



Sports Force Parks Soccer Tournament Rules

****Sports Force Parks reserves the right to adjust these rules prior to the start of a tournament**
The Tournament Director will only address questions and concerns from a Manager or Coach.
Updated: February 1, 2024**

FIFA rules will apply to all games, conditions and situations unless otherwise specified within these tournament rules.

TEAM AND PLAYER ELIGIBILITY

- When determining the age group for a season, the year the season ends should be used for determining the birth year. Also note that the format “U followed by age” really means that age and younger. For example, U8 should be read as 8 and younger.
- We reserve the right to combine age groupings based on need.
- The team must hold a roster from the league in which it regularly plays, and US Youth Soccer Association or U.S. Club Soccer player passes throughout the duration of the tournament.
- Each player must provide a medical release and liability waiver signed by parent or guardian. You must use our form provided on the tournament website.

COACH'S CONCUSSION TRAINING

In compliance with Ohio HB 143 of the 129th General Assembly: All teams are required to submit a copy of certificate of completion of online concussion course for ALL adults (coach, manager, team parent(s) who will be present on players sideline during all tournament matches.

National Federation of High School Association (NFHS) Concussion In Sports
<http://www.nfhslearn.com/electiveDetail.aspx?courseID=38000>

National Alliance for Youth Sports (NAYS) Concussion Training
<http://www.nays.org/additional-training/preview/concussion-training.cfm>

These are the ONLY concussion training courses that are accepted by ODH and Sports Force Parks. Certificate of completion must be issued by NFHS, NAYS. Copies of certificate are to be held by coach at all times for the duration of the tournament.

TOURNAMENT GAME FORMAT AND MATCH SCHEDULES

- All teams are guaranteed the minimum number of games as designated on the tournament website.
- Game schedules will be released 3-5 days prior to the tournament start date.
- Age brackets and team placement are completed by Sports Force Parks.
- Playing format and roster sizes are as follows:

Age Group	Playing Format	Max. Roster Size
U9-U10	7v7	12
U11-U12	9v9	15
U13-U18	11 v 11	18



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ONLINE TEAM CHECK-IN:

All teams are REQUIRED to complete the online check-in via our website **30 days** prior to the tournament start date. Teams must provide:

- Roster
- Parental Waiver, Release of Liability, and Indemnification Agreement
- Player Cards

TOURNAMENT CHECK IN

Coaches are required to check in 1-hour prior to the start of their first game

GAME CHECK IN:

Cards and rosters may be randomly checked before games and throughout the tournament to ensure teams and rosters fall within the rules.

Players can be listed on multiple rosters, provided the teams do not fall in the same division. No schedule accommodations can be guaranteed to prevent games overlapping. Player must be listed on both rosters. No player may switch teams during a tournament.

GAME RULES:

FIFA Laws of the game apply.

U11 and under cannot intentionally head the ball, indirect free kick to opposing team.

BUILDOUT LINE (7v7 ONLY) – SEE BOTTOM PAGE FOR BUILDOUT LINE RULES

Age Group	Duration	Ball Size
U9-U10	25 Minute Halves	#4
U11-U12	25 Minute Halves	#4
U13-U15	30 Minute Halves	#5
U16-U18	30 Minute Halves	#5

Ties are allowed during pool play. Overtime will be used in all elimination matches. If a tie exists in an elimination match, the teams will play two (2) five-minute overtime halves. If a tie exists after the overtime periods, the FIFA kicks from the penalty mark procedure will be used to determine a winner.

NOTE: The game clock will not be stopped because of an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Due to the time allowed for the completion of all games, the clock must run continuously. Not more than ten minutes will be added to the clock.

MINIMUM NUMBER OF PLAYERS:

To constitute a game, each team (U13+) must have a minimum of seven (7) registered players on the field (one of whom is the goalie) at all times. Each team (U8-U12) must have a minimum of five (5) players on the field (one of whom is the goalie) at all times.



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UNIFORMS:

- The first team listed on the schedule is designated the HOME TEAM.
- In the case of uniform conflict, the Home Team will be responsible for changing to a different color. Each team must bring two jerseys of contrasting colors.
- No two uniforms on the same team may have the same number.
- Uniform numbers must match the numbers indicated on the tournament roster.
- Players are to wear shin guards with socks pulled up over them.
- Players' shirts are to be tucked into shorts.
- Sweat pants or warm ups may be worn under soccer shorts during game play.
- If a player has a cast, the cast must be covered in a protective wrap for play and approved by the referee of that game.
- There will be no jersey sharing permitted; if found jersey sharing, both players will be ejected from the tournament.

SUBSTITUTIONS:

Unlimited substitutions may be made as follows:

- A team may substitute on their own team's throw-in. If one team makes a substitution the other team may also.
- Either team may substitute after a goal, period end, or half-time.
- Either team may substitute on a goal kick.
- Either team may substitute when the game is stopped for injury. Substitution will be one player for one player.
- Substituted players may return to the game.
- Players issued a yellow card must be substituted by another player. Opposing team may substitute one for one.

