

1. GAME RULES

Tournament shall be governed by FIFA Laws of the Game as modified by US Club Soccer and as further modified herein.

2. SPORTSMANSHIP

Good sportsmanship is required of teams, officials, and spectators at all times. Coaches and managers are responsible for the conduct of their team's players, parents, and other affiliated spectators.

A coach may not enter the field of play except on a referee's signal. Coaches, players, and spectators shall not harangue, harass, or attempt to distract players or referees. Offensive, insulting, and abusive language will not be tolerated. Breaking these rules will result in a warning, to be followed by ejection if the unacceptable behavior does not stop immediately. Appropriate disciplinary action will be determined by the Tournament Director.

3. CREDENTIALS

US Club Soccer (USCS) or USYS/CYSA or AYSO passes are required for all players, coaches and other officials on the sideline. These passes will be checked before each match.

At each game, teams must have these documents available for inspection if required:

- Team roster – USCS official roster or CYSA Golden Rod or AYSO Roster.
- Valid Player Passes. 2025/2026 passes.
- Medical release form for each player, with an original signature by a parent or guardian
- Players may not play on multiple teams.
- Guest/Loan forms for the guest player(s) max of 4 guest players.

Roster Limits – Dress-up limits

A team may roster and check in up to 26 players but for any game there are limits to the number of players who can play (dress-up) as follows:

11v11 – 18 players
9v9 – 16 players
7v7 – 14 players

Players who do not dress up MUST CLEARLY wear non-uniform clothes/shoes. A violation will result in the forfeit of that game.

4. TEAM AGE

The teams' age in this tournament is the 2025/2026 season age – Calendar Age Matrix.

5. TOURNAMENT CHECK-IN

Check-in will be performed ONLINE by Thursday Noon prior to the Event. Failure to check in ONLINE by Wednesday Noon will result in a 1 point penalty. Failure to check in by the time of the first game will result in an automatic disqualification (without refund of fees) from the Tournament.

6. GAME CARDS

Game cards will be generated by the tournament. Only players on the game cards will be allowed to play. Roster will be frozen on Thursday night prior to the Event.

7. TEAMS ACCEPTANCE AND PLACEMENT IN DIVISONS AND BRACKETS

Teams will be accepted based on prior results/records. Teams' placement in divisions and brackets is based on rankings and seeding as determined by the Tournament Director and the Tournament Committee. Specific Division applications are not accepted. 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.

8. TOURNAMENT POINTS AWARDED IN PRELIMINARY PLAY

Points will be awarded to teams for Preliminary matches (same as group play) as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- 0 points for both teams if both teams forfeit
- 1 point will be deducted from the team's total for each red card (ejection) issued to a coach or manager

9. TIE BREAKING PROCEDURES – TOURNAMENT POINTS

If teams have the same number of points at the end of pool play and this affects placement in later games, ties will be resolved using these criteria in the order shown below:

1. Head-to-head competition results (when applicable)
2. Most total wins
3. Goal differential (goals scored less goals allowed) with a maximum of 6 GD per game
4. Most goals scored – GF (maximum of 4 per game)
5. Fewest goals allowed
6. Most total shutouts
7. Fewest red card ejections
8. If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined per Section 16 below.
9. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters.

Special note about potential 3-way ties

In order to easier handle potentially hard-to-handle 3-way ties, if such a situation occurs, the GD and GF limits of 4 will not be used.

10. POST BRACKET PLAY PAIRING

In divisions with quarter-finals, semi-finals or any other pairing, criteria for team placement will be as specified in each division's schedule. Teams that have already played each other in pool play will not play each other in these games (including quarter-finals and semi-finals) if avoidable. If required to prevent this, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that did not play in Preliminary games.

GENERAL GAME RULES

11. LOGISTICS

Teams will set up on the side of the field designated by field marshals, with spectators on the opposite side. Spectators are not allowed on the goal ends of the fields. Each team must have at least one properly credentialed adult present on the sidelines of each match.

