

Fall Finale  
Rules of Competition  
Revision: Sept 2025

1. Eligibility

The tournament is open to presently registered league or association teams , registered with their state, national, or provincial association.

| Divisions       | Maximum roster size | Maximum guest players |
|-----------------|---------------------|-----------------------|
| U13-U14 (11v11) | 18                  | 3                     |
| U11-U12 (9v9)   | 16                  | 3                     |
| U9-U10 (7v7)    | 13                  | 3                     |

A player may only participate on one team during this tournament and may not switch to another team during the tournament. If a player is found to have played on multiple teams during this tournament, both teams on which they played will forfeit their games and be removed from the tournament. All teams will determine their ages per the USSF Guidelines effective August 1, 2017.

All teams outside of Region 1 must file for permission to travel forms.

TEAM CHECK-IN REQUIREMENTS

- WMU intends to use an electronic check-in process whenever possible; however, if there are pending items for any team at the start of the tournament, such teams are required to finish check-in using paper copies (see below for details) prior to the start of their first game. The tournament check-in procedure is located on the Tournament Website.
- Documents Needed for Check-In; either paper copies or the electronic equivalent of the following:
  - Two copies of the current official USYS State Association, US Club, SAY, or AYSO approved roster. Rosters must include player jersey numbers, birth date, and player identification number.
  - Player identification cards for each individual participating player, issued by the same organization as the team roster.
  - Liability waiver for each individual participating player.
  - Guest player’s current player identification card and subsequent information added to the bottom of the roster being submitted (player jersey numbers, birth date, and player identification number).
  - Permission to Travel (if applicable)

2. Laws of the Game

All matches will be played in accordance with the current FIFA Laws of the Game. Rules and/or interpretations are provided by the tournament director or site director. All director decisions are final. The following items will further interpret these rules for purposes of this tournament and/or will provide an administrative framework for the operation of the tournament. If a team disregards any decision made by the Tournament Committee, all remaining games will be forfeited, and the team will be disqualified from the tournament.

The tournament will use only USSF registered referees for all tournament games. U11 and older age groups utilize a three-person referee system. U10 and below utilize a one-person referee system. All game decisions made by the referee are final and may not be protested or appealed.

The 7v7 fields will include “build out” lines to promote individual skills as well as playing the ball out of the back in an unpressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind or be moving (at or faster than normal game speed) back to the build out line. Typically, the goalkeeper will pass, throw or roll the ball to a teammate after the opposing team is behind the build out line. The goalkeeper can also distribute the ball prior to the opposing team fully retreating to the build out line, but the opposing team cannot gain an unfair advantage by retreating slower than normal game speed; if this situation occurs, the ball should be returned for the goalkeeper and the play restarted after the opposing team has fully retreated to the build out line. Punting the ball is not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the back in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play can resume as normal.

Players U11 and under (U9, U10 and U11) are not allowed to head the ball at any time during a game. Referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

### 3. Team Field Position

Coaches are required to bring player passes and medical release forms to every game. Each team’s players and coaches will be located along the same touchline (Separated by the halfway line). All players’ passes are verified at registration check-in and should be available at the field for inspection upon request. Only the coach, assistant coach(es) (with coaches pass), may remain on the side of the field with the players. Spectators are to sit on the opposite side of the field behind the 2 yard spectator line; if no spectator line exists, spectators will sit no closer to the touchline than 2 yards.

All players and coaches should remain near the player bench area while on the sidelines. All spectators must remain between the penalty areas. No spectators are permitted in the areas directly behind the end lines. Failure to provide the Assistant Referee room to clearly see the touchline may lead to a bench caution.

Coaches and/or other officials, players and spectators may not enter the field of play at any time unless requested to do so by the referee. Only players and coaches will be permitted in the bench area. All sideline personnel must keep back a minimum of two (2) yards from the touchline at all times.

### 4. Player Uniforms and Equipment

A player’s uniform will consist of shirt, shorts, socks, shin guards, and footwear. Cutoffs will not be allowed under or in lieu of uniform shorts.

Team uniform shirts must have a number on the back. Each player shall have a different number and this number must be the same as listed on the official tournament roster. In the event of a color conflict, the home team will change color. The home team is the first team listed on the schedule. With respect to jersey colors, the AWAY team will wear their white or lighter color. HOME team will wear their jersey color with the best contrast to the AWAY team.

Goalkeepers shall wear colors which distinguish them from the other players on both teams and from the referee.

Players must wear shin guards, socks must be pulled up over the shin guards, and shirts should be tucked into their shorts during tournament games.

No jewelry may be worn by any player during a match (earrings, watches, necklaces, etc.).

