



Rules and Regulations

Authority

The Tournament and Disciplinary Committee holds final authority on all tournament matters.

Team Eligibility

Teams must submit and have approved of these documents prior to participation:

- Team roster
- Medical release forms for every player
- Teams must have proof of each player's age and medical release forms available on-site for every game.

Check-In: 45min before kick off, It will be considered a forfeit if not checked in.

Rosters and Player Cards• US Youth Soccer teams: Roster must be signed by the club registrar. Guest players require upload of guest player cards.

- US Club Soccer teams: Must provide official US Club roster and guest player cards if applicable.

Medical releases will be confirmed during online check-in. Player cards are NOT required, as official rosters serve as proof of registration and birthdate.

Roster Size Limits

- U9-U10 (7v7): Max 14 players; 12 active per game
- U11-U12 (9v9): Max 16 players; 14 active per game
- U13-U19 (11v11): Max 22 players; 18 active per game

Non-active players must wear attire different from the team uniform. Exceptions must be approved by the Tournament Committee.

Guest Players

- Teams may have up to 3 guest players with prior approval.

- Guest players are not on the official 2025-2026 team roster.
- Do not stack rosters with guest players who play significantly above your team's level.
- **ECNL players are NOT allowed.**

Player Participation

Players may only play for one team in the tournament. Violation results in immediate expulsion for the player(s) and team(s), forfeiture of games (1-0 losses), and forfeits awarded to opposing teams.

Tournament staff may verify rosters before, during, or after games. Any un-rostered player found playing will cause team ejection and forfeiture of all games.

Rules of Play

- FIFA Laws apply, modified by USYSA and WYS as noted below.
- 7v7 and 9v9 games follow WYS development guidelines.

Key Modifications for 7v7 & 9v9:• **No deliberate heading:** Indirect free kick awarded where offense occurred.

• **Build-out line:** Opponents must retreat behind the build-out line on goalkeeper possession and goal kicks until the ball is in play.

• **No punts or drop-kicks allowed:** Indirect free kick awarded at the spot of infringement.

• **Substitutions:** Unlimited, allowed at stoppages at referee discretion.

Match Duration and Ball Size

Age Group Players Duration Ball Size

U9-U10 7v7 50 min (2x25 min) 4

U11-U12 9v9 50 min (2x25 min) 4

U13-U19 11v11 60 min (2x30 min) 5

• Game balls provided by the tournament.

• The group play games may be shortened to accommodate scheduling but will be

considered complete after the first half.

• Playoff/final ties go directly to FIFA penalty kicks (no overtime).

Penalty Kicks Procedure

- Five players from those on the field at the end of the game take alternating kicks.
- If tied after five, continue sudden death rounds.
- All eligible players must kick before any repeats.
- Goalkeepers may be changed after any shot.

The penalty kick spot is 10 yards for 7v7 and 9v9 games.

Discipline: Cautions and Ejections

- Two yellow cards in one game = red card (ejection).
- Ejected players cannot be replaced and will have to miss the next game.
- Violent conduct results in a minimum two-game suspension.
- Abusive behavior by players, coaches, parents, or guests may result in removal from tournaments and facilities.
- Coaches ejected are suspended for two games.
- Suspended coaches must stay out of sight and sound of the field and avoid all contact with the team during suspension.
- Ejected players/coaches must report to the Tournament Committee within 60 minutes of the post-match.

Suspended and Terminated Games

- Referees may suspend or terminate games for misconduct or unsafe conditions.
- Offending teams may be expelled, and remaining games forfeited (0-3 loss).
- The previous points stand as played.

Player Equipment & Field Setup

- Shin guard's mandatory: no jewelry allowed.
- Teams and coaches positioned on one side; spectators on the opposite side.
- Referees check the safety of equipment before games.
- Warm-ups must be off game fields until 5 minutes before kickoff.
- No noisemakers or music speakers allowed near fields.

Home and Visiting Teams

- The home team (first listed) wears white/light jerseys and picks the bench side and direction.

Must supply alternate jerseys if requested.

- The visiting team (second listed) wears dark jerseys and kicks off first.
 - Home Team must provide the game ball.

Spectators

- Must remain on the opposite side of the field from team benches, staying on their team's half.
- No spectators behind goals or on the team side.
- No noisemakers allowed.

Competition and Scoring

- Win = 3 points
- Draw = 1 point
- Loss = 0 points

Tiebreakers (if points tied at end of bracket play):

1. Goal differential (max +5 per game)
2. Head-to-head winner (only applies if 2 teams tied)
3. Most goals scored (max 5 per game)
4. Fewest goals allowed (max 5 per game)
5. Most wins

If still tied, a coin toss by two officials decides. For 3+ team ties, start tiebreakers at #2 until one team advances or eliminates, then restart.

Forfeits

A forfeit (0-3 loss) occurs if:

- Team not ready with minimum eligible players, coaches, and verified rosters within 5 minutes of kickoff.
- The home team cannot provide alternate jerseys for color conflicts.
- The team fails to check in.
- The team causes game termination by misconduct.

Minimum players required:

- 7v7: 5 players
- 9v9: 7 players
- 11v11: 9 players

Protests

- Only head or assistant coaches may protest misconduct reports or match outcomes.
- Must notify referee immediately after the match and submit a written protest with \$200 bond within 60 minutes.
- Protests considered only for suspension misapplications, over-age or suspended players.
- No protests on referee judgment or video review.

Miscellaneous

- No dogs, BBQs, propane tanks, smoking/vaping, alcohol, illegal substances, weapons, campers/RVs, overnight parking, electric bikes/scooters, or drones allowed on-site.

Weather and Cancellations• Tournament may shorten or cancel games due to weather or natural events.

- Games past the start of the second half and then stopped are final.
- No refunds for weather-related cancellations.

Housing

This is NOT a stay-and-play tournament. Teams choose their own accommodation.

Final Authority

The Tournament Committee has the final say on all rules, disputes, and clarifications.

Tournament Director

Jesse Esquivel

509-654-3432

jesse@sozosports.net

Sozo FC General Manager

Stefany Martinez

509-571-5379

stefany@sozosports.net