



100 General Rules

101 Team Eligibility

101.1 – This Tournament is open to United States based teams registered through US Soccer, US Youth Soccer, and US Club, as well as international teams properly registered through their National Governing Bodies and Provincial Associations.

101.2 – The NCFC Tournament Committee reserves the right to accept or reject any team application. No team is deemed accepted into the event until written notification has been sent from the Tournament Director. Emails confirming an application has been submitted are not considered notification of acceptance.

101.3 – The payment of Tournament Fees is required prior to being accepted into this Tournament. Tournament fees which are returned from any bank for any reason will NOT be re-deposited. The amount of the check plus a \$25.00 fee (cashier's check or money order) must be received in the NCFC office within 7 days.

101.4 – All teams participating in this Tournament are required to make housing reservations through our official tournament housing agent. Any team who refuses to follow this rule will be disqualified from the event, may be excluded from participating in future NCFC events and will not receive a refund.

102 Rosters and Player Eligibility

102.1 – It is the club's responsibility to ensure that all teams have proper documentation for players and coaches for this event. Documentation may be inspected at any time by referees and Tournament Officials.

102.2 - All players must be born in the year of their age group classification, or in a later group. Teams must be properly registered and in good standing with their state, national and regional associations. Each player and coach shall possess a laminated, current, validated player pass or proper pass from their national association and a current medical release form.

102.3 - Each team can use the number of guest players found in 302.1. To be eligible to participate, guest players must meet all requirements for individual team players.

102.4 – Teams are required to participate with a Tournament Approved roster from their sanctioning body that is applicable to the current seasonal year. Roster Limits and Active Player Limits can be found in **Section 302.1**. All documentation required to confirm the eligibility of each team, coach and players must apply to the current seasonal year.

102.5 – Teams may not use documentation from multiple sanctioning bodies to complete registration and check-in requirements for each player. All rosters, player passes, coach passes, medical release forms, and guest player documentation to include passes and medical release forms must originate from the same sanctioning body. Teams may not use background checks completed by one sanctioning body to satisfy the lack of a completed background check from another sanctioning body.

102.6 – Failure to provide proper documentation for any individuals will result in that individual being considered ineligible to participate in the event until cleared by a Tournament Official.

102.7 – Teams found to have used ineligible players or coaches in previously completed matches may be excluded from the event, and the results of those games will be counted as forfeit losses.



103 Check-In

103.1 - It is required that all teams complete check-in online through the tournament platform in accordance with the deadlines set by the Tournament Committee. Fees associated with online check in are covered by the tournament.

200 Structure and Schedules

201 Brackets and Schedule

201.1 – The tournament shall determine the number of teams needed in each bracket based on the number of participating teams in an age group and division.

201.2 – All teams will play one game per day on Friday, Saturday and Sunday. Games will be scheduled as early as 8:00AM on Friday and as late as 1:30PM on Sunday. Travel plans should be made to accommodate these game times.

201.3 – There are no championship games in this event. All teams will be playing in a showcase format.

202 Determination of Division Placement

202.1 – Three points will be earned for a win, one point for a tie and no points are earned for a loss. Any forfeiture will be scored as a 4-0 win with three points awarded to the winner.

202.2 - Where it is required to break a tie for standings within a division or for purposes of determining placement, the following order will be used to determine the winner:

- A) Head-to-head competition – Except where more than two teams are tied, in which case head-to-head competition will not be used.
- B) Goal Differential (Maximum of 4 goals per game)
- C) Least number of goals allowed. (No Limits)
- D) Most goals scored. (Maximum of 4 goals per game)
- E) Penalty Kicks in accordance with FIFA Laws of the Game

202.3 - If more than two (2) teams are tied, the sequence above will be followed until a team is eliminated or selected over one of the tied teams. The remaining teams will then restart the sequence at letter A above until the tie is broken.

300 PLAYING RULES

301 Laws

301.1 – This Tournament will be played in accordance with FIFA Laws of the Game observed by USSF and USYS with the adjustments outlined in this document. In the event of any rules dispute during the event, the USYSA/NCYSA rules of the game will be the rules of record during the tournament.



