



## Tournament Rules

Each team will play a minimum of 3 games.

The tournament divisions, half length, maximum roster size, and ball size are displayed in the table below:

	2016	2015	2014	2013 & 2012	2011	2010	2009	2008	2007	2006	2005
	U7	U8	U9	U10 & U11	U12	U13	U14	U15	U16	U17	U18
<b>Format</b>	7v7	7v7	7v7	9v9	9v9	11v11	11v11	11v11	11v11	11v11	11v11
<b>Goalkeeper</b>	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Heading</b>	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Build Out Line</b>	Yes	Yes	Yes	No	No	No	No	No	No	No	No
<b>Match Time</b>	2x20 Min	2x20 Min	2x20 Min	2x25 Min	2x25 Min	2x30 Min	2x30 Min	2x30 Min	2x30 Min	2x30 Min	2x30 Min
<b>Break Period</b>	5 Min	5 Min	5 Min	10 Min	10 Min	10 Min	10 Min	10 Min	10 Min	10 Min	10 Min
<b>Ball Size</b>	3	3	4	4	4	5	5	5	5	5	5
<b>Off Side</b>	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Maximum active game time roster size is 18 players. Maximum registration roster size: 22 players.

Number of brackets for each division will depend on the numbers of teams that register for the tournament.

### Team/Player Eligibility:

The team must be comprised of properly registered and rostered players on the Registration System all Players must be completely registered to their teams in the Registration System.

All players & coaches must have a valid ID which must be presented upon request.

Every team must do the proper check in before their first game.



It is the responsibility of each team manager to know who is not eligible to participate on his/her team.

It is the responsibility of team administrator(s) to verify the active players in the Registration System. Unauthorized handwritten player names on the game roster are not eligible to play. The team administrator(s) are required to check the game roster for accuracy. Changes are not allowed after submitting the game roster to Tournament Officials.

Teams wishing to withdraw from the competition after applying to the tournament must have their head coach or team manager notify the tournament director via email at [carlos@parallex.co](mailto:carlos@parallex.co) writing (e-mail will suffice) of their desire to withdraw.

Withdrawal and refund requests must be made before the tournament entry deadline to receive a full refund. A full refund minus a \$50.00 administrative fee will be processed if request is made prior to entry deadline. A refund will not be issued if team withdraws an any other time.

### **Team Check-In:**

A team representative is required to check team in and provide a printed tournament roster to the tournament headquarters tent. Please have team checked in 60 minutes before the team's first game.

**2 registration moments will be made available to facilitate the check-in process.**

**1.- August 25<sup>th</sup>**

**Hotel Lobby from 6:00 p.m. to 9:00 p.m.**

**\*\*Communication will be sent to all teams with location instructions.**

**2.-August 26<sup>th</sup>**

**Main office at McAllister Fields.**



### **Team Rosters:**

Maximum team roster size depends on the age groups. U8-U10 maximum roster size is 16 players. U11-U12 maximum roster size is 18 players. U13-U19 can have up to 22 registered players but the max game time roster size is 18 players. Team rosters cannot be changed after the team has checked in at tournament headquarters. No unregistered players will be allowed to participate in the tournament.

### **Entry Fees:**

Entry fees per team are determined by the age group in which the team is playing. Please refer to the chart below:

<b>Age Group</b>	<b>Fee</b>
U8 - U10	\$550
U11 - U12	\$600
U13 - U19	\$700

### **Point System:**

Win – 3 Points

Tie – 1 Point

Loss – 0 Points

Forfeits – Winning team is awarded a 1-0 win.

Game results will be updated in the tournament page.



### **Tiebreaker for Pool Play:**

Ties in points in the preliminary rounds shall use the following tiebreaker rules in order:

1. Head-to-head competition
2. Goal differential (goals scored minus goals allowed)
3. Least goals allowed
4. Most goals scored
5. Coin toss

If more than two (2) teams are tied at the end of the preliminary round, the tie breaker criteria listed shall be used in the order shown until one team is advanced or one team is eliminated, or both. If remaining teams are still tied at this point in the tie-breaking process, they will then be compared beginning again with Step 1 until another team is either advanced or eliminated.

### **Match Rules:**

- Minimum of 7 players including the goalkeeper is required to start the match.
- Size 4 soccer ball for U8-U12 and size 5 soccer ball for U13-U19.
- Unlimited substitutions will be allowed for each team at any point during the game.

Players coming into the game will need to enter field from the half line.

*• 2 yellow cards in the game will result in a red card and suspension of the following game.*

- A player receiving a red card will be suspended for the remainder of the and for the following team's game (1 game). The tournament directors have the right to extend or reduce the player's suspension depending on the reason for the red card. Red card for fighting will result in the player/manager being banned for the remainder of the tournament.
- Home team will need to have alternate uniforms if both teams are same color



- a. Pinnies will be available if needed.
- There will be no overtime periods. Pool play games will end in ties and finals will go directly to penalty kicks.
- The referee can terminate a match due to the action(s) of players, coaches, managers, or team spectators.

### **Protests:**

Protests can be submitted and will incur a fee of \$150 with no refunds. Any situation that arises and is not covered in the rules will be resolved by the tournament directors. The tournament director(s) decision will be final and there will not be an appeal process. Protests regarding referee calls and decisions will not be accepted.

To ensure verification, all players and coaches need to possess a valid ID during the tournament, which must be presented upon request.

Protests must be initially presented with the referee before the second half of the match begins, ensuring uninterrupted gameplay.

### **Equipment:**

Our tournament supports FIFA/IFAB Law 4 – The Players Equipment. FIFA/IFAB Law IV states, "A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewelry)." The determination of whether a player may play or not will be made by the Referee.

- All players must wear shin-guards (no exceptions).
- No metal cleats or screw-in studs will be allowed.
- Same jersey and short colors must be worn.
  - o Home team is responsible for changing colors
  - o All jerseys must have numbers
- Goalies must wear different color jerseys from both teams.



- Each team will need to provide 2 game balls, with both balls meeting the approval of the assigned referees.
- Regulation size goals will be used based on the age groups
- FIFA/IFAB Law 4 – The Players Equipment. FIFA/IFAB Law IV states, "A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewelry)." The determination of whether a player may play or not will be made by the Referee in accordance with FIFA/IFAB Law IV.

**Code of Conduct:**

- It shall be the responsibility of each team to maintain proper spectator conduct. The coach, manager, and team shall be held primarily accountable for the conduct of the spectators from their respective teams. At no time shall offensive, insulting, or abusive language be permitted.
- Harassment towards assigned referees will not be tolerated and coaches, managers, players, are subject to ejections/suspensions. Spectators are subject to being removed from the field for inappropriate conduct.

*We reserve the right to amend the tournament rules as conditions may warrant.*