

2025 Tournament Rules - Snap Soccer US Club/USYS

General

I. Final Team Check-In

Team Check-in Options

1. Check in Online - \$20 - YOU CAN GO STRAIGHT TO FIELDS SATURDAY
2. Check the website for on-site check-in options. **Online may be the only option.**

Team Managers: Items to Have at the Fields

- Arrange player & staff passes/books/passports in alphabetical order to match the roster. **PLEASE NOTE, WE RECOMMEND HAVING AT LEAST TWO CARDED STAFF MEMBERS PER TEAM.**
- Do not put player passes of players that are not participating in the tournament in your team book for the weekend
- During each game of the event, each team must have all of their rosters, player and staff cards, and medical releases at the fields.

II. Guest Players and Club Pass Players

- Teams may roster up to 4 guest players. Double rostered players are not allowed.
- Teams may roster as many club pass players as they need.
- Guest Players and Club Pass Players need to be listed on all official rosters. Hand written names are ok, but it must match the player card and medical release.
- All Guest Players must have an Approved Loan Form from their sanctioning body or State Association.
- **Note:** US Club Soccer teams may only take guest players registered under US Club Soccer, and USYS teams may only take guest players registered with properly stamped USYS player pass cards. No roster may be composed of players with different passes from different organizations (**no “mixed rosters”**).

III. Housing

All teams are responsible for setting up and paying for their own housing as stated on the main event website. Please review the site for event specific housing options. **WE ARE NOT STAY TO PLAY.**

IV. Eligibility

- Teams sanctioned by US Club (Competitive), USYS, AYSO, USSSA

- US Club Soccer Recreational teams are not allowed to attend competitive events.
- USYS Classic or Recreational teams may be asked to provide birth certificates to the Event Director to verify player ages at any time before or during the event weekend.
- The tournament reserves the right to request player birth certificates to verify birth dates ONLY. Parents/guardians should have their player's birth certificate available physically or electronically to provide to tournament staff if requested. Participants unwilling to provide birth certificates upon request may be disqualified from playing in the event.
- Teams will be accepted on a first-come-first-serve basis. Once the event fills, teams will be placed on a waiting list.
- If an age group does not have enough teams; teams registered will be given the opportunity to play up an age group if applicable.
- National Teams are not eligible.

V. Game Format

7v7 - One referee per game. No linesman. Offside is in effect. **Max Roster of 14. NO PUNTS OR DROP KICKS ALLOWED** - If a player punts the ball on accident they will get to repossess and restart. ENGAGEMENT LINES WILL BE USED. If not painted, then we will use midfield. **NO HEADING.**

Starting at the U-9 level, games will use build-out lines. A horizontal line drawn from sideline to sideline 14-yards in front of each goal, build-out lines will encourage possession and playing the ball out of the back. When a goalkeeper has the ball in hand or takes a goal kick, the opposing team remains behind the build-out line until the ball is put into play. This line also indicates where offside can be called, as teams cannot be called for offside between the midfield and build-out line.

9v9 - Three-person referee crew per game. Offside is in effect. **Max Roster of 18.**
 U11 - No Heading | U12 - Heading allowed. Coaches are responsible for making sure no U11s head the ball if playing in a U12 bracket.

11v11 - Three-person referee crew per game. Offside is in effect. **Max roster of 22**

NEW HEADING RULES PER US SOCCER

****DO NOT GIVE REF A HARD TIME ABOUT THIS NEW LAW****

7.11 Heading

7.11.1 Deliberate heading is not allowed in U11 and under games

7.11.2 If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

7.11.3 If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area parallel to the goal line at the nearest point to where the infringement occurred

7.11.4 Heading is allowed in U12 games without limitations.

VI. Players and Reserves

- Girls may roster on boys' teams; boys may not roster on girls' teams.
- Shin Guards must be worn by all players.
- Hard casts are permitted **as long as the head referee approves**. If permitted, all hard cast must be wrapped in 1/2-inch padding. Please reach out to the event director ahead of time.
- Soft casts must have the approval of the Center Referee.
- No jewelry will be allowed.