12. GAME LENGTH

The games shall be of the following durations:

Division	Format	Championship & Consolation *	Preliminaries, Semi-Finals, & Other Games	Guests	Referees
U8-U10	7v7	2 x 25 minutes	2 x 25 minutes	4	1
U11-12	9v9	2 x 30 minutes	2 x 30 minutes	5	3
U13-19	11v11	2 x 30 minutes	2 x 30 minutes	7	3

13. HOME TEAM

The team listed first on the schedule (and on the left side of the game card) will be the Home Team. If both teams have the same-colored jerseys, the Home Team will switch to alternate jerseys as determined by the referee. To simplify matters, we strongly suggest the Home Team wear a dark color and the visitor wear a light color.

Divisions:

4 Team Divisions – One bracket. Each team will play each other and the top two teams with the most points play in the final.

5 Team Divisions – One bracket. Saturday is seeding and all teams will play 2 games. Sunday will be as follows: Quarter-final (4v5), Semi-finals 1 seed vs (Winner of 4v5) & 2v3. Finals will be between the semi-final winners.

6 Team Divisions – Two brackets. Teams are split into group of 3. Each team will play cross bracket for a total of 3 games in group play. 1st highest overall points will play the 2nd highest overall points in the final.

7 Team Divisions - One bracket. Saturday is seeding and all teams will play 2 games. Sunday will be as follows: 3rd guarantee game for teams 6v7, winner of (6v7) v 5. Semi-finals 1v4 and 2v3. Finals will be between the semi-final winners.

8 Team Divisions - Teams will be divided into 2 groups of 4 teams each. Each team will play 3 preliminary games against their group. The team within each with the most points will advance to the Championship game.

10 Team Divisions - Teams will be divided into 1 group of 4 teams and 2 groups of 3 teams. The group of 4

teams will play each other and the groups of 3 teams will play cross bracket for a total of 3 games in group play. 1st and 2nd highest overall points across all groups will play in the final.

14. GAME START

All games will start at the scheduled time. If a team has not taken the field or fails at any time during the game to field at least seven/six/five players respectively for
11v11/9v9/7v7 game within 5 minutes of a scheduled game time, the game will be forfeited to the team with at least the required number of players in attendance.

All preliminary games will be called not less than five (5) minutes prior to the scheduled start of the following game, regardless of the amount of time played up to that point. A game is "complete" upon completion of at least one half of play regardless of the circumstances of termination during the second half. Results will be based on the score at the time the game is called. Preliminary games can end in a tie.

Half Time will be exactly 5 minutes. The Tournament Director reserves the right to extend the half time under special circumstances. Field Marshals may alter the length of any game at their discretion. Except for Championship & Consolation Games, games tied at the end of regulation time will be recorded as ties.

15. TIE BREAKING PROCEDURES FOR GAMES

Championship, Quarter-final, Semi-final, 3rd place Consolation game or other games that must produce a winner that end in a tie will go directly to penalty kicks as described by FIFA until a winner is determined. Only players who are on the field at the end of the game may participate in the penalty kick shootout.

16. SUSPENDED and TERMINATED GAMES

Tournament Officials may suspend and/or terminate games for reason. If a game is terminated, the game may be resumed at the discretion of Tournament officials but is subject to ending five (5) minutes prior to the next scheduled game start. If a game is terminated due to field issues, or due to the serious injury of a player, play may be resumed at the discretion of the Tournament officials.

Tournament officials may also conclude the game, require completion of the game, or utilize penalty kicks to determine the winner of the game, depending upon the circumstance. If in the opinion of Tournament officials, a game must be terminated due to the serious or violent misconduct of players, coaches, or spectators; the offending team may be immediately suspended from further play and all remaining games. All previous points earned remain as played. Additionally, the home league, State Association and/or US Club will be contacted as appropriate.

Delays of game will only be allowed for an injury to a player that is unable to be moved from the field and/or requiring professional medical attention. Primary regard will be to the safety of the injured player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Preliminary games shall not be extended to affect game start of the next game as described herein. If more than a quarter of the preliminary game cannot be completed due to a serious injury suspending game play, the game shall be determined by penalty kicks.