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302 Age Format

302.1 - Age groups will play as follows:

AGE	BIRTH YEAR	FORMAT	ROSTER LIMIT	ACTIVE PLAYER LIMIT	GUEST PLAYER LIMIT	BALL SIZE	HALFTIME	GAME LENGTH	SUBSTITUTIONS
15U	8/1/11	11v11	22	18	6	5	5 min.	2x40 min.	Unlimited
16U	8/1/10	11v11	22	18	6	5	5 min.	2x40 min.	Unlimited
17U	8/1/09	11v11	22	18	6	5	5 min.	2x40 min.	Unlimited
18U 19U	8/1/08 8/1/07	11v11	22	18	6	5	5 min.	2x40 min.	Unlimited

302.2 - The Active Player Limit refers to the number of players eligible to be dressed out to play in any one match. The roster presented to the Referee at the beginning of the match shall indicate the players that will be used to play in that match, and no changes can be made after the match has started. Rostered Players not included as an Active Player for the match are permitted to sit in the bench area but must be dressed to differentiate themselves from Active Players.

302.3 - The tournament does not require the referee to add time for substitutions. The official clock will not stop for any reason unless in the judgment of the referee: Removing an injured player from the field would endanger the physical well-being of the player or other conditions so warrant in the judgment of the referee.

303 Minimum Number of Players

303.1 - Teams may begin play with a minimum of seven players and at no time may be the number of players on the field drop below 7 players per team. The addition of late arriving players who are on the official roster, will take place with the permission of the Referee and at regular legal substitution periods. The opposing team may play at full strength.

304 Uniforms and Equipment

304.1 - Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Duplicate numbers are not permitted. Numbers are not required for goalkeepers.

304.2 - In the event of a uniform color conflict, the team designated as the home team will wear change jerseys.

304.2.2 - The designated home team should be in light colored jerseys and the designated away team should be in dark colored jerseys

304.3 - Goalkeepers must wear colors that distinguish them from other players and game officials.

304.4 - Players wearing casts are permitted to play with the approval of the match referee. Casts must be covered with bubble wrap or foam wrap.

304.5 - The Referee is the sole judge of allowed player equipment as prescribed by FIFA Laws of the Game



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305 Substitutions

305.1 - There is no limit to the number of substitutions that can be made during the game.

305.2 - A substitution may occur at any stoppage in play.

305.3 - An injured player may be substituted for at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgement).

306 Technical and Spectator Areas

306.1 - Teams will occupy one side of the field with each team between the 18 yard and center lines. Referees will have the authority to determine team location during the match.

306.2 - All spectators will occupy the opposite side of the field, opposite their team, between the 18 yard and center lines. Artificial noise maker devices are prohibited.

306.3 - Alcoholic beverages, pets, recreational vehicles, and use of tobacco products are not permitted at game sites.

307 Conduct

307.1 - Coaches are responsible for their behavior, for the conduct of the players, team staff, and spectators of their respective team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected.

307.2 - Any player ejected from a match will miss the remainder of that match and will not be allowed to participate in his team's immediate next match's first half. The ejected player may be replaced.

307.3 - Any player ejected from a match for Violent Conduct (VC) or Abusive Language (AL) will miss the remainder of that match and will not be allowed to participate in his team's immediate next match. Ejected player may be replaced.

307.4 - Ejection for fighting by players and coaches may result in the player or coach not being allowed to participate in any remaining tournament matches upon review of the situation by the Tournament Committee. Any coach ejected for a match will not be allowed to coach his/her team in its immediate next match (if a coach is ejected an adult team representative, 21 or over, must occupy the team sideline for the remainder of the match).

307.5 - Coaches and spectators ejected must not be at the complex of the playing field. Players ejected may remain on the bench or be released into the care of a guardian or risk management approved personnel. A player released from the bench area must not be within "sight or sound" of the playing field.

308 Overtime

308.1 - There will be NO overtime for any tournament matches. Matches that end in a tied score will be considered a draw and the scores will be reported accordingly.



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309 Weather

309.1 - Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match. In the case of severe weather, in his/her discretion, the Tournament Director may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field managers will not consider beginning or continuing matches when a lightning storm exists. No refunds will be given in the event of cancellation.

310 Forfeited and Terminated Matches

310.1 - A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. A forfeit will be scored as 4-0.

310.2 - Any game shortened due to injury or weather will be continued or made up at the sole discretion of the Tournament Director.

310.3 - Neither the Tournament Committee, North Carolina FC Youth, NCYSA nor the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is cancelled in whole or part or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made.

400 Tournament Management

401 Authority

401.1 - The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions are final and binding.

401.2 - There will be no protests. All referee decisions are final and binding.

401.3 - The tournament committee will respond to inquiries from team coaches and managers only. Requests regarding behavior, game outcomes, incorrect scores, or other incidents sent by anyone other than the coach or team manager will not receive a response. Please ensure all requests come only through authorized team officials.