



**SPRING 2025**  
**CITY OF CHAMPIONS**  
**TOURNAMENT**

**MAY 30 - JUNE 1**

**Stephenville, Texas**

**Presented by Stephenville Soccer Association, Inc.**

**TOURNAMENT RULES**

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## I. GENERAL TOURNAMENT RULES

### A. JERSEY AND EQUIPMENT REQUIREMENTS

Each team must have unique numbered jerseys. No two players may have the same jersey number. Alternate jerseys or numbered t-shirts must be available with a unique number for each player. Numbers must be permanent (no tape). In lieu of alternate jerseys, pinnies (mesh vests) may be used over jerseys to resolve color conflicts, but the numbers must be visible through the pinnies. Goalkeepers are not required to have a number on their jersey but should be identified by number on the GotSport roster and game report. Violators will be removed from the field and not allowed back on the field of play until the player's equipment is corrected.

Home Team is the team listed first on the schedule. The **Home Team will change** jerseys (or wear pinnies) if there is a color conflict. The Tournament Director or Tournament Officials have the final authority on any decisions related to jersey color conflicts.

### B. FIELD SETUP AND GAME PROCEDURES

Teams/players will occupy the side of the field designated for players/coaches; spectators will occupy the opposite side of the field. The Home Team shall provide a game ball and will have kick off.

### C. FORFEITURE AND TIMELINESS

A game may be declared a forfeit by the Tournament Director or Tournament Officials if a team is not ready to play within **five (5) minutes** of the scheduled game time, within **ten (10) minutes** of the conclusion of the previous game on the field in the event of delays, or if the team does not have the **minimum number of players** required to start a game, as outlined in paragraph "C." of section "II. Game Rules" below. At halftime, teams must be prepared to resume play within **two (2) minutes** of the referee's indication that halftime has ended.

**When a team forfeits a game, the following rules apply:**

- a. The team will be recorded as **losing the game** with a score of **0-3**.
- b. The forfeiting team is **still required to play** any remaining scheduled games.
- c. If a game is prematurely terminated by a game or tournament official due to the misconduct of a player, coach, or spectator, the team responsible will be considered to have forfeited the game.
- d. A Forfeit Penalty will be applied for each forfeited game: **\$25** for the 5U-10U age groups, and **\$50** for all other age groups. Payment is due before the team's participation in any future SSA tournaments.
- e. The Tournament Director or Tournament Officials reserve the right to declare a team ineligible for the playoff rounds if it is determined that the team intentionally forfeited a preliminary (pool) game.

- f. Teams who forfeit games will be reported to their home association and may be subject to additional forfeiture penalties.
- g. The Tournament Director or Tournament Officials may modify or waive forfeit policies in cases of extenuating circumstances. Factors considered will include prior communication from teams regarding their unavailability to play, the timing of such communication, the reasons for the forfeiture, and any other relevant considerations deemed important by Tournament Director or Tournament Officials. The decision made by the Tournament Director or Tournament Officials regarding the application of forfeit policies will be final, binding on all parties, and not subject to appeal.

#### **D. AUTHORITY OF THE REFEREE**

Each game is controlled by a referee who has full authority to enforce the Laws of the Game, as modified herein. He or she is the final decision-making authority on all facts connected with play, and is the only official on the field with the authority to start and stop play and impose disciplinary action against players or coaches during a game.

**The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the game, are final.**

#### **E. PROTEST POLICY AND PROCEDURES**

Protests regarding "Judgment Calls" by the referee will not be accepted or reviewed, and video evidence will not be considered for such calls. Protests will only be allowed for issues involving ineligible players or clear misapplications of the laws of the game that the referee admits. All protests must demonstrate a material impact on the outcome of the game and be submitted in writing to the Tournament Director or Tournament Officials at the SSA Complex Headquarters immediately following the game.

A protest fee of \$150.00, payable by cash, money order, or cashier's check, must be submitted along with the protest. The protest fee will be refunded if the protest is upheld. If it is determined that an ineligible player participated in the game, the Tournament Director or Tournament Officials may declare the game a forfeit.

