



TOURNAMENT RULES & REGULATIONS

Pre-Game Check-In Procedures:

- 1- Twenty (20) minutes prior to the start of each game, the coach shall present his/her team (up to 18 players) to the referee for check-in. The referee shall check team rosters against the individual players, and assure the roster has been properly stamped.
- 2- It is not necessary to present a copy of the team's official roster to the referee. However, the coach should have extra copies of the roster available should any questions arise.

Substitutions:

Unlimited substitutions and unlimited re-entry. Substitutions may occur at any stoppage. However, the referee shall have discretion over all substitutions, and may refuse to allow any substitution if, in his/her opinion, the purpose is to disrupt the game.** **In allowing for unlimited substitutions, US Club Soccer wishes to remind all coaches that it is their responsibility to handle their substitutions in a professional manner so as not to detract from the game

COMPETITION RULES:

The following rules shall govern all Tournament competitions:

- a. All games shall be played pursuant to FIFA Laws of the Game, unless stated otherwise in these rules.
- b. Length of Games: U-09: 25 minute halves
U-10/11: 30 minute halves
U-12/U-13/U-14: 35 minute halves
U-15/U-16: 40 minute halves
U-17: 45 minute halves
U-18/19: 45 minute halves
Adult: 45 minute halves all halftimes should last 10 minutes.
- c. In excessive heat conditions, water breaks can be allowed by the referee at his/her discretion, after prior consultation with the Competition Director.
- d. For all preliminary games, games ending in a tie will be recorded as a tie, with each team receiving one point.
- e. Overtime (if needed): Games shall end in a tie, other than in a single-elimination game to determine a given competitive division winner or in the last game of the Finals. If an overtime period is required, it shall consist of two 10-minute halves (five minutes between halves) and then, if necessary, penalty kicks from the mark.
- f. Ball size: Size 4 for U09/10, U-11 and U-12; Size 5 for U-13 through Adult.
- g. All players must wear shin guards. All other equipment rules shall be pursuant to FIFA Laws of the Game.
- h. The home team shall be listed first. In case of uniform color conflicts, the designated home team shall change uniforms.
- i. No hard casts will allowed to be worn by players. All other casts will be up to the discretion of the referee and the Competition Director

STANDINGS AND TIEBREAKERS:

- a. Game Points: 3 points awarded for a win; 1 point for a tie; zero (0) points for a loss 1 point for a shutout. A forfeit shall be recorded as a 1 – 0 win, with one goal being credited.
- b. Tiebreakers: For teams tied in points at the end of a round-robin competition, tiebreaker criteria shall be: 1) head to head competitions (but not in the case of a three-way tie); 2) goal differential (max of 3 per game); 3) total goals (max of 4 per game); 4) fewest goals allowed; and 5) penalty kicks from the mark. • In a case where three teams are tied in points but one team has defeated the other teams tied in points, the winner of the two games will advance. • In addition, once a tiebreaker is use to eliminate one team (i.e. head-to-head, goal differential, etc.), the next tiebreaker in line will be used to determine the winner or team that advances.
- c. Uneven number of games: If a tiebreaker calculation between two or more teams would be based on a different number of games, total goals and fewest goals allowed will be converted into a percentage per game.

GAME AUTHORITY AND DISCIPLINE:

a. The referee's decision in all matters related to the field and the game itself shall be final. There shall be no protests of any referee's decision or game result.

b. Red cards awarded to players or substitutes during a tournament game or dismissals of team officials shall result in that player or team official being suspended for the next tournament game. The team official shall serve his/her suspension in a game involving the same team when the dismissal occurred, unless the team has no more such games remaining. In this case, the club official shall serve the suspension on the next available game. The Tournament Rules and Discipline Committee shall have the authority to take further disciplinary action should it be deemed necessary.

c. There shall be no yellow card accumulations. Note that FIFA Circulars #866 and #821 require that a sendoff for a red card or a sendoff after two yellow cards in a game be treated the same. Thus, in both cases, the player must sit out the remainder of that game and the next tournament game.

d. At all times, all coaches shall have complete responsibility and control for the conduct of their players, bench area, parents, family and friends.

e. If, in the opinion of the referee, it is necessary to terminate a game due to the misconduct of a team or others associated with that team, the game shall be forfeited to the opposing team and the matter shall be referred to the Tournament Rules and Discipline Committee, which may, among other penalties, suspend the team for the remainder of the tournament. If, in the opinion of the referee, the termination is the result of substantially equivalent misconduct by both teams or by persons associated with both teams, the matter will be resolved by the Tournament Rules and Discipline Committee.

f. At the end of each game, the referee's game report shall be submitted to the Competition Director.

g. In the event a red card is distributed, the referee shall obtain the delinquent player's/staff member's pass card and take it to the US Club Soccer headquarters tent. After the suspension is served, the coach may pick up the pass card, unless there is the allegation of referee abuse or the Competition Director/referee feels that additional action is warranted.

h. For serious discipline matters with the potential to incur penalties beyond the issuance of a red card or staff ejection, a *Competition Incident Report* and a referee's report shall be completed and sent to US Club Soccer. Also, the referee should give the delinquent players' pass cards to US Club Soccer.

GAME START TIMES AND RE-SCHEDULING:

a. All games shall start at the designated time. A forfeit shall be declared if a team cannot field a minimum of seven (7) players at the start time of the game. However, the Tournament Director shall have the authority to adjust the schedule in cases where a team's arrival has been delayed due to unforeseen travel or weather conditions.

b. Every reasonable effort will be made to complete a game as long as the safety of the participants and spectators is not jeopardized. Should a game not be able to be started or should a suspension of play be required due to safety concerns or unplayable conditions, the referee, coaches, Tournament Director and Competition Director shall consult, but the referee shall have the ultimate authority to either suspend or terminate the game.

c. If it is not possible to complete a game for the reasons set forth in this section, if the first half is completed, the results shall stand. If the first half is not completed, or if the game is tied, the Tournament Director or Competition Director shall determine whether it shall be rescheduled or another resolution of the matter shall be implemented. The schedule of remaining games shall be a factor in any determination. The teams involved shall be consulted, but the ultimate decision on such resolution shall rest with the Tournament Director and Competition Director.

d. In all cases, the Tournament Director has the ultimate authority to adjust the schedule of any or all remaining games, including shortening the length of games, to arrive at an equitable result and in consideration of the overall integrity of the competition.