

The following competitive rules apply to U12 and U14 divisions only. U10 will abide by the same general rules in addition to differences as indicated.

Rule I – Eligibility

All players must play in the year of their age group classification or in an older group. Proof of birth date will be by USYSA or certified state, provincial or national association player passes or registration cards.

Rule II – Rosters

Rosters shall be submitted prior to the Tournament. Rosters will be held by the Tournament officials. Rosters must properly identify coaches and/or managers. There will be no changes once a team has played its first game. If an ineligible player is used, that team shall automatically forfeit all games in which the player was used and be subject to disqualification from the tournament and future tournaments.

Rule III – Number of Players

U14 division: Roster limit is 24 players. Games will be 11 v 11 and no game will start with a team having fewer than 7 players. After a game has started you can play with less than 7 players

U12 division: Roster limit is 18 players. Games will be 9 v 9 and no game will start with a team having fewer than 6 players. After a game has started you can play with less than 6 players.

U10 division: Roster limit is 15 players. Games will be 7 v 7 and no game will start with a team having fewer than 5 players. After a game has started you can play with less than 5 players.

Rule IV – Substitutions

Substitutions will be unlimited, but may only be made at the following times (provided the referee has given permission):

1. Prior to a throw-ins/ (Advantage applies)
2. Prior to a goal kick by either team.
3. After a goal has been scored.
4. When play has been stopped by the referee because of an injury. Both teams are allowed unlimited substitutions.
5. At half time.

Rule V – Discipline, Player Ejection & Caution

*The highest quality of sportsmanship is expected from players, coaches, and spectators. Referees may take action against conduct they feel is not in the best interest of the game. Field marshals will **assist referees, when so requested, to ensure cooperation and sportsmanship.***

Should a player or coach be issued a red card from a game by a referee, the player will be suspended for the remainder of the game and cannot be substituted. The team will play short for the remainder of the game. The ejected player will not be allowed to play the next game his/her team is scheduled to play. Any Coach issued a red card will be suspended for the teams next 2 games. Any player/coach ejected for a second time shall be suspended for the remainder of the Tournament. Said suspensions will only apply to Tournament play.

Should a player or coach be cautioned (yellow card) in two (2) games during the Tournament, that player will be suspended for the next Tournament game. Said suspension will only apply to Tournament play.

The issuance of red and yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded immediately to the home State Association and the Home Club/League of the players, coaches, team or supporters involved.

Rule VI – Position of Player, Spectators & Coaches

Each team's players and spectators will take a position on opposite sides of the field. Coaches must position themselves at half field and may NOT extend past ten (10) yards to either side.

Rule VII – Player Uniforms & Equipment

Players must wear numbers on back of their shirts. Each player shall have a different number. In the event of team colors clashing, the home team will change colors; the home team being that team listed second on the schedule.

Rule VIII – Protests

NO PROTESTS WILL BE ALLOWED!!

Rule IX – Weather

In the event of inclement weather the tournament director shall have the absolute authority to change the format of the tournament in any way as follows:

1. Relocate or reschedule any game.
2. Change the duration of any games.
3. Cancel any Round Robin game
4. Should a game in progress be terminated due to weather or other conditions after one half has been played. The game will be considered official and the score at termination will stand.

*NO refund of fees will take place due to changes in tournament format due to inclement weather.

Rule X – Ball Size

Size 5 ball for U14 Boys and U14 Girls games.

Size 4 ball for U10 games and U12 games.

All Seeding games

All games will be 25 minute halves with a 4 minute half time.

Rule XI – Tie Breakers to Determine Playoffs and Seeding

1. 3 points for each win, 1 point for a tie.
2. Head to Head record.
3. Least goals allowed.
4. Goal differential (goals scored vs. goals allowed) – maximum of 6 per game differential.
5. Penalty kicks.

Rule XII – Playoff Format

There will be 2/30 minute halves.

In the event of a tie:

1. 2/10 minute golden goal periods (first goal wins).
2. Penalty kicks.

Clarification on heading the ball (U10 & U12)

Heading the ball is NOT PERMITTED per MYSA. For a violation, an indirect free kick is awarded to the non-offending team. If a defending player heads the ball in the penalty area, the result is still an indirect free kick– NOT a penalty kick.

U10 Specific Build Out Rule

On all goal kicks and goalkeeper possession the opposing team must retreat to the midfield line. Once the ball is put into play by the keeper and is touched by a teammate the retreating team may cross the midfield line to defend.

There is no punting or drop kicking allowed by the keeper.

Coaches and referees are to support and remind the players to retreat behind the midfield line. The goal keeper may choose to put the ball back into play quickly before the players have retreated to midfield.

The match official has the right to stop and restart play for any infractions or violations of the spirit of the rule.