LUFC Community Tournament Rules and Guidelines
(Revised 09/22/2026)

Rules: The community tournament follows current F.I.F.A. rules unless otherwise stated. To participate, all teams must be a member of a recognized recreational soccer league with an official team roster available for submission to tournament officials from their recreational organization. At the time of registration, an official team roster must be submitted for any team to participate and will be used to verify player eligibility throughout the tournament.

WYSA or other qualified player insurance required to be eligible.

LUFC Community League Rules and Guidelines apply unless otherwise specified in this document. Teams found in violation of these rules will not receive a refund.

Play Information:

Age Group	Game Length	Ball Size	Players/ Roster	Minimum Players to Start	Field Size (W/L)	Goal Size
1st	4 x 10 Min	Size 3	3/6	3	20 by 30	5 ft. by 10 ft.
2nd	4 x 10 Min	Size 3	4/8	3	20 by 30	5 ft. by 10 ft.
3rd&4th	4 x 10 Min	Size 4	5/10	4	30 by 40	6 ft. by 12 ft.
5th&6th	2 x 30 Min	Size 4	8/15	7	50 by 80	7 ft. by 21 ft.
7th&8th	2 x 35 Min	Size 5	11/18	9	65 by 100 (+/- 10)	8 ft. by 24 ft.

Teams are to play in the age bracket (or higher) that they are registered during the season.

Tournament Roster Limits: See above and/or registration form. A player may only be registered on one team, may only play for that team during the tournament and must be a recreational/community league registered player. Rules strictly enforced.

Guest Players will not be allowed for the purpose of maxing out the season league roster (i.e. if season league roster is 15, you may add players to keep roster at 15, not to increase from 15 to 18). If your current roster exceeds league roster limits you may not add players. The tournament committee prefers to have only complete teams participate but will allow up to **3 guest players from another recreational team** to play with prior notification (guest players must be listed on an official recreational/community team roster and the

guest player roster must accompany the tournament team roster upon registration) provided they meet all player requirements.

Field Rules: One side of any field shall be occupied only by the two competing teams; the other side of the field is available for spectators. Any standing on the goal line ends of a field in play is not permitted. Field sizes (generally) shall be in accordance with USYSA guidelines and may be modified by the Tournament Director.

Game Time: Every effort will be made to start games at the scheduled times. Teams are expected to report to their field location 15 minutes prior to the scheduled start of their game. Equipment will be inspected, and the game will begin with no time allowed for warm-up.

Start of Game: The opening kick-off shall be the first team listed (home team) for the scheduled game. If conflict of colors, the first team listed (home team) will change to an alternate jersey or be required to wear a pinnie.

Playing time: All players are to play a minimum of one half of the regulation game time and are also to appear in each half of the game. The only exceptions are due to player injury or late arrival.

Substitutions: Unlimited substitutions may be made during a game, LUFC Community League Rules and Guidelines apply.

Heading and Slide Tackling: Only allowed in 7th & 8th grade division.

Player Equipment

a. All players must have the basic compulsory equipment: jersey, shorts, socks, shin guards, and cleats (which will not have sharp edges or a toe cleat). Absolutely no jewelry allowed.
b. In the event of color clashes in semi-final and championship games, the loser of a coin toss shall change to an alternate jersey or be required to wear a pinnie.
c. All player equipment is subject to referee approval and must be worn (braces, etc.) in a manner that does not pose a threat of injury to other players. Hard casts if padded are allowed if they do not present a safety risk to other players. The referee will have sole discretion to deem what is safe and can expel a player for misuse.
d. The decision of the Referee on the field with respect to equipment will be final.

Scoring

TIE BREAKING AND POINTS FOR PRELIMINARY GAMES

Non-championship games, including crossover games played outside a division, will be scored with 6 points for a win, 3 points for a tie, and 0 points for a loss.

A team will receive 1 point for a shutout (unless it is a 0-0 score, then 0 points are awarded for a shut-out) and it will be recorded as a tie.

Bonus points, up to a max of three for each team, may be added for each goal scored, win or lose.

Result	Points Assigned
Win	6 Points
Tie	3 Points
Loss	0 Points

Scoring for 1st and 2nd grade games is not calculated or posted nor are there any bracket winners.

FORFEITS

a. See minimum number of players required under section titled "Play Information".
b. If a team has fewer than the required minimum number of players, it will be granted no grace period at game time before forfeiting.
c. In the event of a forfeit, the winning team will be awarded 8 points for the win. The victory will be recorded as a 1-0 score.

Result	Points Assigned
Forfeit	(1-0 score recorded) – 8 points awarded to all teams in that division

d. If a forfeit occurs in any age division for any reason, each team in the division (except for the team which forfeited the match) shall be awarded the same number of points in its match against the team which caused the forfeiture as if such match had been forfeited (8 points).
e. No team having a forfeit loss may advance as a group winner or wildcard.

In the event of a tie, to decide group winners and wildcards (including any division which is decided by round robin play), the following criteria will be used in order to break the tie:

a. Head-to-head competition;
b. Goals allowed;
c. Goal differential;
d. Goals for;
e. Most wins;
f. Coin toss

GAME INTERRUPTED BY WEATHER

If a game is interrupted by weather, the game will resume as soon as it is safe. It is a 30-minute delay for lightning. If a half has been completed (half according to your grade or to the game official if halves have been shortened) and your game time slot expires, the current score stands as final. If the scheduled game time expires and there has not been an equivalent of one half played, the game is posted as a 0-0 tie. If a team does not show up, they forfeit and the game will be posted as a 1-0 win for the team who did show up.

