

TOURNAMENT RULES

RULES OF PLAY: FIFA Laws for the game shall apply as modified by USYSA and UYSA and as described herein:

DURATION OF GAMES, OVERTIME, AND BALL SIZES:

Age Group	Game Time/Pool Play	Game Time/Finals	Overtime	Ball Size
U10-12	25 min halves	30 min halves	10 min	4
U13-14	30 min halves	35 min halves	10 min	5
U15-16	35 min halves	40 min halves	10 min	5
U17-18	35 min halves	45 min halves	10 min	5

U10 and U11 will play 8 v 8. All other age groups play 11 v 11.

A game is complete 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. A preliminary game can end in a tie. Semi-final and final games that are tied after regulation will play one 10 minute overtime. If a tie still exists, Penalty Kicks will determine the winner.

HALF TIME: Half time for all games will be five minutes.

GAME TIME CHECK IN: The field monitor or referee will check in each team with player cards 15 minutes prior to the scheduled start time of each game. Failure of a team to report within 5 minutes of a scheduled game will be considered a forfeit by that team.

SUBSTITUTIONS: Free substitutions will be allowed in all age groups according to FIFA rules and referee permission.

PLAYERS' EQUIPMENT: It will be at the referee's discretion to allow a player wearing an orthopedic cast or hard brace. **Shin guards are mandatory for all players.**

COACHING: All coaches have total responsibility for the conduct of their players, substitutes, friends, and spectators at all times. Coaching from the sidelines (giving directions to one's own team on points of strategy and position) is permitted provided:

1. No mechanical devices are used.
2. The tone of voice is instructive and **not derogatory**.
3. No coach, player, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS: A player who has been ejected shall not be allowed to participate in the next scheduled game. Any player or coach who assaults a referee or tournament official will be expelled from the tournament. The tournament committee will eject players, coaches, or spectators from the tournament for any inappropriate behavior.

SUSPENDED GAMES: The referee can suspend or terminate a game for misconduct or safety concerns regarding weather.

INJURY AND/OR DELAY: Any conditions resulting in delays of the game may cause shortening of the game in order to maintain the tournament schedule.

DETERMINING WINNERS: Teams will be awarded points in pool play as follows:

- 3 points for each win
- 1 points for each tie

TIE-BREAKER: In the event of a tie at the end of pool play, the winner will be determined in the order as follows:

1. Winner in head-to-head competition
2. Fewest goals allowed
3. Most goals for
4. Most total wins
5. Most shut-outs
6. If a tie still exists after steps 1 through 5, FIFA Kicks from the Penalty Mark will be taken. In the event of a three-way tie at the end of bracket play, the winner for advancement to the final game will be determined in the order of steps 2 through 6. Steps 1 through 6 determine the advancement of the remaining two teams.

HOME TEAM: The home team will be the team listed first on the game schedule. The home team is responsible for providing two game balls. The home team will be required to switch to alternating jerseys to accommodate a color conflict as declared by the referee. All teams must have alternate jerseys.

FORFEITS AND BYES: A team that fails to report ready to play within 5 minutes of the scheduled kick-off time will forfeit the game. A forfeit will be scored as a 1-0 game.

SCORE CARDS: At the end of each game, the **team coach or assistant coach must sign the game card**. The score indicated on the game card cannot be disputed after it is turned over to the field monitor or referee. Please pay attention to what you are signing.

PROTESTS: No protests will be allowed or considered.

DISPUTES: All disputes will be settled by the Tournament Director or his designee and all decision shall be final.