

## **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**

**\*\*Roster Size by Age Group:\*\***

- U15 - U20: 22 players
- U13 - U14: 20 players
- U11 - U12: 16 players
- U9 - U10: 12 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.
- 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 is 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. Approved players can be written in at the field.
- 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.

## Competition Format Table

Age Group	Players	Match Duration	Ball Size
U9	7	2 x 20 min	4
U10	7	2 x 20 min	4
U11	9	2 x 25 min	4
U12	9	2 x 25 min	4
U13-U14	11	2 x 35 min	5
U15-U19	11	2 x 35 min	5

### 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.
- Minimum players required to start:
  - 11v11: 9 players
  - 9v9: 7 players
  - 7v7: 5 players

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