#### **F. PLAYER ELIGIBILITY**

The tournament is open exclusively to teams affiliated with United States Youth Soccer Association (USYSA) and eligibility requirements will be strictly enforced. Teams registered through a USYSA member association, such as NTSSA, STYSA, OSA, and others, will be accepted. If your team is registered under a USYSA roster, guest players must be registered through a USYSA member association.

Players who are not already affiliated with a USYSA association can register under SSA to create a team for the tournament. All players would need to meet SSA's eligibility requirements and pay a fee of \$30 per player.

**Players may only participate on one team during the tournament, regardless of age, group, or division. NO EXCEPTIONS.** If a player is mistakenly approved on multiple rosters,

penalties for ineligible players and forfeits will still apply if the player participates with more than one team. It is the team's responsibility to ensure that players are listed on only one roster.

## **G. "PLAY-UP" RULES**

Players and teams are permitted to "play up," meaning they can participate in an older age group, but they are not allowed to play in a younger age group if any player exceeds the age eligibility for that group. If even one player exceeds the age eligibility for a specific age group, the entire team will be considered ineligible for that group.

Girls may participate on boys' teams in boys' divisions. However, if there is at least one boy on a team, the team will be classified as a boys' team and is not eligible to play in a girls' division.

## **H. MISCONDUCT, SEND-OFFS, AND REMOVALS**

Any send-offs must be reported to the Tournament Director or Tournament Officials at the SSA Complex Headquarters immediately after the game ends.

### **1. Players**

Any player who is sent-off must immediately report to the tournament headquarters at the end of the game, accompanied by a manager or parent. A player sent off (except for receiving two yellow cards in the same match) will automatically be required to sit out the team's next scheduled game. If the send-off occurs during the last game of the tournament for that player, they will sit out their team's next scheduled game instead. If a send-off is for fighting or violent conduct and it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament.

Any player who is sent off may remain on the player bench for the remainder of the game, as long as they do not cause any further disciplinary issues. If a player sent off does not immediately report to the tournament headquarters at the conclusion of the game, they ***MAY***, at the discretion of the Tournament Director or Tournament Officials, be barred from participating in any remaining games of the tournament.

Any player who receives three (3) cautions (yellow cards) during the tournament will be required to sit out the team's next scheduled tournament game. If the third caution occurs in the final game of the tournament for that player, they must sit out their team's next scheduled game instead. The North Texas Soccer Cup & Games Committee reserves the right to hold a hearing and impose a longer suspension at its discretion.

### **2. Coaches**

Any coach who is sent-off must immediately report to the tournament headquarters. A coach sent off (except for receiving two yellow cards in the same match) will automatically be required to sit out the team's next scheduled game. If the send-off occurs during the last game of the tournament for that coach, they will sit out their team's next scheduled game instead.

If the send-off was for fighting or violent conduct and it is the coach's second tournament send-off, the coach will be suspended from the remainder of the tournament. A coach that is sent off and fails to immediately report to the tournament headquarters ***MAY***, at the discretion of the Tournament Director or Tournament Officials, be prohibited from participating in any remaining games of the tournament.

Any coach who receives three (3) cautions (yellow cards) during the tournament will be required to sit out the team's next scheduled tournament game. If the third caution occurs in the final game of the tournament for that coach, they must sit out their team's next scheduled game instead. The North Texas Soccer Cup & Games Committee reserves the right to hold a hearing and impose a longer suspension at its discretion.

Any coach who is sent off must leave the field and all surrounding areas, including the parking lot and spectator zones. The coach may not return until at least 30 minutes after the conclusion of the game they are required to sit out. Exceptions to this rule will only be considered if the coach's team has a game scheduled immediately following the one they are suspended from, and the coach submits a formal request to the Tournament Director or Tournament Officials for consideration.

### **3. Spectator Code of Conduct and Removal Policy**

SSA is committed to maintaining a safe, respectful, and positive environment for all participants. To ensure the well-being of players, coaches, officials, and spectators, we have a **Zero Tolerance Policy** regarding inappropriate behavior by parents and spectators.

#### **a. Expected Behavior**

All spectators at the tournament are expected to exhibit good sportsmanship and respect towards players, coaches, officials, and other spectators. This includes refraining from offensive language, personal attacks, and disruptive behavior.

