



IFAB rules will apply with the following modifications:

1. Field of play for 7v7 and 9v9:

- 7v7 fields will measure ~55 to 65 yards length by 35 to 45 yards width, marked by mid field line and penalty area lines 12 yards from each goal post.
- 9v9 fields will measure ~ 70 to 80 yards length by 45 to 55 yards width, marked by mid field line and penalty area lines 14 yards from each goal post.

2. Penalty kicks for 7v7 and 9v9:

- 7v7 will not have penalty kicks. A foul called in penalty area results in direct free kick from the edge of penalty area with defenders allowed in the area.
- 9v9 conforms to IFAB rules with the exception that opponents must be 8 yards away before the kick is taken.

3. Number of players and Offsides:

- U8-U10 teams will play 7v7 (with Offside)
- U11-12 teams will play 9v9 (with Offside)
- U13 and above teams will play 11v11 (with Offside)

4. Ball size:

- U8 - Size 3
- U9 through U12 - Size 4
- U13 and older - Size 5

5. Heading of the ball:

- No player on U11 and younger teams will be permitted to deliberately head the ball in a game.
- An indirect free kick is awarded to the opposing team from the spot of the offense if a player U11 or younger, in the opinion of the referee, deliberately heads or attempts to head the ball.
- If, in the opinion of the referee, a deliberate header or attempt to head occurs by the defending team within their goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
- If, in the opinion of the referee, a player does not deliberately head or attempt to head the ball, then play shall continue.



6. Min/Max Number of players for 7v7, 9v9 and 11v11:

- **7v7** - The minimum number of players to start or continue a match is 5 with a maximum number of players on the field at any one time of 7, one of whom must be a goalkeeper. The maximum roster size is 16.
- **9v9** - The minimum number of players to start or continue a match is 6 with a maximum number of players on the field at any one time of 9, one of whom must be a goalkeeper. The maximum roster size is 18.
- **11v11 (U11-U14)** - The minimum number of players to start or continue a match is 7 with a maximum number of players on the field at any one time of 11, one of whom must be a goalkeeper. The maximum roster size is 18.
- **11v11 (U15-U19)** - The minimum number of players to start or continue a match is 7 with a maximum number of players on the field at any one time of 11, one of whom must be a goalkeeper. The maximum roster size is 22 players. (Only 18 players will be allowed to dress per game and no guest players will be allowed if roster size is over 18).

7. Player equipment:

- Wearing of shin guards, covered by socks, is mandatory for everyone.
- A player may not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry). If jewelry or clothing is clearly religious or medical in nature and the referee decides it is not a danger to other players, the item or clothing may be worn.
- Medical alert jewelry is ok if taped to the body and writing is facing up.
- The referee will determine if other equipment or accessories are acceptable. The referee's decision will be final.

8. Substitutions:

- **7v7:** A team may substitute at a stoppage of play when their team has a goal kick or throw in with permission of referee and from the half-line. Either team may substitute for an injury when play is stopped. Both teams may substitute at same time if both teams are ready. Unlimited substitutions are allowed.
- **9v9 and 11v11:** Unlimited substitutions are allowed at any stoppage with permission of referee and from the half-line.

Preferred times for a substitution to avoid opportunity to waste time are prior to throw-in, in your favor (both teams if at the line), prior to goal kick by either team, after a goal by either team, after an injury (by either team), all with the consent of the referee and at half-time. Both teams may substitute at same time if both teams are ready.

Under no circumstances will time be added for substitutions during round robin play on Saturday or Sunday. Stoppage time will be considered by the referee during semi-final and final matches.



9. Duration of game:

- **7v7:** Games on Saturday and Sunday will consist of 2 twenty-minute halves with a minimal break at half-time. Players on the field will immediately switch ends and play will resume with no substitutions.

All preliminary games will have running time. Games may end in a tie and no overtime will be played. U10 and under divisions are non-competitive age brackets and there are no playoffs.

In the event of unforeseen circumstances, game duration may be shortened or extended at the discretion of the Tournament Co-Directors.

- **9v9 and 11v11 Preliminary games:** Games will consist of two 30-minute halves with a five-minute break at half time.

All preliminary games will have running time. Preliminary games may end in a tie and no overtime will be played.

- **9v9 and 11v11 Monday Semi-finals and Finals games:**

9v9 will consist of two 30-minute halves with a five-minute break at half time.

11v11 will consist of two 35-minute halves with a five-minute break at half time.

If the Game is tied after regulation play there will be a five-minute overtime period played starting with a coin toss (visiting team to call) to determine attacking or defending half. The Period will be played in its entirety with substitutions allowed.

If the game is still tied after 1st overtime, then players will immediately switch sides, without substitution, and commence a full five-minute second overtime period. The period will be played in its entirety with substitutions allowed.

If the game still tied after 2nd overtime ALL PLAYERS ON THE FIELD ARE TO REMAIN ON THE FIELD OF PLAY to take kicks from the mark.

