

## Memorial Soccer Tournament

### Rules Of Play

- Rule I** All FIFA laws shall apply in this tournament, except as modified herein.
- Rule II** Size 3 Ball for U6/8 Age Group  
Size 4 Ball for U10/12 Age Group  
Size 5 Ball for U15/19 Age Group
- Rule III** Substitutions can be made on any stoppage at the referee's discretion.
- Rule IV** The team listed first on the schedule will change jerseys or wear cover-ups in case of a color conflict. Shin guards must be worn.
- Rule V** Referee's decisions are final. No appeals.
- Rule VI** All games will start at their scheduled time. There will be very little chance to warm-up on the field. When a game ends, the next 2 teams should be prepared to step on the field ready to play. The referee may start the clock even if the 2 teams are not ready to go in order to keep everything on schedule.
- Rule VII** All restarts will be indirect for U6/8. All other age groups will follow FIFA.
- Rule VIII** Fouls/misconduct will be per normal FIFA law, with these differences:
- A. A red card or ejection disqualifies the player for the remainder of the match and the next scheduled match. Any ejected player will not be substituted for.
  - B. Any player coming off the bench to participate in a fight will be ejected from the tournament.
- Rule IX** No heading for U6/8/10.
- Rule X** U10 will play the build-out line. Opposing players must retreat behind the line until the ball is played.
- Rule XI** U6/8 will make use of a Goal Area Box. Players are not allowed in the Goal Area Box unless the ball has entered this area. If a player is in the box before the ball and touches the ball, an indirect free kick is awarded to the other team just outside the box.
- Rule XII** This tournament uses FIFA rules for goalkeepers. The goalkeeper can only handle the ball within the goal box. Balls purposely played back to the goalkeeper off the feet of his/her teammates cannot be picked up.
- Rule XIII** All preliminary games ending in a tie will remain a tie. The point system will be:
- A. 3 points for a win.
  - B. 1 point for a tie
  - C. 0 points for a loss

- D. 1 point each for goals up to 3 (awarded to losing and tied teams also)
- E. 6 points maximum per game
- F. Total points in each bracket will decide qualifiers. In the event of a tie involving qualification for single-elimination play, it will be broken in the following sequence:
  - a) Head to head play
  - b) Goal differential (Maximum of 5 per game)
  - c) Goals against (Maximum of 5 per game)
  - d) Goals for (Maximum of 5 per game)
  - e) Coin Flip

If more than 2 teams are tied, head-to-head is eliminated in the sequence. The other tiebreakers are used in order. Once a team is eliminated using this process, the sequence starts again from the beginning and will include head-to-head once you get down to 2 teams tied.

**Rules XIV** In single-elimination play, a draw will be broken in the following sequence:  
Kicks from the mark using only players that were on the field of play at the end of play.  
Start with 3 kickers per team then go 1v1 until a winner is determined.

**Rules XV** If FIFA laws and these rules above cannot resolve a situation, the Tournament Director will rule and all rulings are final. A member of the Tournament Committee may be designated to substitute for the Tournament Director if necessary.

**Rules XVI**  
All games can have changes made before their game time. This is a fun tournament and all about the kids.