#### **b. Unacceptable Conduct**

Any spectator engaging in inappropriate conduct, such as verbal abuse, physical altercations, disruptive behavior, or interference with the game, will be subject to removal from the premises.

The following behaviors are strictly prohibited and will not be tolerated:

- **Fighting or physical altercations** with any individual, including players, coaches, referees, or other spectators.
- **Verbal abuse, taunting, harassment, or inappropriate or disruptive behavior** directed at players, coaches, referees, or other attendees.
- **Interference with any game.**
- **Drinking alcohol and/or using tobacco products** at the SSA Soccer Complex

#### **c. Authority to Remove**

Any parent or spectator found to be violating this policy shall report to the tournament headquarters immediately and then will be asked to leave the premises immediately, including the surrounding areas (such as the parking lot or spectator zones). The Tournament Director, Tournament Officials, and referees have the authority to remove any parent or spectator who is deemed to be causing a disturbance or violating the tournament's spectator code of conduct. If the spectator refuses to leave or continues disruptive behavior, further actions may be taken, including involving local authorities if necessary.

Parents who engage in unruly behavior on the sidelines may result in coaches being disciplined for failing to control their parents' behavior. If a coach receives a red

card due to poor parental behavior, parents of the players on that team, at the discretion of the Tournament Director or Tournament Officials, may be asked to not attend the following game.

#### **4. Team Altercations**

If any fights between teams lead to a game being prematurely ended or occur after a game, the Tournament Director or Tournament Officials reserve the right to disqualify the involved teams from the semi-finals, final games, or the entire tournament.

### **I. FINAL AUTHORITY**

The Tournament Director or Tournament Official's interpretation of all rules is final and binding. The Tournament Director or Tournament Officials have the authority to make decisions on all matters related to the tournament, including those not explicitly addressed in the rules. No appeals will be permitted beyond this decision.

### **J. INCLEMENT WEATHER**

In case of rain (HARD RAIN, NOT A SPRINKLE), contact the Tournament Headquarters and/or visit the Stephenville Soccer Association website at [www.stephenvillesoccer.com](http://www.stephenvillesoccer.com) for weather-related updates on the tournament. If inclement weather forces the cancellation of the tournament before a team's first scheduled game is completed, the tournament may retain up to 50% of the team's entry fee to cover startup costs.

In the event of inclement weather, the Tournament Director or Tournament Officials will determine the format for tournament play and/or how the tournament will be completed.

### **K. WITHDRAWAL POLICY**

A team that withdraws its entry at least two weeks prior to the tournament will receive a full refund of the entry fee, provided the withdrawal is submitted via email to [info@stephenvillesoccer.com](mailto:info@stephenvillesoccer.com). Refunds may also be considered in extenuating circumstances at the discretion of the Tournament Director or Tournament Officials.

Any team that withdraws less than two weeks from the start of the tournament or does not complete all required scheduled games, will not receive a refund of the entry fee, and will be reported to NTSSA.

### **L. REFUND POLICY**

All teams that are not accepted into the tournament will receive a full refund within 10 days of either the rejection notification or the notification of the teams accepted, whichever occurs first. (Posting the accepted teams on the tournament website will be considered notification.)

## II. GAME RULES

A. BALL SIZE				
U5 - U8	U8 - U10	U10 - U12	U12 - U14	U15 - U19
4 v 4	7 v 7	9 v 9	11 v 11	11 v 11
Size #3	Size #4	Size #4	Size #5	Size #5

B. MAXIMUM ROSTER SIZE				
U5 - U8	U8 - U10	U10 - U12	U12 - U14	U15 and above
4v4 8 players	7v7 12 players	9v9 16 players	11v11 18 players	11v11 22 players

C. MINIMUM NUMBER OF PLAYERS TO START OR CONTINUE GAME			
4 v 4	7 v 7	9 v 9	11 v 11
3 players	5 players	7 players	7 players

