

1. **CREDENTIALS CHECK:** All teams must have their roster approved, medical release forms checked and travel permits (for out-of-state teams) turned in at the coaches check-in. Player passes will be checked at this time. All teams will have a validation card attached to their player card ring. Player passes will also be checked before each game. The player pass of any ejected player will be kept by the Field Marshall and submitted with a game report form to the tournament tent, concerning the reason for ejection. An ejected player may not participate in his/her next scheduled game. If a player who is not properly registered participates in any game, that game is automatically forfeited to the opposing team 3-0. Up to three guest players may be added to the original roster, but eligibility requirements must be met.

2. **ELIGIBILITY:** All teams must be currently registered with their local USSF/USYSA state organization. Four copies of the roster must be presented at registration. No player will be allowed to register with more than 1 team or switch from one team to another during the tournament. All players, including guest players, must have a valid, laminated, USSF/USYSA player registration card with current player photo ID. A maximum of three (3) guest players may be added to the original roster to make up the tournament maximum roster size of 14 for U-10 and 18 for U-11 and up. In addition, a notarized medical release form is required at check-in and should be available during games. All questions and issues of eligibility will be subject to the decisions of the Tournament Director/Committee. All players must be born after July 31, 1999 to be eligible to compete in the tournament.

3. **UNIFORMS AND EQUIPMENT:** All players on a team shall wear identical uniforms (shirts, shorts, & socks). Shirts must be tucked in at the start of play. When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. Goalkeeper jerseys must be different color from the other players and referees. Shin guards must be worn during games. No jewelry is to be worn. Playing in a cast is not permitted. All equipment is subject to the approval of the referees. The home team will furnish the game balls. The "home team" is the team listed first on the official schedule.

4. **LENGTH OF MATCHES, BALL SIZE, AND NUMBER OF PLAYERS:**

U-15, 16, 17, 18, 19 will play two 40 minute halves with a size 5 ball. These are to be 11 v. 11 with a maximum of 18 players on the team roster. Minimum of 8 players constitutes a team.

U-13, 14 will play two 35 minute halves with a size 5 ball. These are to be 11 v. 11 with a maximum of 18 players on the team roster. Minimum of 8 players constitutes a team.

U-11 and 12 will play two 30 minute halves with a size 4 ball. These are to be 8 v. 8 with a maximum of 14 players on the team roster. Minimum of 6 players constitutes a team.

U-9 and 10 will play two 25 minute halves with a size 4 ball. These are to be 6 v. 6 with a maximum of 12 players on the team roster. Minimum of 4 players constitutes a team.

HALF TIME IS 10 MINUTES FOR ALL AGES.

5. **PLAYING CONDITIONS:** In case of inclement weather, the tournament director/committee will determine if a game is to be played. If a game is canceled, it is up to the coaches of the teams to check with the tournament committee for re-schedule information. Games shall be considered complete if one half of the game time has elapsed and the score at the time of the stoppage will be the final score. If one half has not elapsed and the game is stopped, every effort will be made to re-schedule the game if it affects the outcome of the tournament and weather permits. No games will be played if lightning is in the area. In the event that the rescheduling is not possible, and the game cancellation creates a situation where teams within a bracket are unable to play an equal number of games, the bracket winner will be determined on the basis of average tournament points for the games played. The team with the highest average points will be declared the winner. In the event of inclement weather the Tournament Director/Committee has the authority to restructure or cancel the tournament. The Tournament Director/Committee shall NOT be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason. No refund will be guaranteed if part or the entire tournament is cancelled.

6. **STARTING TIMES AND FORFEITED GAMES:** Teams are required to check in with the Field Marshall 20 minutes before kickoff. When requested by the referee each team must provide a linesman. A ten-minute grace period is allowed before a team forfeits a game. This grace period takes away from the duration of the game. All games must end 10 minutes prior to the next scheduled match.

7. **SUBSTITUTIONS:** Substitutions will be allowed with the consent of the referee.

A. Prior to a throw-in in your favor; B. Prior to a goal kick; C. After a goal by either team; D. For an injured player(s) when the referee stops play - opposing team may then substitute equal number of players; E. At halftime; and F. For a cautioned player. Red carded players may not be substituted for.

8. **GAME REPORTS:** Game reports shall be signed by the referees and one official from each team. At this time, player cards shall be returned to the team coach/official by the referee and the game reports, along with the player cards of any ejected players, shall be turned in to the scorer's table by the Field Marshall.

9. **PROTESTS:** There will be no formal protests allowed. If a coach wishes to file a complaint, they may do so within 1 hour after the conclusion of the game by notifying the Tournament Director/Committee in writing.

10. **SPORTSMANSHIP:** Both teams will reside on the same side of the field. Team spectators will reside on the opposite side of the field from the teams. Players, coaches, and spectators are expected to conduct themselves within the spirit and letter of the "Laws of the Game." There shall be no dissent between players and/or coaches and the referees. Questioning a referee's call is considered dissent. Coaches are responsible for the actions of spectators and players and are expected to enforce these rules. Referees can issue caution to the "Bench". A second caution for the same issue may result in a red card and termination of the game.

11. **SCORING:** Divisional standings will be determined by the following point system. Win = 6 points, Tie = 3 points, Loss = 0 points. Shutout = 1 point (no points for 0-0 score). Goals = 1 point (Maximum of 3 points per game). Forfeits will be scored 3-0 for the winning team, 10 points. A team that forfeits a match can not advance in pool play.

12. **BRACKET STRUCTURE:** In a 4 team bracket a round robin will be played with the team with the most points awarded the championship and the team with the next most points awarded 2nd place. In a 6 team bracket the first two games for each team will determine seeding for each 3 team sub-bracket. The 1st place team will play the 1st place team in the opposite sub-bracket. The 2nd place team will play the 2nd place team in the opposite sub-bracket and the two 3rd place teams will play a consolation game. In the event of a tie in the preliminary round standings based on total points or in the event of a tie in average points per game due to inclement weather, the following procedure will be used to determine group winners:

A. Winner of head to head match-up; B. Greatest goal differential (Maximum of 3 per game); C. Fewest goals allowed; D. Most shutouts; E. Coin flip

In the event of a tie in a championship or semi-final game:

A. 2-5 minute overtime periods will be played...if still tied

B. Penalty Kicks - 5 players from each team... from the players on the field at the end of the overtime period....if still tied

C. Sudden Death Penalty Kicks - alternating other players that were on the field at the end of the overtime period, but none that have already participated, till one team is ahead at the end of a round.

In the event of a tie in a championship game due to inclement weather:

A. The team with the most number of points in the preliminary will be declared the winner.

B. If a tie exists in the total number of points in the preliminary, then the basic tie breaker procedure will apply.

13. **GENERAL RULES:** All games will be played in accordance with the "Laws of the Game" as observed by USYSA/FIFA. The Tournament Director/Committee will administer the tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate any unforeseen circumstances before and during the tournament. All decisions of the Tournament Director/Committee are final. The Tournament Director/Committee is not responsible for any expenses incurred by any team if the tournament has to be adjusted or cancelled in whole or in part due to inclement weather.