17. SUBSTITUTIONS

Unlimited substitutions during a game are allowed at the discretion of the referee:

- Prior to any restart

18. SPECIAL RULES FOR SMALL SIDED GAMES

The tournament will follow the US Soccer Player Development Initiatives rules except for NO HEADING RULE WILL APPLY to all U9-U11 games. For 7v7 games the referee may permit another throw-in if the first throw was done incorrectly.

19. EJECTIONS and CAUTIONS

A player, parent or coach who has been ejected in a single game shall not return for that game and will not be allowed to participate in the next scheduled game. Ejections will be reviewed by the Tournament Director and may result in a more severe penalty, including additional game suspensions in the tournament and potentially contacting the club, league, and playing association for additional penalties. Fighting by players, violent conduct, or harassment of referees by players, coaches, parents, or spectators will be considered serious misconduct.

Each ejection will result in a cumulative **deduction** from the team's tournament points. Ejection of a coach, manager or a team-affiliated spectator will result in a **1-point deduction** from the team's tournament points.

20. DISPUTES

Game conduct is under the total jurisdiction of the referee. The tournament will not overrule a referee's decision.

21. PROTESTS

All game results will be considered final. No protests will be allowed.

22. FORFEIT and BYES

All teams that forfeit will have the game(s) scored a 0-3 loss. The winner will be awarded three (3) tournament points. Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. The tournament has no financial responsibility to compensate a team whose opponent forfeits.

EQUIPMENT

23. GAME BALLS

Home Team will supply the game ball subject to Referee approval. U8-U12 games will be played with size 4 balls. U13 and older will use size 5 balls.

24. PLAYER EQUIPMENT

The following restrictions will apply:

a. **CLEATS -** Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.
b. **SHIN GUARDS -** Shin guards are required for all games. They must be worn properly and shall be professionally manufactured and unaltered. Shin guards must cover a minimum ¾ of the shin, but they do not have to be longer than 10". The shin runs from the ankle to the knee. Players wearing shin guards that are too short will not be allowed to play.
c. **CASTS and SPLINTS** - All players, coaches, parents, and referees are required to take reasonable precautions concerning player safety. This includes preventing 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.

d. **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/her opinion, it would not pose a danger to any players. 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.
e. **EYEGLASSES** - Players who must wear eyeglasses are encouraged to wear sports goggles. Any glasses worn must be safe, with unbreakable lenses and frames made of unbreakable plastic or sturdy metal.
f. **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

25. ARTIFICIAL TURF FIELDS

There are specific rules to safeguard the life of these fields. The rules are typically posted at the entrance to the fields. No food will be allowed onto the fields, particularly seeds or any kind or gum as these are especially harmful. Please ensure that your team and their parents are aware of these restrictions and guidelines. Tournament staff will be observing that these rules are followed. Anyone caught disregarding these rules can be ejected from the facility by tournament staff and/or the field marshals.

26. 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 receptacle or in the garbage bag provided by the Tournament. Your cooperation is greatly appreciated.

OTHER RULES

27. 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 the player' coach, manager, or parent. Tournament Headquarters will be notified of the medical emergency. EMTs/Trainers will be on site at bigger venues.

28. WEATHER

If the entire event is canceled due to weather, tournament officials retain the right to keep up to 50% of the registration fee to cover expenses. In the event of inclement weather, winners will be decided based on tournament points earned up to then for those games that have been completed or begun, with tiebreakers determined as described elsewhere in these rules.

29. 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 announced at the team check-in. Any situation not covered by these rules will be resolved by the Tournament Committee.
The Tournament Committee may alter these rules as necessary, and such changes will be final and no appeal will be accepted.

30. WITHDRAWAL

Withdrawal requests must be made in writing and addressed to the Tournament Director.
Withdrawal more than 1 month prior to the tournament will be assessed a $100 administrative fee.
Withdrawal within 1 month prior to the tournament or after the team has been accepted will result in loss of the entire registration fee.
Late applications will be assessed a $75 late application penalty.