



MISSION VIEJO CLASSIC 2026

Rules of Play

Mission Viejo Football Club

General

This tournament is open to boys and girls teams from U7–U19 (2026/27 school year age groups) from US Club Soccer and other Youth National Qualifying applicants. Applicants will be accepted on a first-come, first-serve basis and acceptance will be final upon receipt of payment and completion of application. Acceptance will be confirmed via email.

The tournament committee reserves the right to accept or reject any application. Decisions are final and not open for appeal.

Roster

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 and laminated, virtual, or digital player pass from their state or national association and a player application (medical waiver form) available at check-in. Both items are required. Any player not able to produce either will not be eligible.

Teams playing with AYSO cards must use ALL AYSO cards or none — no mixed cards. Player cards must be valid for the 2025/2026 season.

A player in 7v7 can play on 2 teams from the same Club registered in Mission Viejo Classic 2026. Must be approved by the TD or designated Mission Viejo Classic Staff prior to the start of the event. Must be able to show proof via text from TD if asked.

Team Check-In

Team check-in will occur at the venue of your first game, 1 hour prior to kickoff. A team manager or coach must check in with the proper paperwork at the designated Field Marshal tent at each venue. Players do not need to be at check-in.

Any additional players **MUST** be added at this time. If a player is not attending the first game, they must be added to the roster at this time or they are ineligible. Once a roster is finalized, a representative of Mission Viejo Classic and the team representative will sign the game card to confirm it is final. When the cards and paperwork have been verified, the team manager or coach will be given the game card to present to the referee.

Casts / Braces

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

Game Check-In

The Lime Green game card received at team check-in will be presented by the team representative to the referee prior to the match. Any player not appearing on the roster is ineligible to play. An equipment check will be conducted at the referee's discretion.

Due to loan players, duplicate numbers are acceptable at the referee's discretion. It is the team's responsibility to satisfy the referee's concerns prior to a player taking the field.

- **Home Team: Dark Jersey**
- **Away Team: Light Jersey**

Home Team

The home team is designated on the game card and listed first on the schedule. The home team picks which side to defend in the first half and has the kickoff in the second half. If there is a jersey color conflict, the home team will change colors.

The home team must provide 3 properly inflated game balls appropriate for play, at the referee's discretion.

Forfeits

Any team that fails to have the appropriate number of eligible players on the field at kick-off time will forfeit the game. There is no grace period. The tournament committee will credit the team present and ready to play a 1–0 score.

At the discretion of the Tournament Committee, if a forfeit creates an “unfair” advantage to other teams that played the forfeiting team, the committee may deem ALL games as forfeits to give every opponent the same advantage.

Game Cards

After the initial check-in, each team will provide the referee with their Lime Green game card. After the match, it is the responsibility of the team representative to collect the Lime Green game card with the final score and referee signature. Verify the score prior to leaving the referee. This card must then be returned to the Field Marshal tent to report the score. Player cards will be returned to the team representative and the Field Marshal will retain the game card.

Rules of Play

Games will be played according to FIFA Laws of the Game, except where modified as follows.

Build Out Line (U7–U10, 7v7 only)

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, the opposing team must move behind the build out line until the ball is put into play. Once behind the build out line, the goalkeeper can pass, throw, or roll the ball into play. Punting is not allowed.

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. 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 marks where offside can be called — players cannot be penalized for offside 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.
- Any player suspected of a head injury may be substituted without it counting against the team's substitution total.
- 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 drop 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.

Substitutions

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

Misconduct, Red and Yellow Cards

Coaches are responsible for the conduct of their team (including coaches, players, and spectators) and may be cautioned or ejected for their misconduct. Any player or coach ejected will not be permitted to participate for the remainder of that game and their 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. 1 point will be deducted from standings for each Red Card.
- A player sent off for a red card — that uniform number is not able to play in the next game.
- Physical altercations will result in forfeiture of the most recent match and possible expulsion from the tournament.

ZERO TOLERANCE for drinking alcohol on any of our fields while games are being played. Any team caught drinking on the sidelines will be EXPELLED from the tournament and reported to US Club Soccer or your league.

Termination

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

It is understood upon acceptance to the Mission Viejo Classic that weather or other natural occurrences are acts of God. Further, acceptance acknowledges that all decisions by the Tournament Committee regarding facilities are final, without appeal, and no compensation will be awarded. Games will NOT be rescheduled.

Refunds & Protests

Refunds: You may request a refund up until team acceptances. No exceptions.

Protests: There are no protests. The decision of the Tournament Committee is final.

Points & Standings

3 pts Win	1 pt Tie	0 pts Loss
---------------------	--------------------	----------------------

If a team forfeits during group play, all scores for that team will be recorded as 0–1 scores.

Tiebreakers

Tiebreakers will be applied in the following order:

1. Head-to-head (skip in the case of a 3-way tie)
2. Goals For (up to and including 4 goals)
3. Goals Against (up to and including 4 goals)
4. Most wins
5. Most shutouts (0–0 tie is considered a shutout)
6. Kicks from the mark

In a 3-way tie that reaches 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 that kicks-from-the-mark round is third place in the bracket, and the winner then faces the team that received the bye to determine first and second place. For a 4-way tie, if the listed tiebreakers do not determine placement, a coin toss will determine the bracket matchups.

Semifinals & Finals

Points accumulated during Saturday's games and Sunday morning games determine seeding for the semifinals.

- Groups of 8: Winner of A vs. Winner of B — straight to final.
- Groups of 6: 1st in points vs. 2nd in points, regardless of opponents.
- Groups of 5: Each team plays each other once. Most points is Champion.
- Groups of 4: Each team plays each other once. Top two teams play again for 1st & 2nd place.

All final games ending regulation in a tie will go immediately to kicks from the mark.

If a team in group play forfeits, all scores in that group will revert to 1–0 scores.

Championship Awards

First and second place medals will be awarded to the players of the top two teams in each division. The first-place team will also receive a Championship Trophy and each player will receive a Championship Medal.

Match Times & Ball Sizes

Age	Born On/After	Game Length	Ball Size
U19	8/1/2007	70 min	5
U17	8/1/2009	70 min	5
U16	8/1/2010	70 min	5
U15	8/1/2011	60 min	5
U14	8/1/2012	60 min	5
U13	8/1/2013	60 min	5
U12	8/1/2014	50 min	5
U11	8/1/2015	50 min	4
U10	8/1/2016	40 min	4

Age	Born On/After	Game Length	Ball Size
U9	8/1/2017	40 min	4
U8	8/1/2018	40 min	4
U7	8/1/2019	40 min	4