. Head to Head points between teams
2. Overall Goal Differential (goals scored minus goals allowed to a max differential of 5 in each game)
3. Most goals scored (max 5 per game)
4. Fewest goals allowed (max 5 per game)
5. Fewest Red Cards
6. Most shutouts
7. If a tie still exists, we will flip a coin and the winner will advance.

If more than two teams are tied, the tie-breaking process will be used until a winner is determined. The tie-breaking procedure does not revert to previous criteria if one team is eliminated.

FORMATS When possible, teams are separated by group or Division (age/gender).

- **Four (4) team Flights** – each team plays all other teams in the single 4-team bracket for a total of three games. The two teams with the highest points will play a fourth, Championship match.
- **Five (5) team Flights** – each team plays all other teams in the single 5-team bracket for a total of four games. The champion and finalist are determined by the points earned in the four games played. A fifth, “final” match is NOT played.
- **Six (6) team Flights** – are split into two brackets of three (3) teams each. Each team plays all three teams in the OPPOSITE three-team bracket. The two teams with highest points will play in a fourth, Championship match regardless of which bracket of flight they come from (both teams can come from the same bracket).

EQUIPMENT

- Game Balls - Game balls will be provided by the Home Team and are subject to Referee approval. ○

- All balls for U8-U12 will be size 4
 - All balls for U13 and older will be size 5
- Cleats - Players shall only wear soccer cleats.
- Shin guards - Must provide adequate protections to the player. Typically, shin guards should cover a minimum 3/4 of the shin (ankle to the knee). Players wearing shin guards that do not provide adequate protection in the opinion of the referee will not be allowed to play until the equipment deficiency is corrected.
- Casts & Splints - All players, coaches, parents and referees are required to take reasonable precautions concerning player safety. This includes prevention of players from wearing any equipment or device that is dangerous to themselves or others. Dangerous equipment and devices include, but are not limited to, orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints shall not be eligible to participate in any tournament game.
- Braces - It is strongly recommended for safety reasons that a player not wear a limb brace during tournament play. A brace may be allowed at the discretion of the referee if, in his or her opinion, it would not pose a danger to other players or the player him/herself. The brace must be properly covered for the entire match. Elastic-type supports without any metal, carbon fiber and hard plastic or like devices are permitted provided the referee does not deem the support to be potentially harmful to other players.
- Eyeglasses - Players who must wear eyeglasses are encouraged to wear sport goggles. Any glasses worn must be safe, with unbreakable lenses and frames made of unbreakable plastic or sturdy metal.
- Jewelry - Except for Medical Alert Warning bracelets (which are to be taped as necessary), absolutely no jewelry may be worn while participating in any tournament play.

FIELD RESTRICTIONS

- Alcoholic Beverages - Alcoholic beverages at all tournament venues are PROHIBITED, without exception.
- No Littering - Please respect the fields made available to the tournament. At the conclusion of your games, please collect and dispose of all garbage generated by your team in trash receptacles or in the garbage bags provided by the tournament. Please help us provide a clean and enjoyable environment. Your cooperation is greatly appreciated.

OTHER RULES

- Medical Assistance - All injuries shall be reported to the Tournament Director or Field Marshal so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the referee or by the player's coach, manager or parent. Tournament Headquarters will be notified of the medical emergency.
- **Heading restrictions will be in force for U11 programs and younger.**
- Weather - In the event of inclement weather which prevents the Tournament from continuing, winners will be decided upon based on tournament points earned up to then for those games that have been completed or begun, with tie breakers determining the outcomes as described elsewhere in these rules.
- Rules Changes - The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be posted ONLINE. Any situation not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may alter these rules as necessary and any such changes will be final and no appeal

will be accepted.

- Other - The Tournament Committee will make all other determinations.