

1. Registration/Eligibility Requirements

- a. Prior to each team's first game (preferably 30 minutes or more), each team shall submit a roster and have available at a moment's notice proper verification of each player's birth date and age (birth certificate and school report card or equivalent) for the entire tournament. A team using an ineligible player will forfeit all games in which that player participated. Rosters must be finalized prior to the team's first game. Modifications to the roster are not allowed unless approved by the tournament directorate.
- b. **Players are required to have played in their respected city recreation league** and have participated in a minimum of ½ of their games. Carded or selected players are allowed to participate if they meet the recreation league requirements stated above. If a team has a roster of 50% or more carded/select players, the team is expected to participate in the advanced division play or move up a grade level. Cities who do not have a recreational league will need to be approved to play in the tournament by the tournament director and a city representative.
- c. Players are allowed to play on only one team during the tournament no matter whether the teams are in different age divisions or not.
Players must be at or below the grade division entered to be eligible for play unless extenuating circumstances have been approved by the tournament directors/committee in advance of play/participation. Grade is used first to determine division, then birthdate as needed. Age limit for each division for the 2024/2025 school year is as follows

Kindergarten (when applicable)	Born on or after 1/1/2018
1 st and 2 nd grade (when applicable)	Born on or after 1/1/2016
3 rd and 4 th grade (when applicable)	Born on or after 1/1/2014
5 th and 6 th grade	Born on or after 1/1/2012
7 th and 8 th grade	Born on or after 1/1/2010

2. General Rules/Information

Games will generally be followed by the latest version of FIFA rules unless otherwise noted.

- a. **Players, coaches. Parents and spectators are expected to conduct themselves with the spirit of the game and always display good sportsmanship.** Absolutely no alcoholic beverages are allowed on or near the complex.
- b. **Coaches are responsible for the conduct of players, parents, and spectators. Abusive language, actions, critical/negative conduct, by coaches, players, and spectators will not be tolerated.** The referee has the power to verbally warn, caution, or dismiss for unacceptable behavior. At all times, referees must be treated respectfully. The tournament director reserves the right to terminate the participation of a team, coaches, spectators, if the behavior is hostile or creates an unsafe environment.

c. Divisional Differences:

- i. Kindergarten – 6v6 – Two 16 Minute Halves – Ball Size #3 – 10 Trophies Provided
 - i. All Kicks Indirect (except Corner and Kickoff)
 - ii. No Offsides
 - iii. No Heading (Deliberate Heading is an Indirect Kick)
 - iv. No Slide Tackles (Dangerous Play will be called.)
 - v. One Coach allowed on field
 - ii. 1st and 2nd – 8v8 – Two 25 Minute Halves – Ball Size #4 – 14 Trophies Provided
 - i. All Kicks Indirect (except Corner and Kickoff)
 - ii. No Offsides
 - iii. No Heading (Deliberate Heading is an Indirect Kick)
 - iv. No Slide Tackles (Dangerous Play will be called.)
 - iii. 3rd and 4th – 8v8 – Two 25 Minute Halves – Ball Size #4 – 14 Trophies Provided
 - i. No Heading (Deliberate Heading is an Indirect Kick)
 - ii. No Slide Tackles (Dangerous Play will be called. Any contact is direct kick foul)
 - iv. 5th and 6th – 11v11 – Two 25 Minute Halves – Ball Size #4 – 18 Trophies Provided
 - i. No Heading (Deliberate Heading is an Indirect Kick)
 - ii. No Slide Tackles (Dangerous Play will be called. Any contact is direct kick foul)
 - v. 7th and 8th – 11v11 – Two 25 minute halves – Ball Size #5 – 18 Trophies Provided
- d. Home team (team listed first) shall provide game ball. If there is a color/uniform conflict, the home team will be asked to change colors or wear pennies. Due to dangerous weather conditions or extenuating circumstances, the tournament director/committee, or referee may shorten the game length. A complete game may consist of one full half.
- e. Goal kick can be placed anywhere inside the Goal Area, it does not have to leave the penalty area to be a live ball. Opponents must make every effort to exit the penalty area prior to the taking of the kick.
- f. Coaches are not allowed to coach deliberate “cherrypicking” in divisions without offsides.
- g. Players receiving red cards are not eligible to participate in the next game. This can be appealed by the Tournament Directorate. The team will play short if the carded individual was an active player.
- h. Coaches receiving red cards are required to leave the field of play and be out of sight and sound of the field. They are not eligible to participate in the next game for that team. This restriction can be appealed thru the tournament directorate. If no other rostered coach is present, the team forfeits the game.
- i. A team may have a maximum of three coaches listed on their roster. A coach must be present to participate in a game and remain on his/her team side during the match. If no coach is listed on the roster is available, due to ejections, etc., the team must forfeit and the game is over.
- j. Prior to the start of the game, referees will inspect all players for proper/illegal equipment. Players are required to wear shin guards. Only soft casts are allowed unless approved by the referee in advance. No metal cleats, only soccer cleats are allowed (soccer cleats do not have the single cleat at the top end of the shoe.) No chewing gum. No jewelry or hair pins/dangerous accessories. Hats or visors allowed only for medical reasons pre-approved by the referee.

