



TOURNAMENT RULES & REGULATIONS

2022 GLEN-ED FALL CHAMPIONS CUP

Sep 29th, 2022 – Oct 2nd, 2022



LAWS OF THE GAME

All games will be played under international rules (FIFA) except for the goalkeeper may not be fair charged.

No Heading for all U11 divisions and below. When a player deliberately heads the ball, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the IFK should be taken on the goal area line parallel to the end line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

The build-out line will be used for all 7v7 games and modifications will follow the [USSF PLAYER DEVELOPMENT INITIATIVES](#). Attackers may move into the area after the ball is released by the goalie. No Offside called in 7v7.

4v4 are rules listed on last page.

SUBSTITUTIONS

Unlimited substitutions will be allowed by either team at the discretion of the referee at any time when the ball is not in play. If a player is issued a caution, a coach may substitute for the player with referee permission.

EJECTION

Any Red Card issued to a player/coach, the player/coach will be required to leave the bench area and return to the parking lot for the remainder of the game. The ejection of the player or coach will result in a one-game suspension for the next tournament game subject to the review of the Tournament Director. Any Red Card or ejection for “Violent Conduct”, “Abusive Language” or “Spitting” will result in a suspension for the remainder of the tournament subject to the review of the Tournament Director. The passes of an ejected player or coach will be retained at the tournament headquarters until their suspension has been served.

TEAM ELIGIBILITY

Guest Players (Players within your club are not considered guest players.)

- Teams competing in 4v4, 7v7 or 9v9 may not carry more than 3 guest players.
- No roster changes after registration.
- Players may only play for one team in the tournament.

Check-in will be ONLINE ONLY, all players/coaches/teams. Please click here for online [Check-in Requirements](#)

START OF THE GAME

At the beginning of the game or first overtime period, a coin is tossed and the team that wins the toss decides which goal it will defend in the first half. The other team is awarded the kick-off to start the match.

DURATION OF GAME

| Age-Gender | Players | Game Length | Ball Size | Player Roster |
|----------------------|----------------|--------------------|------------------|----------------------|
| U8 Below | 4v4 | 10 minute quarters | size 3 or 4 | 10 players |
| U9-U10 Boys & Girls | 7v7 | 25 minute halves | size 4 | 14 players |
| U11-U12 Boys & Girls | 9v9 | 30 minute halves | size 4 | 16 players |

UNIFORMS AND EQUIPMENT

The team listed first is the HOME team. The HOME team will provide a game ball(s). All players must follow FIFA equipment rules. The HOME team will wear its light color jersey and the VISITING team will wear its dark color jersey. If two competing teams have like jerseys, the VISITING team must change. The referee will have the final decision on what jerseys are considered acceptable and/or “like” in color.

Players with medical equipment such as casts/face masks must be approved by the referee before every game.



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AWARDS

Awards ceremony will not be conducted due to current COVID guidance. Participation awards will be given to all teams competing in U7/U8 divisions. For all U09-U12 divisions, Championship Trophy and Champions and Finalists medals will be awarded.

FAILURE TO SHOW-FORFEITS

The minimum players to start a game are: 4v4-min 3 players, 7v7-min 5 players, 9v9-min 6 players. If the minimum number of players is not available, the referee will start the game clock. After ten (10) minutes, the game will not be played. The Tournament Directors will make the final decision if a forfeit shall be declared. If a forfeit is declared, the winning team shall be awarded a score of 3-0.

PROTESTS

Any protests must be presented in writing to the tournament headquarters within (1) one hour of the completion of the game along with a non-refundable fee of \$100. Because of the nature of tournament, no protest of any referee decision will be allowed. All decisions of the referees are considered final.

SCORING FORMAT – GROUP PLAY

- Three (3) points awarded for a win
- One (1) point awarded for a tie
- Zero (0) points awarded for a loss or forfeit

In the event of a tie in total points, the following tie breakers will be used to determine final the standings:

1. Head-to-head competition between teams that are tied (not used in 3 way ties)
2. Goal Differential–Total goals scored less total goals allowed with a max of (3) three per game
3. Fewest Goals Allowed - during group play max (3) three per game
4. Most Goal Scored – during group play max (3) three per game
5. Penalty Kick Shootout per FIFA Laws of the Game

TIEBREAKERS FOR A SEMI-FINAL AND FINAL GAMES

If at the end of regulation during semi-final or final games, teams are tied, then two five minute overtime periods will be played to completion. If a tie remains at the end of overtime, a Penalty Kick Shootout per FIFA Laws of the Game will be used to determine the winner.

GENERAL RULES

- Only Players and Coaches with player cards are allowed on the team sideline. All other observers must be on the opposite side across from their team.
- Spectators should maintain social distancing & adhere to state orders for wearing a mask as required.
- Spectators are always expected to exhibit sportsmanship and respect. Abuse of any kind (physical, verbal or gesture) toward any referee, tournament officials, player or other spectators will not be accepted and may result in the offending individual(s) being ejected from the game or facility at the discretion of the referee or Tournament Official.
- Benches may not be provided due to local COVID restrictions. Please be prepared.
- **NO PETS on turf (inside fences), NO Gum or Sunflower seeds allowed on the turf & No tobacco use (smoking or smokeless) allowed at facilities.**
- **Any player diagnosed with a concussion during the tournament will not be allowed to play for the remainder of the tournament.**

REFUNDS



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If the event is canceled prior to any games being played for any reason, Glen-Ed Sports will refund a percentage of your entry fee as follows (EXCLUDES hotel expense):

- No Games played 100% refund.
- 1 -2 game played will result in an 50% refund of tournament entry fee paid.
- 3 or more games played no refund issued.
- Hotel expense will not be reimbursed by the tournament or club.

SMALL SIDED STANDARDS OF PLAY (4v4)

All games will be played under the rules above plus additional requirements from US Soccer

- No goalkeepers and No off-sides. Shin guards are required. Fields are approximately 35 yds long by 25 yds wide and Goals are 4 feet (height) x 6 feet (width). Corner flags are not required.
- 4 ten-Minute Quarters and Size 3 or 4 ball
- 1-minute breaks between 1 & 2 and 3 & 4 quarters. 5 minutes (half-time) between 2nd & 3rd Quarter
- During active play, players may pass through the goal box but are not permitted to stand within it.
- If a ball is moving, either in the goal box or on the goal box line, the result, if touched by the attacker is a goal kick, or if touched by a defender is a PK from the half-line will be awarded.
- PK is a dead ball play and result of any PK taken is a goal or a goal kick (even if ball does not cross over the end line).
- If a ball comes to a stop in the box or on the goal box line, it is a goal kick.
- All restarts (sideline kick-ins, kick-offs, goal kicks, corner kicks, free kicks in the field) will be indirect. PK's are the only direct kick.
- Opponents should be a minimum of 5 yards away from the ball on all kicks except a goal kick.
- Goal kicks and corner kicks should be taken in the general area of the normal spot.
- Goal Kick protocol: (goals cannot be scored directly from a goal kick)
 - The opponents must retreat to midfield. They cannot enter the half until the ball is in play.
 - The ball is in play, once it has been kicked by the kicking team.
 - If the ball is kicked directly (backwards) over the kicking team's end line (whether in the goal or not), a corner kick is awarded to the defending team.
 - If the ball is kicked directly over the opposing team's end line (whether in the goal or not), a goal kick is awarded to the defending team.