D. SCORING SYSTEM FOR POOL GAMES	
Win	6 Points to winning team
Tie	3 Points to each team
0 - 0 Tie	4 Points to each team
Loss	0 Points
Goals Scored	1 Point Per Goal Scored (maximum of 3 points per game; <i>points awarded with loss</i> )
Shutout (opponent does not score)	1 Point
Forfeit	Scored as 3-0 Win/Loss



<b>E. TIE BREAKER RULES FOR POOL GAMES</b>	
If two or more teams are tied in points after preliminary games, the following tiebreakers will be applied in order until one team is selected for advancement.	
<b>1</b>	<b>Head to Head Match Results.</b> Winner of the match the two teams played against each other will advance ( <i>disregard if more than 2 teams are tied</i> )
<b>2</b>	<b>Goal Differential.</b> Team with highest goal differential against opponents advances (capped at a max of 5 goals per game; goals scored less goals conceded) (example: 7-0 game = 5-0 in calculating advancement; 11-5 game = 10-5 in calculating advancement)
<b>3</b>	<b>Most Goals Scored.</b> Team with highest amount of goals scored advances (capped at maximum of 5 goals per game)
<b>4</b>	<b>Least Number of Goals Conceded.</b> Team with least number of goals conceded advances
<b>5</b>	<b>Highest Number of Shutouts.</b> Team with highest number of shutouts advances
<b>6</b>	<b>Fewest Accumulation of Caution Points.</b> 1 point allocated for yellow cards and 2 points for red cards; team with lowest number of caution points advances
<b>7</b>	<b>Penalty Kicks.</b> Best of five (5)

<b>F. SUBSTITUTIONS</b>	
Substitutions will be allowed, <u>with the referee's consent</u> , at the following times (unless modified by the recreational age specific playing rules herein):	
➤	Before a throw-in, but only for the team in possession. <i>The opposing team may substitute when the team in possession does so.</i>
➤	Before a goal kick.
➤	After a goal is scored by either team.
➤	After an injury, when the referee stops play.
➤	At halftime, by either team.
➤	When a player receives a yellow card (only carded player may be substituted).
➤	At the referee's discretion.
<b><i>In the event of excessive heat during any tournament game, the referee may permit free substitution, <u>with the referee's consent</u>, for all age groups, at any stoppage in play.</i></b>	

## G. HEADING RESTRICTIONS FOR 12U AND YOUNGER

12U and younger will not engage in heading. When a player deliberately heads the ball in a game, an indirect free kick shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

## H. PENALTY KICK PROCEDURE FOR TIED GAMES (NO OVERTIME)

All quarter-final, semi-final, and final games will proceed directly to IFAB penalty kicks in the event of a tie (no overtime). All rostered players that participated in the tied game are eligible to take a penalty kick, unless a player has been sent off.

The team's coach must submit a list of shooters before the shootout begins and the shooters will take their kicks in the order provided. The list must include ALL rostered players who are eligible to take a penalty kick. If one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks

The shootout will proceed with a **best-of-5 penalty kicks** format, with each team alternating shots. The team that scores more goals after the best-of-5 kicks will be declared the winner. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If the score remains tied after all penalty kicks, the winner will be decided by sudden death.

In sudden death, the teams will alternate taking 1 kick each, starting with the next shooter in the shootout roster. If the score remains tied after all players on the shootout roster have taken a penalty kick, the order of shooters will be repeated. The first team to score while the other team misses will win the shootout and the game.

## I. GAME STOPPED SHORT

If a game has played one full half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete. For semi-final or final games that are tied, the Penalty Kick Procedure described in paragraph "J." above shall be used to determine the advancing/winning team.

## J. GAME SCORE REPORTING AND SUBMISSION

The **winning team** is responsible for entering the score AND submitting the game sheet to the Tournament Headquarters immediately following the game.

In the **event of a tie**, the **home team** is responsible for entering the score AND submitting the game sheet to the Tournament Headquarters immediately following the game.

