

Soccer Tournament Rules and Guidelines

Coaches and managers are responsible for ensuring that the team's roster/application includes accurate phone numbers and email addresses. They must also be familiar with the rules, online team check-in procedures, and credentials requirements.

Online Check-In and Credentials

All online check-in and credential processes must be fully and accurately completed before the tournament starts. Teams that fail to complete online check-in will not be permitted to play without approval from the tournament directors.

Team Size and Guest Players

****Max Roster Size by Age Group:****

- U15 - U20: 22 players
- U13 - U14: 20 players
- U11 - U12: 16 players
- U9 - U10: 12 players
- U7 – U8: 8 players

**** Minimum players required to start****

- 11v11: 9 players
- 9v9: 7 players
- 7v7: 5 players
- 4v4: 4 players

- All age groups may dress up to the roster size.
- A maximum of 6 guest players are allowed, with proper player cards/approved digital rosters by their association submitted with online check-in.
- For U7 and U8 - Loan players from outside your club are NOT permitted.
- Players borrowed from within the same club are not considered guest players.
- The tournament director may allow an increased number of guest players under specific circumstances.

Dual Rostering

Dual rosters are strictly prohibited to ensure fair play, transparency, and equal opportunities for all participants. **The tournament director may allow an increased number of guest players under specific circumstances.

Player and Coach/Manager Credentials

- Player ID cards must be present at all matches and must be from a sanctioning body (e.g., Provincial Governing bodies, US Club, USYS, USSSA).
- Approved governing roster with player credentials is suffice for governing bodies who have moved away from player cards.
- Referees have the right to verify identification cards at the field but will not retain them during matches.
- Referees will retain the cards of players who receive red cards or suffer head injuries until suspensions end or medical clearance is given.

Game Card/Game Sheets

- Game cards must list all player names and uniform numbers matching the team roster.
- Teams must print and bring game cards to each game.
- Written Rosters and Players on match cards will not be permitted at the fields. Tournament Directors have the authority to make exceptions, but team must have written approval on ALL game cards prior to first kick-off.
- The game card must be given to the referee officials at the beginning of each match.
- Only coaches and managers listed on the roster and game card may be in the technical area.
- A team representative must sign the game card at the end of each game to verify the score, which should then be returned to the referee.

Home/Away Teams

The home team must change uniforms if there is a color conflict.

Player Equipment

- Hard casts are not permitted; soft casts may be allowed at the referee's discretion.
- Braces and other equipment are subject to referee inspection before matches.
- Shirt numbers must match the numbers on the match report or roster.

Head Injury Policy

- Adheres to National Governing policies for head injuries.
- Players suffering head injuries must be removed from play and evaluated by event medical staff.
- Referees will retain player passes for head injuries and submit them to tournament headquarters.

Competition Format

- No overtime; semi-finals and finals will go to penalty kicks if necessary.
- Each team is guaranteed a minimum of three games.
- Pool play matches ending in a tie remain as such.
- Specific age group formats and match durations are outlined in the competition format table.
- **No heading for teams U11 or younger.**
- All games will be on a running clock. NO STOPAGES

Age Group	Players	Match Duration	Ball Size
U7 – U8	4	4 x 10 min	3
U9 – U10	7	2 x 20 min	4
U11 – U12	9	2 x 25 min	4
U13 – U14	11	2 x 30 min	5
U15 – U19	11	2 x 35 min	5

-10-minute half times across all age groups except U7-U8 with 5 min between quarters.

Division Formats

- ****Four Team Divisions:**** One group, each team plays once, top two advance to the championship.
- ****Five Team Divisions:**** Each team plays the others once, top two play in the final.
- ****Six Team Divisions:**** Two groups of three, each team plays within its group and one crossover game, group winners play in the final.
- ****Eight Team Divisions:**** Two groups of four, each team plays within its group, group winners play in the final.

Point System

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Forfeits scored as 2-0 wins.

Tie in Group Standings

****Resolved in the following order:**

1. Head-to-head result
 2. Most wins
 3. Goal differential
 4. Goals against
 5. Goals forward
- If a tie remains, penalty kicks will determine the placement.

Sideline Assignments

Only players and team personnel listed on the roster are allowed in the technical area, limited to 3 team officials.

Match Ball

Home teams must provide a quality ball if not supplied.

Substitutions

Unlimited substitutions are allowed at any stoppage. Referee has the right to limit substitutions if a team abuses the rule.

Rules of Conduct

- Coaches are responsible for the conduct of their players, team representatives, and spectators.
- Misconduct may result in forfeiture of the game and possible removal from the tournament.

Conduct and Discipline

- Red carded players or coaches are suspended for the remainder of the game and the next match.
- Additional suspensions for violent or unsportsmanlike conduct may be determined by the Tournament Director.
- Red carded coaches must leave the technical area and may not coach or communicate with the team.

Protests/Appeals

No protests or appeals are allowed. Decisions by referees and the tournament director are final.

Disputes

All disputes will be settled by the Tournament Director or designee, and decisions are final.

Awards

Team medals will be presented to the first and second place teams in U9-U19 age groups.

Refunds

No refunds will be granted to any team accepted to the tournament.

Tournament Play

Each team is guaranteed a minimum of 3 games, with a maximum of 2 games per day.

Trainers and Field Marshals

Field Marshals and Athletic Trainers will be provided. Contact the check-in tent for locations.

Field Setup and Conditions

Teams must clean their sidelines and gathering areas after each game. Use the provided trash receptacles.

Tournament Adjustments

The Tournament Director reserves the right to amend brackets if a team withdraws or is a no-show.

Inclement Weather Policy

- The health and safety of players is the priority.
- Coaches should monitor the tournament website for updates.
- Possible schedule adjustments include:
 - Continuing games as scheduled
 - Eliminating pre-game warm-ups
 - Shortening games
 - Rescheduling games
 - Canceling games, resulting in a 0-0 score
- No refunds or reimbursements will be issued for weather-related cancellations.

General Rules

- No alcohol or tobacco at tournament sites.
- No glass at tournament sites.
- Park in designated areas.
- No staking umbrellas, canopies, or tents into fields.
- Skateboards and rollerblades are prohibited.

Sportsmanship Policy

- Show respect for all participants and officials.
- Enthusiastically support your team.
- Acknowledge good play by both teams.
- Do not criticize referees or interfere with players or coaches.

Forfeits/No Shows

- Forfeits scored as 2-0 wins.
- Teams not ready to play within 10 minutes of the scheduled start time forfeit the game and may not proceed to the championship.

All rules and guidelines are established to ensure fair play, safety, and a positive experience for all participants.

Rules of the “Build Out Line”

- When the goalkeeper has the ball in his or her hands during play from the opponent, 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 can pass, throw or roll the ball into play (punts and drop kicks are 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
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick 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 will also be used to denote where offside offenses can be called
 - Players cannot be penalized for an offside offense between the halfway line and the build out line
 - Players can be penalized for an offside offense between the build out line and goal line

Build Out Line