If the field is unplayable, the game is canceled and the result is posted as a 0-0 tie. An unplayable field must be determined by the Tournament Director in cooperation with the referee.

FAILURE TO COMPLETE OR SHOW

a. Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament and all games will be recorded as a forfeit.
b. Any teams, having once accepted entry to the tournament, failing to appear as scheduled will be recorded as forfeits and may cause all teams from its Club or community to be banned from future LUFC Tournaments, for up to three (3) years. In addition, the team's state association may be informed of the team's misconduct, with a recommendation for further action.

TOURNAMENT FORMAT

LUFC Community League Rules apply.
LUFC Community League Grades 1-4: Rule Modifications/Clarifications apply.

Exception: Competitiveness Rule is **only for grades 1-2 in the tournament.** Applies when a 5-goal differential is reached. Losing team may add one player.

Team Bracketing:

a. The tournament will be played in a round robin format with each team guaranteed a minimum of 3 games.
b. Third through eighth grade teams within a bracket will play each other to determine a bracket winner.
c. For divisions with championship brackets, the teams within a bracket with the highest point total after completion of round robin play are the pool bracket winners and advance to championship play.

Championship Play:

a. All championship play will be played using the previously determined pool bracket winners until a first and second place winner is determined.
b. In the event of a large number of teams, a bracket may be divided resulting in several first and second place teams in the same age/gender group.

Wildcard Teams – Championship Play:

a. As needed, additional "wildcard" teams will advance into championship play to eliminate a first-round bye. If required, wildcard teams will be the teams with the highest overall division point total after the bracket winners are determined. In case of ties, tie breaking procedures will be used.

Championship Game Ties: If a championship game ends in a tie during regulation play; the game will re-convene after a two-minute break. The extended game length will be one 5-minute period, a coin toss will determine team kick-off and a “golden goal” will determine the winner in extended time. If, after the additional 5 minutes, the game remains a tie, a shoot-out will be held to determine the winner.

Shoot-Out Procedure:

- Only the players on the field at the end of the game may take part in the shoot-out. Goalies may be selected from the eligible players. Teams illegally substituting will forfeit.
- All eligible players will gather at the center of the field within the center circle immediately following the end of the game.
- Each team will designate 5 players (from those on the field at the end of regulation) to take alternate kicks. Best of five is the winner.
- The referee will ask for the team captains and request one captain to call the toss. The team winning the coin toss must take the first shot.
- The goalie and shooter will proceed to the goal selected by the referee. On Field players not immediately involved in the shoot-out must remain/return to the center circle. Goalies will be allowed to remain in the penalty area to expedite the rotation.
- 5 Player Shoot-out – (Alternating shots) **The goalie must keep at least one foot on the goal-line prior to the kick.** They are also allowed to move from side to side prior to the kick. (Note: No player may take more than one shot in the tie breaker.)
- If the game remains a tie after the initial tie breaker (first 5 players from each team), the shoot-out will continue with alternating shots until a winner is determined.

BEHAVIOR:

Please refer to the LEAGUE rules for a detailed description of yellow and red card infractions. Referees should report all concerns regarding spectator and coaching behavior to the Referee Coordinator. In addition, **ALL SUSPENDED GAMES WILL BE REVIEWED BY THE TOURNAMENT COMMITTEE TO DETERMINE IF THE OFFENDING TEAM WILL BE ALLOWED TO CONTINUE IN THE TOURNAMENT.** Based on frequency and/or severity of rule infractions, player and/or team disqualification may result per review by the Tournament Committee. In the case of team disqualification, the suspended game **AND ALL** remaining game(s) will be considered a forfeit. Decisions of the Tournament Committee are final.

All **YELLOW AND RED CARDS** issued will be reported to the Tournament Director.

a. Any player receiving a red card will be banned from the next scheduled tournament game.
b. Coaches may be warned or excused from the field.
b. Any team or club receiving a disproportionate number of yellow and/or red cards will be banned from the tournament for up to three years.
c. Coaches are expected and encouraged to be responsible for the behavior of their supporters.
d. A referee has the authority to deal with inappropriate behavior on the part of coaches and all team personnel. The list of Powers and Duties of a referee in Law 5 includes “takes action against team officials who fail to conduct themselves in a responsible manner and may at their discretion, expel from the field of play and its immediate surrounds”. Note – nothing in the law requires a coach to be warned. Coaches can be dismissed the first time.
d. In accordance with USYSA regulations, the issuance of all yellow and red cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by the organization and reported to the home state association and the home club/league of the player, coach, team, or supporters involved. All matters involving a referee assault shall be referred

immediately to the USYSA/WYSA.

Protests: No protests will be allowed. In all cases the ruling of the referee and Tournament Director is final.

Awards

All 1st and 2nd grade players will receive participation medals.

Division Awards

a. 1st Place Teams – Individual Awards

The team with the highest point total will receive the 1st place individual award.
The Tournament Director reserves the right to modify award structure.

Rescheduling

a. The Tournament Director reserves the right to modify or combine any division or age bracket or to change any game schedule and/or opponent as necessary to continue the smooth progression of the tournament.

b. The Tournament Director shall have the authority, in the event of inclement weather or other to:

Relocate/reschedule any game.
Reduce the duration of any game.
Cancel any part of or the entire tournament.

Refunds

a. No refund will be made to any accepted team which withdraws from the tournament after its acceptance to the tournament.
b. No refunds will be given for shortened games.
c. If the tournament is cancelled before the start of any games, at least 75% of the entrance fee will be refunded.
d. If the tournament is cancelled before Sunday's play has been concluded, at least 30% of the entrance fee will be refunded.