

MISSION VIEJO CLASSIC

2026 Rules of Play

OFFICIAL TOURNAMENT GUIDELINES

A professionally formatted reference for participating teams, coaches, players, referees, and tournament staff.

Please review all tournament procedures before arrival.

MISSION VIEJO CLASSIC

1. General Information

This tournament is open to boys' and girls' teams from U7–U19 (26/27 school-year age groups) from US Club Soccer and other Youth National Qualifying applicants. Applications are accepted on a first-come, first-served basis. Acceptance becomes final upon receipt of payment and completion of the application. Acceptance will be confirmed by email. The Tournament Committee reserves the right to accept or reject any application. All decisions are final and are not subject to appeal.

Roster Requirements

Roster size is age dependent:

- U15–U19: 20 rostered players
- U11–U14: 18 players
- U7–U10: 14 players

There is no limit on loan players. All players must have a valid laminated, virtual, or digital player pass issued by their state or national association, as well as a player application (medical waiver form) available at check-in. Both items are required. Any player unable to produce either item will be ineligible to play. Teams using AYSO cards must use all AYSO cards or none; mixed cards are not permitted. Player cards must be valid for the 2026/2027 season.

Team Check-In

Team check-in will take place at the venue of the team's first game, one hour before kickoff. A team manager or coach must check in with the required paperwork at the designated Field Marshal tent at each venue. Players do not need to attend check-in.

Any additional players must be added at this time. If a player is not attending the first game, that player must still be added to the roster at check-in or will be ineligible. Once the roster is finalized, a Mission Viejo Classic representative and the team representative will sign the bottom of the card confirming the final roster. After the cards and paperwork have been verified, the team manager or coach will receive the game card to present to the referee.

7v7 Two-Team Exception: A player in 7v7 may play on two teams from the same club registered in 2026. This arrangement must be approved by the Tournament Director (TD) or designated staff before the event begins. The player must be able to show proof of approval via text from the TD if requested.

Casts / Braces

A player wearing a cast or brace will not be allowed to play. No exceptions.

2. Game Check-In & Team Responsibilities

Game Check-In

The Lime Green Game Card received at team check-in must be presented by the team representative to the referee before the match. Any player not appearing on the roster presented to the referee is ineligible to play.

An equipment check may be conducted at the referee's discretion before the match. Because loan players are permitted, duplicate jersey numbers are acceptable only at the referee's discretion and approval. If necessary, the team is responsible for resolving any referee concerns before a player takes the field.

Jersey designation: Home Team = Dark Jersey • Away Team = Light Jersey

Home Team

The home team is designated on the game card and is listed first on the game schedule. The home team chooses the side of the field it will defend in the first half and takes the kickoff in the second half. If there is a jersey-color conflict, the home team must change colors.

2. Game Check-In & Team Responsibilities (continued)

The home team will provide three properly inflated game balls appropriate for play, subject to the referee's discretion.

Forfeits

Any team that does not have the required number of eligible players on the field at the designated kickoff time will forfeit the game. There is no grace period. The Tournament Committee will credit the team present and ready to play with a 1–0 result.

If, in the Tournament Committee's judgment, a forfeit creates an "unfair" advantage for the other teams that played the forfeiting team, the Committee may deem all games involving that team to be forfeits so that every affected team receives the same advantage.

Game Cards

After initial check-in, each team will provide the referee with its Lime Green Game Card. After the match, the team representative is responsible for collecting the card with the final score and referee signature. Please verify the score before leaving the referee. The card must then be returned to the Field Marshal tent to report the score. At that time, player cards will be returned to the team representative and the Field Marshal will retain the game card.

3. Rules of Play

Games will be played according to the FIFA Laws of the Game, except where modified by the tournament rules below.

Build-Out Line Rules

- U7–U10 teams
- 7v7 teams only

The build-out line is intended to promote playing the ball out of the back in a less-pressured setting. When the goalkeeper has the ball, either during play from an opponent or from a goal kick, the opposing team must move behind the build-out line until the ball is put into play.

Once the opposing team is behind the build-out line, the goalkeeper may pass, throw, or roll the ball into play. Punting is not allowed. After the goalkeeper puts the ball into play, the opposing team may cross the build-out line and play resumes normally.

If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt occurs within the goal area, the indirect free kick should be taken on the goal-area line parallel to the goal line at the nearest point to where the infringement occurred.

The build-out line also determines where offside offenses may be called. Players cannot be penalized for an offside offense between the halfway line and the build-out line. Players may be penalized for an offside offense between the build-out line and the goal line.

