

TOURNAMENT RULES

Except as otherwise provided in the rules below, FIFA Laws of the Game apply to all games. Only the tournament committee has the authority to modify game lengths or rules. All interpretations of the rules shall be made by the Tournament Director.

If there are any questions or concerns, coaches or managers may come to tournament headquarters to speak with staff. There will not be any discussion with individuals that are not listed on the team's roster.

GAME LENGTH

U7/U8 (5v5)- 20 minute halves
U8/U9/U10 (7v7)- 25 minute halves
U11/U12 (9v9)-30 minute halves
U13/U14 (11v11)- 30 minute halves
U15/U16/U17/U18/U19 (11v11)- 35 minute halves

TOURNAMENT SCORING

Win= 3 points
Tie= 1 point
Loss= 0 points

Round Robin brackets will be determined by the points accumulated from each game.

PLAY FORMAT

U7/U8- 5v5 (No heading or punting)
U8/U9/U10- 7v7 (No heading or punting)
U11- 9v9 (No heading)
U12- 9v9 (Teams may head the ball)
U13 & Up- 11v11

TIE BREAK PROCEDURES

- 1.Head to Head result (This is not used in the event of more than 2 teams tied for points.)
- 2.Goal Differential (Goals for minus goals against up to +5 or -5 per game.)
- 3.Fewest Goals allowed
- 4.Highest Goals for (Maximum of 5)
- 5.Coin toss

GAMES ENDING IN A TIE

In group or round robin games, a tie after regulation is scored as a tie. If there is a tie at the end of regulation of semi finals or finals game, kicks from the mark will determine the winner.

U11/U12 DESIGNATION

The determination of whether a player can head the ball (U11 or U12) is based on the classification of the bracket on the schedule. If the bracket is classified as U11, no teams can head the ball. If the bracket is classified as U12, all teams can head the ball.

FORFEIT GAME POLICY

Forfeiting one game in group play will forfeit all games. All Forfeits are scored as a 5-0 loss to the forfeiting team. The team forfeiting may continue to play all scheduled games but will not be eligible for semi finals or championship games. Coach removal of his/her team without referee permission is deemed a forfeit.

WAITING PERIOD

There will be a 5 minute waiting period for any team not present at the designated starting time of the game. If the team has not presented itself by that time, then a forfeit shall be declared by the referee, unless extra time is allowed by the Tournament Director for extraordinary circumstances and the Tournament Director feels the delay will not prevent all other matches from being completed.

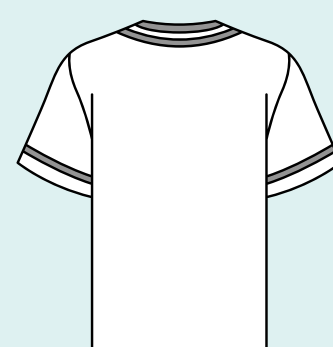
SUBSTITUTION POLICY

All player substitutions are unlimited and may be made (with referee approval) at the following times:

Prior to either team's throw in, prior to a goal kick by either team, after any goal by either team, after a player is cautioned and at halftime intervals.

JERSEY COLORS

HOME TEAM
LIGHT COLORS



AWAY TEAM
DARK COLORS



TEAM RESPONSIBILITES

- 1.To comply to all published tournament rules.
- 2.To provide all required documents for each rostered player during online check in.
- 3.To wear light colors as the home team and dark colors as the away team.
- 4.To occupy the same side of the field as the opposing team.
5. To require team spectators to watch the game from the playing field side opposite their team’s bench.
- 6.To be responsible for its players, parents and spectators behavior including no toleration of foul or abusive language.
- 7.No artificial noisemakers including bull horns, cowbells, amplifiers or megaphones.
- 8.To provide a game ball suitable for the age division, if requested by the referee.
- 9.To provide team/player documents to the referee in the event of an issue (ie. red card, injury, etc.)
- 10.Ensure all red carded players/coaches and spectators that are asked to leave are removed from the premises before play continues.

ROSTER SIZE

A maximum of 3 guest players will be allowed per team. Maximum roster size is 10 for 5v5, 14 for 7v7, 18 for 9v9 and 22 for 11v11 unless otherwise approved by the Tournament Director.

PLAYER PASSES/TEAM CREDENTIALS

Teams must complete check in online by 4pm the Friday before matches start. All player passes and team rosters must be uploaded. Teams must verify that they have a medical release form for each player from the association the player is registered with (ie. USYS, US Club, etc.) Each team must have their player passes at the field at all times.

PROTEST POLICY

A team or it’s representatives cannot protest any matter associated with the tournament or it’s games. All game results are final at the completion of the game. The tournament committee will not review film to change any referee decision, but may ask for film (when available) to support supplemental reports.

AWARDS/MEDALS

Individual medals will be awarded to each player, coach and assistant coach on the first and second place teams in each division unless otherwise stated.

Alcohol is not allowed on the premises. We will follow facility protocol on pets and inclement weather. In the event of inclement weather, a horn will sound indicating that play is suspended and all players, coaches and spectators should seek shelter in their vehicles. Further instructions will come via email.