

Tournament Rules

RULES OF PLAY

1. The rules of play shall be the LAWS OF THE GAME as published by FIFA with those modifications stated herein as approved by UYSA.
2. Any rule not addressed shall be interpreted by the Tournament Rules Committee for the good of the game.
3. There will be no protests.

STRUCTURE OF GAMES

1. TOURNAMENT SCORING - Team standings will be based on the following point system:
 - 6 points for each win.
0 points for each loss.
3 points for each tie.
1 point for each shutout.
1 point for each goal scored, up to a maximum of 3, regardless of win or loss.
1 point deducted for each red card received.
 - For a forfeited match, the winner will be credited with a 1-0 win and awarded 8 points (six for the win, one for the goal and one for the shut-out). A team abandoned by another team during a match will be awarded at least 8 points. The results of that match shall be based on the score at the time of the abandonment. No points will be awarded to the team abandoning the match.
 - A match is considered official upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.
 - Final standings for each bracket will be determined by the total number of points accumulated at the end of play in the preliminary rounds.
2. TIE BREAKING WITHIN A BRACKET - Ties in bracket standings will be broken by employing the following tie breakers. If more than two teams are involved in a tie, the first team to move ahead will be awarded the highest place, and tie breakers will be reapplied until all ties are broken.
 - a. Head to head (if all teams played each other).
 - b. Largest goal differential (max. of plus or minus 5 per match).
 - c. Least goals allowed.
 - d. Most goals scored (max. of 5 per match).
 - e. Penalty kicks in accordance with FIFA rules (site and time determined by Tournament Committee).
3. TIE BREAKING IN KNOCK-OUT MATCHES - If the score is tied at the conclusion of play in any Semi-Final or Final match, two 5 minute overtime periods shall be played. If tied at the end of overtime, winners shall be determined by penalty kicks in accordance with FIFA rules.
4. NUMBER OF TEAMS - The Tournament Committee reserves the right to combine age groups if necessary to complete flights or to alter the advancement procedures should unforeseen circumstances arise.
5. NUMBER OF GAMES - Each team is scheduled for a minimum of three games.
6. KICKOFF - Kickoff will be at the time shown on the tournament schedule with a 5 minute grace period. If a team is not checked in and ready to play within this time the match may be shortened or considered a forfeit.
7. TEAM AND GAME FORMAT:

Age Group	Roster Max	Guest Max	Players	Ball Size	Game Length	Halftime	Overtime (playoffs only)
U9	10	3	6 v 6	#4	2 x 20 minutes	5 minutes	2 x 5 minutes
U10	14	4	8 v 8	#4	2 x 25 minutes	5 minutes	2 x 5 minutes
U11	14	4	8 v 8	#4	2 x 30 minutes	5 minutes	2 x 5 minutes
U12	18	5	11 v 11	#4	2 x 30 minutes	5 minutes	2 x 5 minutes
U13	18	5	11 v 11	#5	2 x 35 minutes	5 minutes	2 x 5 minutes
U14	18	5	11 v 11	#5	2 x 35 minutes	5 minutes	2 x 5 minutes
U15	18	5	11 v 11	#5	2 x 40 minutes	5 minutes	2 x 5 minutes
U16	18	5	11 v 11	#5	2 x 40 minutes	5 minutes	2 x 5 minutes
U17	18	5	11 v 11	#5	2 x 40 minutes	5 minutes	2 x 5 minutes
U18	18	5	11 v 11	#5	2 x 40 minutes	5 minutes	2 x 5 minutes

8. PLAYING CONDITIONS - Games may be temporarily suspended, shortened, rescheduled or cancelled when fields are in unplayable condition due to inclement weather or other unforeseen events. The immediate responsibility of game stoppage will rest with the Field Referee and/or Field Marshall. Games will be considered complete if at least one full half has been completed, and the score at the time play is stopped will be the final score. The decision of game cancellation will be up to the Tournament Director and there will be no refunds for cancelled games.

TEAMS AND PLAYERS

1. Teams will be divided into flights and brackets by age and gender. All teams must be properly registered with US Youth Soccer and all players must have current USYSA player passes.
2. All teams must complete an in-person check in prior to their first game. Teams must submit 2 copies of the official team roster signed by the State Registrar plus 5 copies of the tournament roster. Rosters are set at team check-in and no amendments to the roster will be allowed after check-in. Any team playing an illegal or non-rostered player will forfeit that game and all games of the tournament.
3. Each team must present a copy of their certified tournament roster to the Field Referee at each game played. USYSA approved player passes will be checked against the roster, and player passes will be kept by the Field Referee during the match.
4. Players may play for only one team during the tournament (no double rostering).
5. All players, including guest players, must have the appropriate medical release form, player pass, and appropriate guest player form.
6. Team sideline location will be according to UYSA guidelines.

UNIFORMS

1. The designated Away team will have their choice of uniform color. If the Field Referee determines there is a jersey color conflict, the Home team will change to a contrasting color.
2. All players (except goalkeepers) must have a number on their uniform and duplicate numbers are not allowed.
3. Players shall wear shin guards in accordance with FIFA laws.
4. No jewelry may be worn during a match. Allowances for medical alert bracelets and religious medals may be made by the Field Referee.
5. Splints, casts, braces or other joint support devices must be approved by the Field Referee prior to the match. A doctor's release is required for any such device specifying the player is released to play soccer.

CONDUCT AND DISCIPLINE

1. An ejected player and/or coach are ineligible for participation in the following tournament game. This includes the final matches.
2. Yellow cards are cumulative during the tournament. A player or coach who receives three yellow cards is not eligible to participate in their next game, including playoff matches.
3. The cumulative penalty will not apply when a player or coach receives two yellow cards in the same match resulting in an ejection and subsequently ineligibility for the following tournament match. This includes final matches.
4. Red cards resulting from intentionally harmful or violent conduct may result in expulsion from further tournament play. Violations will be reviewed by the Tournament Committee.
5. A coach is responsible for the actions of his team supporters. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeit of the game and/or expulsion from further tournament play.
6. Any coach, manager, or team non-medical official, who has been ejected (red carded) must remove himself no less than 100 yards from the play field within 5 minutes of notice of ejection, or the match will be forfeited to the opposing team.
7. Any coach that withdraws his team from the playing field during a match will receive a red card and his team will forfeit the match.
8. The use and/or consumption of any alcoholic beverages at any youth soccer match are expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and/or suspension. Violations will be reported to the Tournament Committee.
9. Passes of players or coaches sent off will be held by the tournament committee at the main tournament headquarters and may be picked up after the participants sit out has been served. Passes of participants who are sent off, but do not have the ability to serve their sit out, will be forwarded to the appropriate soccer governing body.