



Tournament Rules

Team Rules

All players must show proof that they are FIFA sanctioned.
Roster Max is 14 players per team for U8 through U11 and 12 players for U12 through U19
Teams must register 30 minutes before the start of their first game.
Home team has choice of colors. Visitors have ball.
A player may play for only 1 team per division.
U13 and older play with size 5 ball. All others play with size 4 ball.
2 guest players allowed with proper paperwork.

Ground Rules

NO SPITTING WILL BE TOLERATED!
ONLY COACHES AND PLAYERS OF GAME IN PROGRESS ALLOWED ON TURF SURFACE!
There will be no offside calls.
Free kicks are awarded subject to FIFA Rules.
Slide tackling is prohibited and will be called as dangerous play, Restart is Indirect free kick.
On free kicks opposing player must be 5 yards away from ball.
Balls over the touchline are THROWN IN.

General Rules

Unless noted here, FIFA rules apply.
Decision of ref is final. No Protests.
No Jewelry allowed. No Hard Casts allowed.
Games will be 17 minutes long with 1 minute in between games. Games start with central horn.
Teams are expected to be prepared to take field immediately at conclusion of previous match.
There will be no stoppage of time, or time added on for any reason.
U8, U9, U10 play 7 + keeper.
U11, U12, U13 play 6 + keeper.
U 14 through U 19 play 5 + keeper.

Substitutions

*Substitutions will be on the fly. * Goalkeeper substitutions made with acknowledgement of ref.

Goalkeeper Rules

Goalkeeper release CAN cross midfield without touching field or player. * **Exception for U16 through U19***
Goal kicks CAN cross midfield without touching field or player. * **Exception for U16 through U19***

U16 through U19: Goalkeeper release, distribution Goal kicks, and drop kicks MUST touch Player or Field before crossing midfield line.

Disciplinary Actions

A red card will result in automatic elimination from tournament.
Two yellow cards in same game equal a red card.

Scoring

3 points for a win
2 points for tie with goals scored
1 point for a 0-0 tie
0 points for a loss

Standings Tiebreakers:

Head to Head (Thrown out for 3 way tie)
Fewest Goals Allowed
Total net Goal Differential
Most Goals Scored
Coin Toss

**Three yellow cards cumulative per team will result in 3 point reduction in team standings.
Failure to have your team on the field at start of match will result in forfeit recorded as 1-0 loss.**