<b>K. BRACKET FORMAT AND ADVANCEMENT RULES</b>	
<b>3</b> Three Teams	Each team will play the other two teams in the group (2 games). After all group games are completed, teams will be seeded based on the highest number of points awarded. A semi-final game will be played by the #2 seed and the #3 seed. The winner of the semi-final game will play the #1 seed in the Final.
<b>4</b> Four Teams	All teams will play each other (3 games). The two teams with the highest number of points will advance to the Final.
<b>5</b> Five Teams	Each team will play two group games (opponents determined at random). After all group games are completed, teams will be seeded based on the highest number of points awarded. The #4 team and the #5 team will play a consolation game. The #2 team will play the #3 team in a semi-final game. The winner of the semi-final will play the #1 team in the Final.
<b>6</b> Six Teams	Teams will be divided into two groups of three teams and each team will play the three teams in the other group (3 games; groups assigned at random). After all group games are completed, teams will be seeded based on the highest number of points awarded. The four teams with the highest number of points will advance to the semi-final games. The #1 team will play the #4 team in a semi-final game, the #2 team will play the #3 team in a semi-final game, and the winner of each semi-final game will advance to play each other in a Final. The #5 team and the #6 team will play a consolation game.
<b>7</b> Seven Teams	Each team will play two group games (groups assigned at random). After all group games are completed, teams will be seeded based on the highest number of points awarded. The #1 team will automatically advance to the semi-finals. The #2 team will play the #7 team and the #3 team will play the #6 team in quarter-final games; the winners of the two quarter-final games will play in a semi-final game. The #4 team will play the #5 team, with the winner advancing to a semi-final game to play the #1 team. The winners of the two semi-final games will advance to play each other in a Final.
<b>8</b> Eight Teams	Teams are divided into two groups of four (Group A and Group B). Each team will play the other three teams in their group (3 games). After all group games are completed, teams will then be seeded within in each group based on the highest number of points awarded to determine the #1 and #2 teams in each group. The Group A #1 team will play the Group B #2 in a semi-final game and the Group B #1 team will play the Group A #2 team in a semi-final game. The winners of the two semi-final games will advance to play each other in a Final.

If teams are scheduled to play against opponents they have already faced, the Tournament Director or Tournament Officials has the authority to adjust the playoff format.

### III. ACADEMY & COMPETITIVE LEVEL RULES

#### A. ACADEMY AND COMPETITIVE LEVELS NUMBER OF PLAYERS & GOALKEEPER

U7 - U8	U8 - U10	U10 - U12	U13 and above
4 v 4	7 v 7	9 v 9	11 v 11
NO Goalkeeper	One Player Must be Goalkeeper	One Player Must be Goalkeeper	One Player Must be Goalkeeper

#### B. ACADEMY AND COMPETITIVE LEVELS GUEST PLAYERS ALLOWED

U7-U8	U9 - U10	U11 - U12	U13 - U14	U15 - U19
5 Guest Players	5 Guest Players	5 Guest Players	5 Guest Players	5 Guest Players

#### C. ACADEMY AND COMPETITIVE LEVELS GAME LENGTH

U7 - U8	U8 - U10	U10 - U12	U13 - U19
2 Halves	2 Halves	2 Halves	2 Halves
20 Minute Halves	20 Minute Halves	25 Minute Halves	30 Minute Halves
FINALS 25 Minute Halves	FINALS 25 Minute Halves	FINALS 30 Minute Halves	FINALS 35 Minute Halves

#### D. TEAM MOVEMENT AND BRACKET ADJUSTMENTS

8U Academy teams have the option of playing 4v4 or 7v7. 10U Academy teams have the option of playing 9v9 or 11v11. 12U Competitive teams have the option of playing 9v9 or 11v11.

All Academy teams may be moved up to the next level, or any Academy team playing up may be placed in a different bracket depending on the number of registered teams. For example, if an 8U Academy team is registered to play in the 7v7 bracket but a team is needed in the 4v4 bracket, the team may be moved to the 4v4 bracket to help complete that group. Alternatively, if a 8U Academy team registers to play 4v4, that team may be moved to the 7v7 bracket if needed to fill a bracket. All teams will be given the option to move before the Tournament Director or Tournament Officials make any adjustments. If no team volunteers, the last team(s) to register will be automatically moved and notified.

