



1st / 2nd Grade

Field & Equipment	Tournament Host ensures field condition is playable, including: • Goal and Corner Flags in place Home Team provides game balls (size 3)
Game Format	5v5 = 4 Field Players & 1 GK, Min of 4 players to start game Center referee only, Max 2 coaches in technical area with team. Spectators on other side, 3 yards from touchline. No one behind goals. Two 20-min halves w/5-min halftime. Preliminary games may end in a tie. If Championship Game is tied, then see Championship Tie-Breaker Clipboard.
Uniforms	Home Team wears light colors; Away Team wears dark colors Jerseys (or shirts) with similar colors, jersey numbers not required Bring two different color jerseys in case of conflicting colors Home Team changes jersey, if needed
Club Pass Players	Club Pass Player: • must be from the same club in same or younger age group • can only play for one team during Tournament • should be announced to opposing team Be prepared to show team roster on which Club Pass Player is rostered Max of 10 total player on Game Day Roster if using Club Pass Players
Substitutions	Unlimited subs at any stoppage of play w/ Referee approval No subs in Championship PK Shootout - see Championship Tie-Breaker Clipboard.
Unbalanced Score	Additional player added to field when score differential reaches 5: • Plus 5 goals add a player • Plus 6 goals add another player • Plus 7 add another player Additional players STAY ON until score differential reduced to plus 3 Unbalanced scores adjusted in system of record capping differential at 5 goals.
No Heading	No Heading - play stopped whenever ball contacts player's head • Deliberate – indirect free kick to opponent • Inadvertent – drop ball restart
No Slide Tackles	Players must remain on feet when challenging opponent. Indirect free kick for slide tackles
1st / 2 nd Grade Teams Adaptations	• No offsides, except blatant offside abuse as deemed by referee • All free kicks are indirect; opponents must stand 6 yards away. • No penalty kicks allowed; take indirect free kick outside penalty area. • Foul Throw-in – 2nd attempt by same player allowed w/referee guidance. Ball possession does not change if 2nd attempt also in error. • Build-out line is the halfway line. Defending team retreats behind halfway line on goal kick or goalie gains possession. • Defending team advances when goalie plays ball to teammate. • Goalie cannot punt or drop kick.