NO SUBSTITUTIONS WILL BE ALLOWED

One team official from each team will be permitted onto the field of play to assist their team in determining the order of players for kicks from the mark. The starting number of players to take kicks will be reduced to equate if necessary!

Before taking the kick:

A first coin toss will be used to determine which goal will be used for kicks from the mark. The heads side of the coin will designate one goal and tails the other. The referee can decide which goal to use if field conditions dictate one goal better for player/spectator safety.

In the event of unforeseen circumstances, game duration may be shortened or extended at the discretion of the Tournament Co-Directors.

The standard IFAB process for managing Kicks from the Mark applies.



10. Build out line 7v7:

- 7v7 will use a Build out line as defined for player development by US Soccer. The halfway line shall be used when there is no specific Build Out Line (BOL) marked on the field.
- BOL Rules for when the goalkeeper retrieves the ball:

Once the Goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The ball is in play when it is passed, thrown, or rolled and clearly moves. Once the ball is put into play by the goalkeeper, other members of the kicking team inside the penalty area may play the ball and the opposing team can cross the build out line (BOL).

- BOL rules for when a goal kick is taken:

The goal kick may be taken from anywhere in the goal area. The ball is in play when it is kicked and clearly moves. Once the ball is put into play by the goalkeeper, other members of the kicking team inside the penalty area may play the ball and the opposing team can cross the build out line (BOL).

The goal kick must bounce or be played in the defensive half of the field, or there is a loss of possession of the ball. Play resumes with an indirect kick at the halfway line by the team awarded the ball.

- BOL related infractions:

In all cases the goalkeeper does not have to wait for opposing players to get back to the BOL. If the ball is put into play before opposing players are behind the BOL the opposing players cannot be penalized. Play continues!

If opposing players cross the BOL or purposely delay getting over the BOL before the ball is in play, the referee can stop play and award an indirect kick from point of infraction.

- BOL as it applies to Offside:

The Build Out Line will also be used to denote where offside offenses can be called. Offside calls for 7v7 will focus on the most obvious/blatant cases where a player is seeking to gain an advantage.



11. **9v9 US Soccer Deviations:** US Soccer Development guidelines use a smaller field size and allow the following deviations:
 - Start of play: Opponents must be 8 yards from the center mark, in their own half, while kick-off is in progress.
 - Free Kicks: Opponents must be 8 yards away before kick is allowed.
 - Corner Kicks: Opponents must be 10 yards away from the ball. All other rules conform to IFAB rules.
12. **Misconduct:** A player shown a yellow card does not have to leave the field, however if that player receives 1 red or 2 yellow cards within the same match it will result in ejection from the match. Players sent off will not be allowed to play in the next scheduled match for their team. A second ejection of the same player will result in ejection from the tournament.
13. **Spectators:** All spectators must be positioned on the opposite side of the field from both teams during the match. Fields Marshals will be present at all fields. All Participants should be aware that the Marshals have the authority and right to remove any unruly or uncivil spectators from the game field and/or perimeter and/or the field site/facility.
14. **Forfeit Rule:** In the event a team is not prepared to begin a match within five minutes after the scheduled start time, that team will forfeit. A forfeited match will be scored 3 to 0 in favor of the opposing team by the responsible referee. The referee will start a 7v7 game if a team can field a minimum of 5 players, a 9v9 game if a team can field a minimum of 6 players and an 11v11 if a team can field a minimum of 7 players. If a team forfeits a game during the preliminary round, they will not be allowed to move on to the playoff round.
15. **Suspension of play policy:** The referee's authority may suspend games at any time and submit a report to the Tournament Co-Director of Operations. In addition, tournament play may be suspended in the event of weather conditions as directed by the Field Coordinators. The decision to suspend play for the reason of weather will be made jointly by the Tournament Referee Coordinator and the Tournament Co-Directors. Game duration times may be adjusted at the decision of the Tournament Co-Directors. Game results will be referred to the Tournament Co-Directors for final determination. In the event of inclement weather which forces play to be halted and prevents the game from being completed during the scheduled time, the score shall stand if at least one-half of the game has been completed.
16. **Score Cards:** Both head coaches are responsible for verifying the score of the match by signing the referee score card at the end of the match. Failure to do so will negate any grounds for protest for incorrectly posted scores.
17. **Protests:** Protests must be communicated in writing to the Tournament Co-Director of Operations within two hours of the match in question. The Tournament Co-Director will decide all protests and his/her decision is final. **Protests concerning judgment decisions by referees will not be permitted.**
18. **Roster challenge:** Any roster challenge of an opposing team, must be made to the center referee prior to the start of the 2ndhalf of the game. No challenges will be allowed after the 2ndhalf starts. Roster challenges will be handled at the end of the match. Challenges will not delay the restart of the 2ndhalf and will be reviewed by the Tournament Director.