- k. A minimum of 7 players (5 players for grades under 5th) are required to start a game. A team shall forfeit if the required number of players is not present within 10 minutes of the scheduled game time or if they fall under the number during play because of red cards.
- l. Teams are allowed to substitute if players are at the midfield when:
 - i. After a goal,
 - ii. At the beginning of a half,
 - iii. At the time of an injury (if the player is injured and play stopped, the injured player must be substituted.) The opposing team may also substitute unlimited players. If a player receives a serious blow to the head or neck, they will not be allowed to return for play without a medical physician's permission. No exceptions!
 - iv. On a throw-in, if you have possession. Opposing team may also substitute if possessing team is substituting.
 - v. On all goal kicks
- m. A player on the field may replace a goalkeeper during a penalty kick, but substitutions are not allowed during penalty kicks unless for injury. In that case, the substitute may not participate in the penalty kick as goalkeeper or kicker.
- n. No Second throw-ins for any divisions, excluding kindergarten (including if the ball does not enter play)
- o. Handballs shall only be called if they meet any of the following criteria:
 - i. Makes the body "Unnaturally bigger" or is in an "Unnatural position";
 - ii. Intentional;
 - i. "Reactions" are generally not considered a handball offense, if it does not violate other criteria.
 - iii. Scores in the opponent's goal;
 - i. Directly from their hand/arm, even if accidental.
 - ii. Immediately after the ball has touched a hand/arm (of the same player), even if accidental.
 - iii. Accidental handballs that lead to a team-mate scoring a goal or having goal-scoring opportunities are no longer considered offenses.
- p. There will be no protests allowed, except to question player eligibility. The tournament director/committee's interpretation of the rules and regulations shall be final. The tournament director/committee will make the final decision on all appeals and other matters regarding conduct of a successful tournament. The tournament director/committee is not responsible for the expenses incurred by a registered team if the tournament is cancelled in part or whole. Once a team is accepted and later withdraws, their entry fee is forfeited. The city league, city, or sponsors, or any individual sponsors are not responsible for damage to personal property. Upon entry of a team into the tournament, all coaches, players, parents, or others representing the team agree to hold harmless any person connected with the tournament, city, or sponsors in any way as to a player injury.
- q. A mercy rule will go into effect and a game will end if a team is leading by at least 7 goals after a minimum of 10 minutes into the second half.

3. Scoring

- a. Win – 6 Points
- b. Tie – 3 Points
- c. Bonus Goal Points – 1 Point for every goal up to a maximum of 3 per game
- d. In the event of a forfeit for any reason, a score of 3-0 will be recorded (The winning team will receive 9 points) regardless of any other scores that occurred during the game.

4. Tiebreakers

- a. Head to head play
- b. Games won (if teams played equal number of games)
- c. Least goals allowed
- d. Shut-outs
- e. Goal differential up to a maximum of six per game positive or negative
- f. NFHS Sample Tie-breaking Procedure (Penalty Kicks)

5. Final and Semi-Final Games

- A. There is no overtime in Round Robin or Pool play. In Final and Semi-Final Games (Bracket play divisions), we will use the following overtime procedures:
 - a. A coin-toss will be done to determine side and ball.
 - b. Two Five-Minute periods of Sudden Death Overtime (Golden Goal)
 - c. Then, NFHS Sample Tie-Breaking Procedure (Penalty Kicks) shall be used.
 - i. A coin-toss will be done to determine who kicks first or second. The referee will select which goal will be used based on field/sun conditions (favoring the goalkeepers).
 - ii. Any legal player (or substitute who is legally able to become a player) may participate in the kicks.
 - iii. The first 5 kickers and goalkeepers (the defensive team may change goalkeepers prior to each kick) for each kick must be reported in writing/list to the referee and may not be changed once the kicks have begun.
 - iv. Best of 5 kicks. Once a team has the supreme majority and the opposing team is unable to match or overtake them with their remaining kicks, the kicks are ended and a winner declared.
 - v. If tied after all 5 rounds are complete, 5 more players from each team will be selected to kick on sudden death until a winner is declared (a round of a miss/goal ends the game). In the event all eligible players have taken a kick, any player may be used again.