

Charm City Super Cup – Tournament Rules

For U9–U14 Girls and Boys Teams

General Rules

- Unless otherwise stated below, **FIFA Laws of the Game** apply.
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Age Groups, Formats, and Match Duration

Age Group	Format	Half	Length	Ball Size	Max Roster	Max Dressed Players
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U9–U10	7v7	2 x	25 min	Size 4	14	14
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U11–U12	9v9	2 x	25 min	Size 4	16	16
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U13–U14	11v11	2 x	30 min	Size 5	22	18
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Substitutions

- Substitutions are allowed on **any stoppage of play**, at the **referee's discretion**.
 - **No substitutions are allowed on a penalty kick.**
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Scoring System – Group Play

Match Result	Points Awarded
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Win	3
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Tie	1
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Loss	0
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Group Stage Tie-Breakers

If teams are tied in points after group play, the following tie-breakers will be used in order:

1. Head-to-head result

2. Goal difference
 3. Goals against
 4. Goals for
 5. Most shutouts
 6. Kicks from the penalty mark (FIFA rules)
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Semi-Final and Final Tie Resolution

- If a semi-final or final ends in a tie after regulation time, the match will be decided by **FIFA Kicks from the Penalty Mark**.
 - **Only players on the field at the end of regulation** may participate in the shootout.
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Guest Players

- Each team may roster up to **six guest players**.
 - All guest players must be properly documented and approved on the official tournament roster.
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Weather Policy

- A match that has reached **halftime** will be considered a **complete game**.
 - All other weather-related situations will be handled at the **discretion of the Tournament Director and staff**.
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Sideline Behavior and Field Setup

- Both teams and team officials will be located on the **same side of the field**.
 - Only **coaches and trainers** are permitted on the team sideline.
 - All **spectators** must remain on the **opposite side of the field**, within the designated area **between the penalty boxes**.
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Protests

- **No protests are allowed.**
 - **All referee decisions are final.**
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Heading Rule – U11 and Younger

- **Deliberate headers** result in an **indirect free kick** to the opposing team.
 - If the infraction occurs within the goal area, the kick is taken from the **goal area line parallel to the goal line** closest to the infraction.
 - If the header is **inadvertent**:
 - If no safety concern is observed by the referee, **play continues**.
 - If there is a safety concern, the referee will **stop play** and restart with a **dropped ball** to the team that had possession.
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Build-Out Lines – U10 and Younger

- **Build-out lines** are used for **U9 and U10** age groups.
- When the **goalkeeper has the ball**, the opposing team must **retreat behind the build-out line** until the ball is put into play.
- The goalkeeper may **throw, roll, or pass** the ball.
- **Punting is not allowed.**
 - If a goalkeeper punts the ball, an **indirect free kick** is awarded to the opposing team from the spot of the offense.
 - If the offense occurs in the goal area, the free kick is taken from the **goal area line** nearest to the infraction.
- The build-out line is also used to determine **offside positioning**:
 - Players cannot be offside between the **halfway line and build-out line**.
 - Offside infractions may occur between the **build-out line and the goal line**.