



TOURNAMENT RULES 2026

1. Each team must have numbered alternate jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected. Goalkeepers are not required to have a number. Home Team is team listed first on schedule. Home team will wear light jersey. Away team will wear dark jersey. Away team will change jerseys if there is a color conflict. Teams will occupy one side of playing field, while parents and spectators will occupy the opposite side. Home team provides the match ball.
2. A game shall be declared a forfeit if a team is not ready to play at the published time within five (5) minutes of the mini games and within ten (10) minutes of the full-length games. At half time the teams must be ready to resume play within five (5) minutes of the referee's designation.
3. A game shall be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with either a two hundred dollar (\$200.00) cashiers check, money order or cash deposit, before the end of the game to the tournament field headquarters.
4. U7/U8 will play 4v4
U8/U9 will play 7v7
U10 will play 7v7 or 9v9
U11 – U12 will play 9v9
U12 will play 11v11
U13-U19 will play 11v11

TEAMS will play 3 preliminary games.

Top scoring teams will advance to the championship rounds.

Showcase is three games only.

DIVISION	GAME LENGTH	MAX ROSTER
U7/U8 (4v4)	20 Minutes Halves	10
U8-U10 (7v7)	25 Minute Halves	14
U10-U12 (9v9)	30 Minutes Halves	16
U12-U14 (11v11)	35 Minute Halves	18 (can roster 22)
U15-U19 (11v11)	40 Minute Halves showcase format	22 (all 22 can play)

U7 – U14 Playing format:

Divisions with one or more four (4) team brackets, the two teams with total highest points from each bracket will advance.

Divisions with a combination of three (3) and/or four (4) team brackets (eg. one four (4) team bracket and two (2) three (3) team brackets = ten (10) teams) that play each other within the division, the teams with the highest total points from each bracket will advance as bracket winners, as well as the next team/s with the next highest point total will advance as wild cards. The number of wildcard teams will be determined by the number of brackets in the flight.

Divisions with two (2) three (3) team brackets that play one crossover game with the other three team bracket, the two (2) highest total point teams from each bracket will advance. Preliminary games may end in a tie. If Quarter-Final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner. If semi-final or final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner.

U-11 and Below guidelines: Per USCS Guidelines: Players in U-11 programs and younger shall not engage in heading, either in practices or in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If U11 team is playing U12, then play by U12 rules.

7v7 Standards of Play Build Out Line (per the U.S. Soccer Player Development Initiatives) The build out line promotes playing the ball out of the back in a less pressured setting. 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. The opposing team must also move behind the build out line during a goal kick 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. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. 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. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

4v4 Standards of Play Restarts ■ When the ball goes out of bounds via the sideline, the restart will be an indirect kick-in, unless BOTH coaches agree to throw-ins. ■ Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offense. **PENALTY KICKS in 4v4:** Penalty Kicks in 4v4 games are only awarded if the referee feels that the foul stopped an obvious goal scoring opportunity. Penalty kicks are direct, and are taken from anywhere on the midfield line, with all other players behind the midfield line. Penalty kicks are NOT live balls. If no goal is scored, the defense is given a goal kick. In Kicks from the Mark scenarios to determine a game winner (overtime) or settle tie breakers, each team will line up its four players behind mid-field and follow the procedures above, kicking in order, alternating teams, like a traditional Kicks from the Mark scenario. If after the first round of kicks (all four players from both teams) the score is still tied, the shooting spot will be moved back to a single spot halfway between the mid-field line and the opposite goal line from the goal being shot at, centered between the sidelines. All players will

be behind this spot. The Kicks from the Mark will resume with kicks being taken from this spot until a winner can be determined.

SCORING: winning team will take score card from referee at the end of the game and turn it in at headquarters at the complex. In case of a tie, the winning team will take the score card to headquarters at the complex. Please verify the score with referee before leaving the field. The score that shows on the card will be the final score.

Scoring system for games will be as follows:

- a. 3 points for a win
- b. 1 points for a tie
- c. 0 points for a loss
- d. A forfeit game will be scored at a 3-0 win in calculating games points for tiebreaker determination.

If two or more teams are tied in points after their games are completed, the following tiebreaker procedures will be used to determine the team advancing:

1. Head to Head game results - winner will advance.
2. Goal differential (maximum of 5 per game)
3. Fewest goals allowed - team with fewest goals allowed will advance.
4. Most goals scored – the with the most goals will advance (limit of 5 goals per game)
5. Most number of "shut-outs" - team with most "shut-outs" will advance.
6. Penalty kicks. These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is declared a winner.

There will be free substitution, with the referee's consent, at the following times:

- A player receiving a yellow card (the player carded only)
- Prior to a throw-in for the team in possession only
- Prior to a goal kick
- After a goal by either team
- After an injury, when the referee stops the play
- At half time by either team
- In case of extreme heat, at the referees discretion

Any send-offs should be reported to the tournament field headquarters immediately following the game. Any player or coach sent-off shall automatically sit out the next played tournament game. If the send-off was for fighting, or if it is the player's second tournament

send-off, the player will be suspended from the remainder of the tournament. Any player receiving two (2) cautions (yellow cards) in a game must sit out the next played tournament game.

All referee decisions are final. No protests will be allowed, except for ineligible player. Any protest that is filed, must be accompanied, by a two hundred dollar (\$200) deposit, payable by cash or cashier's check or money order. Protests must be submitted within one (1) hour of the end of the game in question.

The Tournament Director will make all decisions regarding the competition during the tournament.

In the event the referee or assistant referee is missing from the field, report immediately to headquarters.

If a game is played into the second half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete.

In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.

Tournament Acceptance, Withdrawal, and Inclement Weather Refund Policy If your team is Not Accepted in the tournament, a FULL refund of the team entry fee will be made. If your team is Accepted into the tournament and withdraws for any reason, NO refund of the team entry fee will be made. If your team has been accepted in the tournament (and not subsequently withdrawn) and the tournament is cancelled due to inclement weather BEFORE the completion of your first tournament game, a 50% (Fifty Percent) refund of the team entry fee will be made. If there is inclement weather, every effort will be made to play all games; however, the tournament may be restructured or cancelled with NO refunds of the team entry fee issued after completion of your first tournament game.

In case of rain, please check the website homepage for updates. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

For any assistance needed, see the tournament officials.