All 12U Competitive teams may be moved to either a 9v9 or 11v11 bracket. For example, if a 12U Competitive team registers to play 11v11 and another team is needed to fill a 9v9 bracket, the team may be moved to the 9v9 bracket to help complete that group. Alternatively, if an 12U Competitive team is registered to play 9v9 and a team is needed to fill the 11v11 bracket, the team may be moved up. All teams will be given the opportunity to volunteer for a move before the Tournament Director or Tournament Officials make any adjustments. If no team volunteers, the last team(s) to register will be automatically moved and notified.

Academy and Competitive teams may NOT play in recreational brackets.

**D. AGE SPECIFIC PLAYING RULES (*see page 12*)**

**For clarification purposes:**

1. Academy teams playing 7v7 will NOT have build-out lines and are ALLOWED to punt the ball.
2. Heading is allowed for 12U Competitive teams playing 9v9 or 11v11.
3. If a recreational team competes in an academy level bracket, all games will be played according to academy level rules.

## U7/U8 ACADEMY PLAYING RULES (4v4)

### City of Champions Tournament

- One center referee
- Half-time break | Five (5) minutes
- Attacking players must retreat (or be attempting retreat) to the MIDFIELD LINE to allow space for the defending player to take a goal kick (defending player or goalkeeper *may* delay play until attacking team retreats)
- All restarts are throw-ins (no kick-ins)
- Goalkeepers must wear a jersey or pinnie in a color distinct from both their teammates and the opposing team
- All free kicks are indirect (opponent must be 3 yards back from the ball)
  - the ball must touch another player before a goal can be scored
- The following are NOT allowed:
  - NO Heading
  - NO Offside Calls
  - NO Penalty Kicks - *unless* the game is a semi-final or final to settle a tie
  - NO Slide Tackles
  - NO Drop Kicks or Punting
- Coaches and/or parents are not allowed to stand behind goals during games
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is **not** permitted)

## IV. RECREATIONAL LEVEL RULES

### A. RECREATIONAL LEVEL NUMBER OF PLAYERS & GOALKEEPER

U5 - U8	U9 - U10	U11 - U12	U13 and above
4 v 4	7 v 7	9 v 9	11 v 11
NO Goalkeeper	One Player Must be Goalkeeper	One Player Must be Goalkeeper	One Player Must be Goalkeeper

### B. RECREATIONAL LEVEL GUEST PLAYERS ALLOWED

U5 - U8	U9 - U10	U11 - U12	U13 - U14	U15 - U19
3 Guest Players	3 Guest Players	3 Guest Players	3 Guest Players	3 Guest Players

### C. RECREATIONAL LEVEL GAME LENGTH

U5 - U8	U9 - U10	U11 - U12	U13 - U15	U16 - U19
4 Quarters	2 Halves	2 Halves	2 Halves	2 Halves
8 Minute Quarters	20 Minute Halves	25 Minute Halves	30 Minute Halves	30 Minute Halves
NO FINALS	FINALS 25 Minute Halves	FINALS 30 Minute Halves	FINALS 35 Minute Halves	FINALS 35 Minute Halves

#### D. MINIMUM PLAYING TIME FOR RECREATIONAL GAMES

For recreational games ONLY, each player, when present at a game, shall be required to play a minimum of 50% of the time, unless the player's time has been reduced for medical or disciplinary reasons, in which case the coach must notify the player and the opposing coach prior to the beginning of the game that the minimum time has been reduced. Please report any issue to the Tournament Officials at the SSA Complex Headquarters prior to the start of the second half. If the Tournament Officials determine that a coach has violated the 50% playing rule, the game may be considered a forfeit and the coach will be suspended.

#### D. U5 - U8 PARTICIPATION MEDALS ONLY

For U8 and younger recreational divisions, all teams will receive participation medals. There are no finals for U8 and younger recreational divisions. Recreational teams competing in competitive brackets are not eligible for participation medals.

#### F. AGE SPECIFIC PLAYING RULES (*see pages 14 - 18*)

##### For clarification purposes:

If a recreational team competes in an academy level bracket, all games will be played according to academy level rules.

