

## **RULES OF COMPETITION**

### **Inter Atlanta Academy Cup**

#### **LAWS OF THE GAME**

All games shall be played in accordance with FIFA Laws of the Game, except as specifically modified by USSF, USYSA, GSSA, and these competition rules.

#### **PLAYERS EQUIPMENT**

- All players must wear shin guards
- Player uniforms must have a number on the shirt
- The home team wears light-colored uniforms, away teams wear dark. If uniforms colors are to close the home team must change
- No jewelry is allowed.
- All equipment is subject to referee approval.

#### **DURATION OF GAMES**

- The duration of matches shall be as follows
  - 7v7 is two 25-minute halves. Half is 5 minutes.
  - 9v9 is two 30-minute halves. Half is 5 minutes.
  - 11v11 is two 30-minute halves. Half is 10 minutes.
- Game times may be shortened due to inclement weather.
- All players and coaches will take one side of the field, and spectators will take the other side. • No one will be allowed behind either goal.

#### **7v7 RULES**

- Match Ball - 7v7 Size 4
- Match Durations
  - U8-U10 (7v7) - 2x25-minute halves, 5-minute halftime.
- Build-out line (U8-U10 only)
  - Use build out lines, if visible.
  - Players cannot be penalized for offside between the halfway line and the build-out line.
  - When the goalkeeper has the ball, either in hand or for a goal kick, opposing players must move back behind the build out line.
- Heading/Punting
  - U8-U10 (7v7). NO PUNTING/NO DROP KICKS. NO HEADING, indirect free kick if header occurs.

## **9v9 RULES**

- Match Ball - 9v9 Size 4
- Match Duration
  - U11-U12 (9v9) - 2x30-minute halves, 5-minute halftime.

U11 (9v9) punting is allowed, NO heading.

U12 (9v9) punting is allowed, heading is allowed.

## **11v11 RULES**

- Match Ball - 11v11 Size 5
- Match Duration
  - U12 (11v11) - 2x30-minute halves, 10-minute halftime.

## **PLAYERS AND SUBSTITUTIONS**

No player shall play for more than one team during the tournament.

The maximum roster size is: 22 for playing 11v11

The maximum roster size is: 16 for playing 9v9

The maximum roster size is: 13 for playing 7v7

Teams are permitted unlimited substitutions during the following times:

- any throw-in
- goal kicks for either team
- following a goal
- injured players
- cautioned players

All players entering and leaving the field of play must do so at midfield nearest the designated team bench area.

## **GUEST PLAYERS**

- There is a maximum of five (5) guest players per team
- Each guest player must be registered and have a valid, laminated player pass
- Each guest player must be identified on tournament roster and game card

## **PLAYING FORMAT**

Each team shall play a minimum of three matches, except in cases of inclement weather.

Each team shall be awarded points as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

At the end of the preliminary rounds, the group winner shall be the team with the most points in their group. In the event of a tie within a group, the following criteria shall be used to determine the winner:

1. Head-to-head competition
2. Goal differential (total goals scored minus goals allowed) (max. +4 / min. -4 per game)
4. Fewest goals conceded
5. Goals for
6. Most clean sheets

In the event of a tie among three or more teams, the tiebreaker procedure will start with #2 unless one team has defeated all of the other teams that are tied. If two teams remain, the tie shall be broken by repeating the above procedure starting at #1.

In the event that a wild card team must be selected for the playoff rounds, the above procedure will be used across the entire division.

The competition director, acting within the parameters of these rules, will determine the teams to advance into the playoff rounds

### **PLAYOFF ROUNDS**

Winners of each group advance into the playoff rounds. In the event a final match is tied after regulation time, FIFA penalty kicks from the mark will be taken to determine the winner.

### **GAME AND SCORE REPORTING**

- Home team will change colors if conflicts arise
- Home team shall provide a game ball

### **FORFEITS**

A team shall be allowed a 10-minute grace period after the scheduled start time before the match is awarded to their opponent.

A minimum number of players as listed constitutes a team:

- 7 players for 11v11
- 6 players for 9v9
- 5 players for 7v7

If a minimum number of players are present, the game will not be delayed.

If a team is the cause for a termination of a game, then that team will be considered to have forfeited that game. A forfeit in the preliminary rounds will be recorded as 4-0 game and the opposing team and any other team that the forfeiting team has played or will play shall be awarded 3 points. Forfeits of

games in the playoff rounds will be recorded as 1-0 games.

#### **INCLEMENT WEATHER**

Tournament directors may delay or terminate a match due to inclement weather, at which point the score might be declared final. The competition director may relocate or reschedule any game, change the duration of any game, change format to penalty kicks of any game, or cancel any preliminary game. Preliminary games suspended by the referee may be declared official at the discretion of the tournament director.

#### **RED CARDS AND MISCONDUCT**

Coaches are responsible for the conduct of their players and spectators. All players, coaches, and spectators are expected to conduct themselves within the spirit and the letter of the Law. Displays of temper or dissent are cause for ejection from the game and the surrounding area. Any player ejected from a match will not be able to participate in his/her team's next match. Ejection for fighting may result in the player being disqualified for the remainder of the tournament. Any coach ejected from a match will not be allowed to preside as coach of that team's following match.

#### **OTHER**

- A. All judgment decisions of the referee are final and binding
- B. Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final
- C. Awards for the top two teams (Champions and Finalist) shall be awarded immediately following the championship match

**NO ALCOHOLIC BEVERAGES ARE PERMITTED.**

**NO PETS ARE PERMITTED.**

**NO ARTIFICIAL NOISE-MAKING DEVICES ARE PERMITTED.**