VII. Player Passes and Other Items

- Approved player and staff passes must be physically present at all matches.
- Cards, Rosters, and Medical Releases may be checked at any time during the games. Have them at the fields during the event.
- Failure to provide these documents at the fields may result in the team being withdrawn, or result in the forfeiture of game(s). There will be no refunds for games missed due to failure to provide documentation.
- Any concerns regarding another team's rosters or player passes should be brought to the Tournament Director from a carded staff member.

VIII. Substitution Procedure

All teams are allowed unlimited substitutions with their entire roster. Substitutions may be made with the consent of the referee at any stoppage in play. Substitutions may occur with any team's possession, at the referee's discretion.

Players should be at the halfway line and can only enter the field after receiving a signal from the referee and the player being replaced has left the field.

IX. Team Jersey Requirements

- The first team listed on the schedule is the home team. The **home** team should wear their light color and the **away** team should wear their dark color.
- The **team that isn't following the above rule will need to change**.
- Team jerseys must match with unique numbers for each player as submitted on the Official Tournament Roster. Exceptions can be made if communicated to the event director.

X. Length of Games

Age	Half Length
7v7	25 Min Half
9v9	30 Min Half
11v11	35 Min Half

XI. Schedules, Results, and Standings

After every game the referee will complete a game card to report the score. Both coaches must verify both scores on the game card after the game.

XII. Game Balls

The home team in each match provides an official game ball to be used in all matches. It is the responsibility of both teams to have their tournament game balls at all tournament games and make every effort to ensure that this ball remains in play. The home team shall provide two game balls to start the game. If additional balls are needed, they may be provided by either team.

- ***U9-U10 teams use a size 4 ball.***
- ***U11-U12 teams use a size 4 ball.***
- ***U13+ teams use a size 5 ball.***

XIII. Placement of Teams and Spectators

- Coaching may only occur on the team's half of the sideline from the centerline to the end of the team's bench, or in the designated technical area (if applicable.)
- Spectators for both teams will be positioned on the opposite side of the field from the teams. Spectators should sit directly opposite of their team.
- **Coaches are responsible for all sideline behavior.**
- **NO ARTIFICIAL NOISEMAKERS ARE ALLOWED.**
- Parents/Guardians are responsible for supervision of their children at all times.
- In the event that a child is lost, immediately notify any facility or tournament staff.
- Found children will be brought to Tournament Headquarters to be reunited with parents/guardians.

XV. Tournament Officials

- Referees must be currently registered with USSF
- Referees are assigned for all matches; however, teams must be prepared to provide a Club lines person, if necessary.
- **No referee abuse/ harassment is permitted. If it is determined by tournament staff that abuse/ harassment is taking place then the party responsible will be removed from the facility for the duration of the tournament.**

XVI. Facility

- The Law prohibits the use of drugs and alcohol at any facility. Players/Parents in violation will be ejected from the tournament.

- This tournament is committed to promoting an environment that is free from harassment and violence in any form: verbal or physical intimidation; vandalism; drug, alcohol or tobacco use; gambling and inappropriate language. These policies apply to all players, coaches, referees and spectators.
- Pets are not permitted on the game fields.

XVII. Unsportsmanlike Behavior

- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Any player, coach, spectator or participant who is ejected from a game or participates in any misconduct may result in a warning, game forfeit, tournament disqualification or other action if necessary.
- Any player, coach, spectator or participant who is ejected from a game or participates in any misconduct may result in that parent, team or club being banned from all SnapSoccer events.

XVIII. Field Marshals

- A field marshal system is utilized to keep the games on time, and as a first line of communication in the event of a problem.
- There will be one field marshal for every two to six fields.
- Each field marshal will have the ability to communicate with soccer central.

XIX. Red Cards

Red cards will be administered as per FIFA laws of the game.

