

Rules of Competition



Laws of the Game

All matches will be played in accordance with the Laws of the Game observed by USYSA/FIFA with adjustments below.

Eligibility

- The tournament is open to accepted USYSA teams composed of no more than 12 players for U9 and U10, 14 players for U11 and U12, and 18 players for U13 through U15.
- There will be a maximum of three guest players allowed per team.
- A player may play on only one team per age bracket in the tournament.

General Rules

- The tournament shall not be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
- The tournament Director/Committee reserves the right to decide on all matters pertaining to the tournament and their decision is final.
- The match clock will not be stopped because of injury to a player except at the discretion of the referee and if the injured player is removed from the field by medical personnel. Stoppage time may be added if, in the opinion of the referee, a team is delaying the match to their benefit. Matches that start late may be shortened as needed to ensure that the next match on that field may begin on time.

Registration

Each team must register at tournament headquarters (WHYS Soccer complex) between 5:00-9:00pm Friday night October 9th. Saturday morning registration will only be allowed with prior approval from the Tournament Director and teams must be checked in at least two hours before their first game start time. Each team must submit at registration the following:

- 5 copies of the team roster listing each regularly rostered player and guest players
- A player card from the team's state association, with picture and player signature, for each regularly rostered player and guest player
- A properly signed medical release form for each regularly rostered player and guest player
- Teams from outside the state of Tennessee must have "Permission to Travel" forms.
- Player cards, medical release forms, and tournament-approved rosters must be in the possession of the Coach/Manager at all matches. Failure to abide by the above may cause dismissal of players or the entire team from the tournament

Match Duration

Division	Ball Size	Match Length	Halftime
U9	4	2 x 25 Minutes	5 Minutes
U10	4	2 x 25 Minutes	5 Minutes
U11	4	2 x 30 Minutes	5 Minutes
U12	4	2 x 30 Minutes	5 Minutes
U13	5	2 x 35 Minutes	5 Minutes
U14	5	2 x 35 Minutes	5 Minutes
U15	5	2 x 35 Minutes	5 Minutes
U17	5	2 x 40 Minutes	5 Minutes

Weather

- No matches will be played if there is lightning in the area. There will be no exceptions
- Only a Field Marshall or the Tournament Director/Committee may cancel a match due to weather
- Matches will be considered complete if one-half of the match has elapsed
- If a match is cancelled due to weather, best efforts will be made to reschedule
- The Tournament Director/Committee reserves the right to relocate, reschedule, or change the duration of any match

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Players Uniforms and Equipment

- Players must wear a number on the backs of their matching jerseys. Each player must have a different number. The goalkeeper will wear a shirt of a different color than his teammates, the referees and his opponents and does not require a number. In the event that the referee decides that team's jerseys are the same or similar color, the home team will change colors
- Steel spikes are not allowed on shoes. All players' equipment, including casts or splints covered by padding, is subject to the referee's approval

Substitutions

There is no limit to the number of substitutions during the match. However, substitutions can only be made immediately prior to a kickoff and, with the permission of the referee, at the following times:

- On throw-in by team in possession
- At a goal kick by either team
- In the event of an injury by either team
- A cautioned/yellow carded player may be substituted, as well as a player from the other team, if the cautioned player is substituted
- An ejected/red carded player may NOT be substituted. The team of the ejected player must play short for the remainder of the match

Start of Play

Each field will have an assigned field marshal. Teams must check in with the Field Marshal at least 15 minutes prior to their scheduled kickoff time. Field Marshals will inspect player cards vs. roster and fill out the match report. The referee will perform the player inspection. In the event the appointed linesmen are not present for the match, each team will appoint a club linesman for its side. Field Marshals will hold the player cards for the duration of the game and will turn the cards of ejected players in to the Tournament Director/Committee. Player cards of non-ejected players will be returned to the coaches upon their signing of the match card.

Scoring, Tie Breakers, Overtime

Ten point scoring system

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 additional point (in 0-0 ties, both teams earn one point for the shutout plus 3 points for the tie)
- Teams will be awarded one point for each goal up to 3 goals

Tie Breaker (preliminary matches)

1. Winner of head to head competition
2. Fewest goals allowed
3. Goal differential (max. 3 points per game)
4. Fewest cards issued
5. Penalty kicks

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Overtime (Finals only)

We will play two (2) equal, five-minute (5) periods with the golden goal rule in effect to determine a winner. If there is no winner after the 2nd overtime period we will go to penalty kicks as follows:

- Only the 11 players on the field at the end of the 2nd OT period are eligible for PK's
- Referee will decide which goal is to be used
- No player may kick a second time until all eligible teammates, including the goalie have kicked once
- Each team will take 5 kicks alternately, the team scoring the most is declared the winner
- If the score is tied after 5 kicks, taking of kicks continues until one team scores and the other does not
- Any of the 11 players may serve as goalie and the goalie may be changed at any time
- An injured goalie may be replaced by a sideline player
- Other than the kicker and the 2 goalies, all eligible players shall remain in the center circle while kicks are going on

Forfeited Matches

A team will be allowed a 5-minute grace period from the scheduled kick-off time before the match will be awarded to the opponent. A team may begin play with a minimum of four players for U9, five players for U10 and U11, and seven players for U12 through U17. Addition of late players will take place at regular legal substitution periods. The opposing team may play at full strength. A team which has forfeited a game may not be declared a bracket winner or otherwise advance. In the event a team forfeits a match the opponent will be awarded a 3-0 win.

Conduct

Coaches are responsible for the conduct of spectators, team staff and players with their team. The referees are instructed to issue a caution to the bench and stop play for unruly behavior. A second caution issued for the same reason may terminate play. The Tournament Director/Committee will determine if the game is to be replayed, continued or forfeited by the offending team. No spectators will be allowed on the team's side of the field. Players ejected/red carded from the game are automatically banned from their team's next tournament game. Violations deemed of a serious nature (e.g. fighting) may require further disciplinary action such as banning from further tournament play.

Match Reports

Match reports will be handled by the referee. Each coach will verify the match results as he or she initials the report at the conclusion of each game. Once signed by the referee and both coaches they will be turned into the Assignor for payment of Referee services. Assignor will give Match Reports to the Tournament official who is responsible for charting the results of the match.

Referees/Linesman

Referees are authorized to take appropriate action to maintain proper control of matches. Abuse from player, coaches, or spectators will not be tolerated. Referees must report all yellow and red cards to the Field Marshals in the game report

Protest

Protests will not be allowed. Decisions of the Tournament Director/Committee and/or Referees will be final.

Subject to Change

These rules, in whole or in part, may be changed up until the time the first match of the tournament begins.