## U5/U6 RECREATIONAL PLAYING RULES (4v4)

### City of Champions Tournament

- One center referee
- Half-time break | Five (5) minutes
- Quarter breaks | Three (3) minutes
- 2nd and 4th quarters resume where the previous quarter ended
- Defending players may be inside their goal box to defend against a goal when the ball is in play on their side of the field, but must move out of the box when the ball is no longer in a position to be defended within that area
- Attacking players may enter the goal box to attempt a goal when the ball is in play, but must move out of the box and actively engage in play when the ball is no longer in a position to be played for a goal
- Attacking players must allow space for the defending player to take a goal kick by retreating (or attempting to retreat) to the midfield line
- All restarts are throw-ins (no kick-ins)
- All free kicks are indirect (opponent must be 3 yards back from the ball)
  - the ball must touch another player before a goal can be scored
- The following are NOT allowed:
  - NO Heading
  - NO Offside Calls
  - NO Penalty Kicks
  - NO Slide Tackles
  - NO Drop Kicks or Punting
- Coaches are NOT ALLOWED on the field during games
- Coaches and/or parents are not allowed to stand behind goals during games
- Shin guards must be worn under socks
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is **not** permitted)



## U7/U8 RECREATIONAL PLAYING RULES (4v4)

### City of Champions Tournament

- One center referee
- Half-time break | Five (5) minutes
- Quarter breaks | Three (3) minutes
- 2nd and 4th quarters resume where the previous quarter ended
- Goalkeepers must wear a jersey or pinnie in a color distinct from both their teammates and the opposing team
- Attacking players must retreat (or be attempting retreat) to the MIDFIELD LINE to allow space for the defending player to take a goal kick **OR** when the goalkeeper has possession of the ball (defending player or goalkeeper ***may*** delay play until attacking team retreats)
- All free kicks are indirect (opponent must be 8 yards back from the ball)
  - the ball must touch another player before a goal can be scored
- The following are NOT allowed:
  - NO Heading
  - NO Offside Calls
  - NO Penalty Kicks
  - NO Slide Tackles
  - NO Drop Kicks or Punting
- Coaches are NOT ALLOWED on the field during games
- Coaches and/or parents are not allowed to stand behind goals during games
- Shin guards must be worn under socks
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is ***not*** permitted)

## U9/U10 RECREATIONAL PLAYING RULES (7v7)

### City of Champions Tournament

- One center referee and two (2) assistant referees (AR)
- Half-time break | Five (5) minutes
- Goalkeepers must wear a jersey or pinnie in a color distinct from both their teammates and the opposing team
- Attacking players must retreat (or be attempting retreat) to the BUILD-OUT (blue) line to allow space for the defending player to take a goal kick **OR** when the goalkeeper has possession of the ball (defending player or goalkeeper *may* delay play until attacking team retreats)
- Offside offense allowed ONLY between the build-out (blue) line and the goal line
- Follow IFAB guidelines for the following:
  - Penalty kicks
  - Free kicks
- The following are NOT allowed:
  - NO Heading
  - **NO Drop Kicks or Punting**
- Coaches are NOT ALLOWED on the field during games
- Coaches and/or parents are not allowed to stand behind goals during games
- Shin guards must be worn under socks
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is **not** permitted)

## U11/U12 RECREATIONAL PLAYING RULES (9v9)

### City of Champions Tournament

- One center referee and two (2) assistant referees (AR)
- Half-time break | Five (5) minutes
- Follow IFAB guidelines for the following:
  - Offside offense
  - Penalty kicks
  - Free kicks
- Heading is NOT ALLOWED
- Coaches are NOT ALLOWED on the field during games
- Coaches and/or parents are not allowed to stand behind goals during games
- Shin guards must be worn under socks
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is **not** permitted)

*\*\*Drop kicks and punting allowed*

## U13-U19 RECREATIONAL PLAYING RULES (11v11) City of Champions Tournament

- One center referee and two (2) assistant referees (AR)
- Half-time break | Five (5) minutes
- Follow IFAB guidelines for the following:
  - Offside offense
  - Penalty kicks
  - Free kicks
- Coaches are NOT ALLOWED on the field during games
- Coaches and/or parents are not allowed to stand behind goals during games
- Shin guards must be worn under socks
- Players are NOT ALLOWED to wear jewelry (using tape or band-aids to cover jewelry is **not** permitted)