- A player sent off will not be allowed to play for the remainder of that game and the next game at a minimum. Violent Conduct and Foul/Abusive Language may result in more than a one game suspension.
- After the suspension is served, the coach or manager may pick up the pass in Tournament Headquarters.
- If a coach is Red Carded, he/she will serve an automatic mandatory one-game suspension for his/her team affected and will not be allowed on either sideline during the suspension. **A carded assistant coach or manager must be available or the ensuing match will result in a forfeit.**
- Depending on the severity of a Coach's Red Card, they may be removed from the event entirely. This applies to ALL teams that the coach may coach.
- ***All red cards (players and coaches) are reviewable by the tournament staff.***

XX. Protests

No protests will be heard.

XXI. Scheduling

- We do our best to meet all requests but make no guarantees that we can honor each of them, please be prepared to have an assistant coach available in the event the coaches games overlap.
- If you have any questions about schedules and potential conflicts please reach out to the tournament director pre-event.
- Once schedules are final, there will be no changes to adjust for hypothetical Sunday conflicts.

XXII. Scoring and World Cup Group Ranking

- All Semi-Final and final games will go straight to PK's if both teams are tied at the end of regulation.
- Teams will be awarded three points for a win and one point for a tie.
- A forfeit score will be recorded as a 6-0 victory.

TIES IN BRACKET STANDINGS AT END OF PRELIMINARY ROUND OF PLAY.

In the event of a tie within a bracket after preliminary games are complete, the following tiebreakers will be used to determine the winner of the bracket:

1. Winner of head to head competition, if only two teams are tied in the bracket. If more than two teams are tied in the bracket, go to rule 2.
2. Points for Goal Differential: Up to six per game.
3. Most matches won by shutout in the preliminary round of play.
4. Fewest Goals Allowed in preliminary round of play. No maximum.
5. Most goals scored by a team during the preliminary round of play. No maximum.
6. If we are able eliminate one team from a three team tie using the first five tiebreakers then head to head will decide the tiebreaker for the remaining two teams. This is only used if the two teams are still tied going into PK tiebreaker.
7. Penalty kicks between the teams in question, taken using FIFA rules. (Coin Toss desired by both coaches)

If 3 or more teams are tied after step 5, the event director will advise

XXIV. Awards

All brackets will have awards for the first and second place teams.

XXV. Weather Provisions

If weather or the condition of fields makes it impossible to carry out the tournament to its full extent, the tournament director will make the necessary decisions concerning the

rearrangement or cancellation of games for any reason. Every effort is made to play all games in their entirety. Snap Soccer's Refund Policy can be found on its website.

If any weather delay happens during a game and the game is at, or past half time, the score will be final. If the game is delayed before half then the game may continue after the delay.

The tournament officials have the right to:

- Relocate or reschedule any game(s).
- Change the duration of the match(es).
- Cancel any preliminary game(s). Canceled matches may be decided by a shootout. The game is scored 1-0 for points determination.
- Preliminary games terminated by game or tournament officials may be considered official as of the termination time. The game may be considered complete and the score at termination will be final and used for point's determination.

XXVI. Injuries

- Coaches are considered guardians for underage participants when the parents are unavailable, and for all players regardless of age, when impairment of mental status renders the player incapable of making an informed decision. As such, they have a responsibility to make decisions in the best interest of the health and safety of the player.
- A coach's decision to allow a participant to play, contrary to the recommendation of the medical staff, may leave the coach open to legal liability.
- If the coach is under the legal age; the team is required to have an official representative of legal age at the field who will serve as the legal guardian.
- Coaches/Managers are responsible for having emergency medical information for all players in their possession at all games.
- Referees are responsible for summoning the coach and first aid personnel onto the field, in the event of an injury.
- The injured player will first be evaluated on the field by first aid staff.
- If further evaluation is warranted, the injured player will be moved to the sideline when medically safe, according to emergency medical protocol.

-Tournament Director has final say on any matter during the event.