## 5. Player, Coach and/or Spectator Behavior

All players, coaches and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT. Such dissent will also be assessed against US Soccer's Referee Abuse Prevention Policy (Policy 531-9)** by the referees and the Tournament Director; we encourage everyone [players, coaches and spectators] to refresh your understanding of the policy by reviewing <https://www.ussoccer.com/rap>. Everyone must recognize referees will make calls based on what they see, from the referees' location/angle/point of view, and based on their interpretations of those observations and the Laws of the Game. Respect your referees, whether you agree with their calls or not; Cheer for your team, not against the referee, and help create a positive environment.

Players are encouraged to play all matches with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY THAT WITH INTENT TO INJURE, WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Coaches are responsible for the actions of the team's players and spectators as well as their own actions.

Players, coaches, and/or spectators **DISMISSED FOR FIGHTING** will be banned from further tournament participation. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player in violation of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.

**THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF ANY TEAM, PLAYER, COACH OR FAN, IF THE BEHAVIOR OF THE PLAYERS, COACHES AND/OR SPECTATORS CREATES AN ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS.**

Any player, coach, and/or spectator that is cautioned (yellow carded) twice during any given game will be ineligible to participate in the remainder of that match and may not participate in the next match.

If any player, coach, and/or spectator is sent off the field of play (dismissed/red carded) by a referee for any reason, that player, coach, and/or spectator is ineligible to participate in the remainder of that match and is not eligible to participate in the next match and possibly the rest of the tournament. The player, coach or spectator must leave the field of play. Referees are instructed to record the player's name, number, team and reason for the caution or send-off and present the information to the tournament director. Any disciplinary measures imposed by the tournament staff shall be limited to placing restrictions upon an individual's group participation in the tournament. However, all cards issued will be reported to the appropriate state association for further disciplinary considerations.

## 6. Pre-Game Activity

Team captains must report to the Referee at the field (typically near the halfway line) before Kick off. A coin toss, or equivalent, will be performed at this time. Winner chooses the side of the field to attack/defend or if they start with the kickoff. Any team not reporting will be considered as having lost the toss and will forfeit selection of goal AND kick-off. Teams may warm up in practice areas away from playing fields. There will be no warmup on the field between games.

## 7. Start of Play

Unless directed otherwise by the Tournament Committee/Site Director, players and coaches must be on the field at the scheduled playing time, ready to play, regardless of weather conditions. Forfeits will be awarded if play has not started within five (5) minutes of starting time as determined by the referee; a minimum of 7 players (for 11v11 games) or 5 players (for 7v7 and 9v9 games) must be prepared to play before a team will be allowed to start a match.

A forfeited match will be recorded as a 4-0 score. The tournament director may modify a scheduled start time for any match or reduce scheduled match length prior to the start of the match; all such matches will be considered to be official. A match is official once play has started – the initial kick off has been performed.

If a team, through the actions of its players, coaches, and/or spectators is the cause for a termination of a game, the match will be awarded to their opponents as a 4-0 forfeit win.

## 8. Duration of Play

All matches will consist of:

1. For U13 and U14 – fifty (50) minutes of playing time divided into two (2) twenty-five (25) minute halves with a five (5) minute halftime
2. For U11 and U12 – fifty (50) minutes of playing time divided into two (2) twenty-five (25) minute halves with a five (5) minute halftime
3. For U9 - U10 (7v7) – forty (40) minutes of playing time divided into two (2) twenty (20) minute halves with a five (5) minute halftime

Games that finish in a draw will be declared as the official result.

Official match time will be kept on the field by the referee. Match time will be kept on a running clock, and there will be no stoppage of time unless an injured player is assisted from the field by medical personnel.

## 9. Substitutions

There shall be unlimited substitutions with the permission of the referee at any stoppage of play. The substitute entering the field can restart play (i.e., take a throw in or free kick), with the exception of a penalty kick. A penalty can NOT be taken by a substitute who has just entered the field.

All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee reserves the right to decline any substitution if they deem this action as time wasting or unsportsmanlike behavior from the said team. In order to speed up play, substituted players should leave the field at the closest boundary line.

If a player is sent off (receives a red card), that player must leave the field of play. Their team may not substitute for them at any time during that match. The team may field a full team in its next scheduled match.

## 10. No Protests

NO PROTESTS will be entertained concerning the interpretation of the Laws of the Game by a referee. The site director's interpretation of the foregoing rules and regulations shall be final. The site director reserves the right to decide on all matters pertaining to the tournament.

11. Cancellation Policy

If the tournament is cancelled in its entirety because of weather conditions or stoppages beyond the Tournaments control, refunds will only be provided to the teams who selected the insurance option during team registration.

If a game is suspended because of weather problems, field conditions, or other situations beyond the tournament's control, once the game has started this shall be considered official. If a game is temporarily suspended for any of the foregoing reasons before completion, each team involved must check with tournament headquarters for instructions. For long delays that exceed game times the tournament committee reserves the right to cancel or forgo any games that are affected by delays. All decisions by the tournament committee are final.