Heading

- Players in U8–U11 programs and younger shall not engage in heading.
- A player suspected of suffering a head injury may be substituted for evaluation without the substitution counting against the team's total number of allowed substitutions during the game.
- Intentional heading results in an Indirect Free Kick (IFK) for the opponent at the spot of the offense. If the offense occurs inside the penalty area, the restart will be at the penalty-area line toward the halfway line, perpendicular to where the offense occurred.
- Non-intentional heading results in a dropped ball. If the offense occurs inside the penalty area, the restart will be a dropped ball at the penalty-area line toward the halfway line, perpendicular to where the offense occurred.

Substitution

Substitutions may take place at any stoppage of play, but only at the referee's direction and with the referee's approval.

4. Misconduct, Cards & Conduct

Coaches are responsible for the conduct of their team, including coaches, players, and spectators, and may be cautioned or ejected for misconduct. Any player or coach who is ejected may not participate for the remainder of that game or the team's next scheduled game.

At the discretion of the Tournament Committee, ejected players or coaches may be suspended for the remainder of the tournament. The Field Marshal will immediately report all red cards to the Head Field Marshal and Tournament Director.

For each red card issued, the Field Marshal must collect a completed "USYSA Referee's Report" form from the referee.

One (1) point will be deducted for each red card.

Any altercation resulting in a physical confrontation will cause the team to forfeit its most recent match and may result in the team being expelled from the tournament.

If a player is sent off for a red card, that player's uniform number is not eligible to play in the next game.

ZERO-TOLERANCE ALCOHOL POLICY: Alcohol is prohibited on any tournament field while games are being played. If a team is caught drinking alcohol on the sidelines of any game during the event, the team will be expelled from the tournament and reported to US Club Soccer or the applicable league.

4. Misconduct, Cards & Conduct (continued)

the team will be expelled from the tournament and reported to US Club Soccer or the applicable league.

5. Tournament Administration

Termination of a Match

If a match is terminated for any reason, the Tournament Committee will determine the appropriate course of action and any possible impact on the standings.

Weather / Natural Occurrences: Acceptance into the acknowledges that weather or other natural occurrences may constitute an act of God. Acceptance also acknowledges that decisions made by the Tournament Committee regarding facilities are final, without appeal, and no compensation will be awarded. Games will not be rescheduled.

Refunds

Refund requests may be made up until team acceptances. No exceptions.

Protests

There are no protests. Decisions of the Tournament Committee are final.

6. Points, Standings & Tiebreakers

Points and Standings

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Group-play forfeit: all scores for the forfeiting team will be recorded as 0–1.

Tiebreakers — Order of Application

- Head-to-head (skip in the case of a three-way tie)
- Goals For (up to and including 4 goals)
- Goals Against (up to and including 4 goals)
- Most wins
- Most shutouts (a 0–0 tie is considered a shutout)
- Kicks from the mark

7. Tie-Breaker Procedures

In a three-way tie that is not resolved before kicks from the mark, a coin toss will determine seeding. Each of the three teams will flip a coin. The two teams with the same result will compete in kicks from the mark, while the team with the odd result receives a bye.

The loser of the first kicks-from-the-mark round will be considered third place in the bracket. The winner will then face the team that received the bye to determine first and second place.

If a four-way tie occurs and the listed tiebreakers do not determine placement, a coin toss will determine the kicks-from-the-mark matchups.

8. Semifinals & Finals

If a team forfeits during group play, all scores in that group will revert to 1–0 scores. Points accumulated during Saturday games and Sunday morning games will determine semifinal seeding.

Groups of 8

Final: Winner of Group A vs. Winner of Group B, straight to the final.

Groups of 6

Semifinal: First place in points vs. second place in points, regardless of opponents.

Groups of 5

Each team plays every other team once. The team with the most points is Champion.

Groups of 4

Each team plays every other team once. The top two teams with the most points play again for first and second place.

All final games tied at the end of regulation will proceed immediately to kicks from the mark.

9. Championship Awards

First- and second-place awards (medals) will be presented to the players on the top two teams in each division.

The first-place team will also receive a Championship Trophy, and each first-place player will receive a Championship Medal.

Quick Reference

Teams and staff should review roster requirements, check-in procedures, game-card procedures, field conduct requirements, and tiebreaker rules before the tournament.

10. Match Times

The following match lengths and ball sizes apply by age group. The source document does not list a U18 row; the table below preserves the age groups and values provided in the original rules.

Age Group	Born On/After	Game Length	Ball Size
U19	8/1/07	70	5
U17	8/1/09	70	5
U16	8/1/10	70	5
U15	8/1/11	60	5
U14	8/1/12	60	5
U13	8/1/13	60	5
U12	8/1/14	50	5
U11	8/1/15	50	4
U10	8/1/16	40	4
U9	8/1/17	40	4
U8	8/1/18	40	4
U7	8/11/19	40	4

Important: This professionally reformatted edition is a presentation rewrite of the supplied 2026 Rules of Play.

Tournament-specific rules and numerical values have been retained from the source document rather than independently amended.