SPECTATORS & COACHES / MANAGERS:

Spectators are ONLY allowed on one side of the field. During play, both team's benches will be on the same side of the field, split at the halfway line, opposite the spectators. Only three coaches, on the team's roster, are allowed with the team. Coaches must stay in the marked areas. Spectators are not allowed behind the goals.

CONDUCT:

Players, coaches, and spectators are expected to conduct themselves in the spirit of the law as well as the letter of the law. A referee or a tournament official can remove any coach or fan that is disturbing a match being played. If Coaches or fans refuse to leave, the game will be forfeited. **Any spectators removed from the game will be suspended from the facility for the duration of the event.**

If a player or coach receives a red card during the tournament, that person must sit out for their next scheduled game. A player or coach may agree to appear before the Tournament Director to be reinstated. Receipt of a second offense may result in ineligibility to finish the tournament. The Tournament Director reserves the right to contact the player's own state association if the disciplinary action requires it. If this is a foreign team's player, the tournament committee will notify the US Soccer Federation and the Federation will transmit the disciplinary action to his or her provincial or national association.

FORFEITS:

Failure to complete a match, or a team leaving the field during play, will result in a forfeit. Teams not having the minimum required players will result in a forfeit. Failure of a team to show up by game time will result in a forfeit. No team that has forfeited a game will be declared a group winner. The team winning by forfeit will be awarded 4 goals and the forfeiting team's score will be zero. This score will be the official score in case goal differential is necessary. Tournament officials reserve the right to decide all matters concerning a forfeit.



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BLOOD RULE:

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before player re- enters the game.

TOURNAMENT STANDINGS:

Division standings or playoff positions will be determined by points: Three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.

First Round Tie Breakers:

1. Head-to-Head Score
2. Fewest Goals Against
3. Greater Goal Differential
4. Most Goals Scored
5. Penalty Kicks (*Each team picks 5 shooters best of 5 wins. If still tied 5 more shooters and then continue until one team misses and one team does not.*)

COMPETITIVE BALANCE RULE

In order to prevent lopsided results, Sports Force Parks will use a competitive balance rule. If a team is down by 5 goals, the losing team can add a player from the field and play with the additional player until the goal differential is less than 5.

To maintain integrity we will also cap the goal differential at a maximum of 4 goals.

REFEREES:

All referees must have current certification through the USSF or US Club Soccer and be able to produce a registration card, if asked. Referees will wear the standard uniform and all three-man referee teams must match. Primary shirt color is yellow for all referees. Game cards must be marked with any disciplinary actions that took place during the game or any cancellation of play.

TOURNAMENT OFFICIALS:

Tournament officials will help facilitate a timely schedule of games. Tournament officials will have a radio communication in the case of an injury or if medical attention is needed. Tournament officials will assist the referees with pre-game team check-ins and with reporting scores as needed.

MATCH AND SCORE REPORTING:

All referees will be handed an official game card before their scheduled match by the Referee Assignor or tournament officials. All Referees will be responsible for final scores and ensuring that game situations are clearly marked on the cards. Referee will give card to the tournament official to be recorded by the tournament director.



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INCLEMENT WEATHER:

In the event that play cannot be started or is stopped for some reason, such as severe weather, teams will take cover, but will remain at the game site and proceed as follows:

- If time allows, resume play and play to completion.
- If the first half was completed, the match will be called complete and the score at the end of play will be final.
- If the first half cannot be completed, the match will be a "4-4" tie and each team will be awarded one (1) point.

The tournament director will coordinate the stoppage of play. Sports Force Parks reserves the right to make whatever adjustments may be necessary regarding game length to proceed with the schedule following delay(s) due to inclement weather, including cancellation of games if necessary.

AGE PROTESTS AND APPEALS:

Every coach is responsible for providing and carrying documentation of birth for all players on their roster for the duration of the tournament. Acceptable forms of identification include:

- Birth Certificate
- Passport
- State ID
- Any other government issued document

Only coaches may lodge an age protest before or during a game. There is a protest fee of \$150 per protest. If your protest is upheld, your fee will be returned. Sports Force Parks tournament officials may request age documentation at any time. If a coach cannot provide necessary documentation, the player(s) in question will be ruled ineligible.

Protests and other complaints concerning the outcome of a game made directly to tournament staff by parents could result into a forfeit of that game. **All decisions from the referees are FINAL.** There will be no protest referring to a referee judgment call. Only challenges as to the legality or eligibility of players/teams and or coaches are permitted as outlined in above sections. No other appeals will be accepted or heard.

BUILDOUT LINE RULES (7v7 ONLY)

1. Location = equidistant from the top of the penalty box and the halfway line
2. The build out line promotes playing the ball out of the back in a less pressured setting
3. When 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
4. 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). Play will continue if goalkeeper puts ball into play before the opposing team is completely beyond the buildout line.
5. After the ball is put into play, the opposing team can cross the buildout line & resumes play
6. The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has put into play.
7. If the goalkeeper chooses to put the ball in play prior to the opposing team getting behind the buildout line the ball is live.