If games are suspended due to weather conditions, teams will hear two loud air horns to suspend play. When play resumes they will hear one loud air horn and games will commence. Teams will be notified via email if scheduled game times and future game durations have been altered due to any delays of weather.

If a final is suspended or cancelled due to weather problems, the score of the game when it was suspended/cancelled will stand as the final result. If the game is tied, the winner will be determined using the Divisional Tie Breakers scheme defined within this document.

12. Payment Policy

Upon registration before 10/26/25, team(s) will have two (2) weeks to submit payment to secure acceptance into tournament.

Any team(s) registering for the tournament on or after that date will have 3-5 business days to submit payment to secure tournament acceptance. Teams will not be accepted until full payment is received by West-Mont United Soccer Association.

13. Refund When Withdrawing Team

If a team withdraws after registration/applying for the tournament:

- 1 month before the tournament = The team will receive 50% amount refunded
- 3 weeks before the tournament = The team will receive 25% amount refunded
- Within 3 weeks before the tournament = The team will forfeit the entry fee in its entirety

14. Score Reporting

A tournament staff field marshal will be stationed in the field marshal tent by the field. The assistant Referee/Referee will collect their gamecard before scheduled games and will then fill out a game report for each game played. The assistant Referee/Referee will record all game related information such as goals scored, cautions, and dismissals. BOTH COACHES MUST SIGN GAME CARDS AFTER EACH GAME. Failure of a coach to sign the game card will be considered equivalent to their agreement with all the information recorded on that game card. The field marshal provide the game card to headquarters. If there is a question on the score of a match, only the coach can contact the Site Director. The Site Director will take whatever action they deem appropriate to verify the score.

15. Divisional Standings

At the end of each divisional game, teams will be awarded points for the following:

- 1. Regulation win = 3 game points
- 2. Match ending in a draw = 1 game point
- 3. Regulation loss = 0 game points

16. Divisional Tie Breakers

Tie Breakers will be determined at the end of the preliminary rounds; the divisional winner shall be the team with the most points in their division. In the event of a tie within a division, the following criteria shall be used to determine the winner:

- 1. For two teams only: Winner of head-to-head play.
- 2. Highest goal differential (maximum of 4 per game)
- 3. Lowest number of goals allowed (maximum of 4 per game)
- 4. Bonus Points

Bonus points will be awarded as follows: 4 bonus points will be awarded for a shutout. Bonus points will also be awarded for winning team's goal differential, one point for each goal up to a maximum of 4 points; thus, if a team wins 4-0 or 7-1 they would receive four (4) bonus points for a goal differential but the team winning 4-0 would also receive four (4) bonus points for the shut out for a total of 8 bonus points. In the case of a 0-0 tie, both teams receive four (4) bonus points for the shutout. In addition, four (4) bonus points will be deducted for each red card issued to a player or coach during tournament play. Bonus points are not added to the game points and are only used in the case of a tie in the divisional standings after step 3.

5. Coin Toss

Heads or tails for the coin toss will be determined as follows. The full name of both teams will be determined using the following format: Full Name of Club + space + Full Name of Team as it appears on the game schedule. For clarity, the full name of a West-Mont United team named "Blue Angels" would "West-Mont United Soccer Association Blue Angels", not WMU Blue Angels or other possible names.

The team whose name is first in alphabetical order is assigned heads for the toss and the other team is assigned tails. The coin can then be tossed by the Site Director or other Tournament Committee member. The coin toss should be witnessed by a second person, but it is not required that representatives from either or both team(s) be present.

17. Penalty Kicks

Semi Final and Final games (3rd/4th place games in brackets of 8 teams for U11+) must have a winner . For those games, if the game ends in a draw at the end of regulation, FIFA penalty kicks will be taken to determine the winner, there will be no extra time in any games. The best of five penalty kicks taken alternately by each team will determine the winner. Only those players on the field at the end of regulation may compete. If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, until there is a winner. All players on the field must take a penalty kick before any player is allowed to kick a second time.

18. Facility rules:

- PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.
- OUTDOOR GRILLING IS NOT PERMITTED.
- ALCOHOLIC BEVERAGES AND SMOKING ARE PROHIBITED.
- DRONES and AERIAL VIDEO/PHOTOGRAPHY DEVICES ARE PROHIBITED.
- ARTIFICIAL NOISE-MAKERS ARE PROHIBITED.
- RECREATIONAL VEHICLES (RV's) ARE PROHIBITED.

19. Disclaimer

The tournament director, members of the tournament committee, the host soccer club, its members and board of directors, any participating associations, colleges, advertisers, school districts and recreation departments, and related municipalities will not be responsible for any expenses incurred by any team, player, or spectator nor will they be held liable for any injury of any player, coach, or spectator that may result from the participation in, or travel to and from the tournament. Each team will be responsible for its own medical and liability insurance. The tournament director or site director reserves the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed as final.