

McFarland Soccer Club 2026 Fall Fest Tournament Rules

GENERAL INFORMATION & RULES OF PLAY

1. *FIFA/USYSA & WYSA* Rules apply to all games. Exceptions are noted below.

2. *TEAM COMPOSITION*: It is the responsibility of each team to field a team that meets the requirements of the following rules for each game. Players may only register and play with one team unless the tournament director approves an exception. All players must be affiliated with their state association. Each team must present a signed or certified league roster and the WYSA Event Release form for all players. Teams are permitted up to THREE guest players (from outside their club).

- **U9 & U10**: Max roster size is 14, 7 v 7. Field size (approx) 47 yds x 30 yds. Goal size 6' x 18'.
- **U11 & U12**: Max roster size is 16, 9 v 9. Field size (approx) 70 yds x 50 yds. Goal size 7' x 21'
- **U13 & U14**: Max roster size is 18, 11 v 11.

3. *REGISTRATION*: Will be conducted online and at the tournament headquarters located at William McFarland Soccer Park. For teams that have not submitted all required documents online and received confirmation that check in is complete, report to register your team at least 30 minutes prior to your first game. Come with an official roster and the signed WYSA Event Medical Release for each player.

For guest players outside your club (max 3) complete WYSA Out of Club Permission Form. Out of State Teams must provide Permission To Travel Form. These forms can be found at the HTGSports Tournament Center.

4. *PLAYER EQUIPMENT*: ALL player equipment is subject to referee approval.

- All players will wear adequate shin guards covered by stockings.
- Casts/splints only allowed if cleared by the referee assignor, must provide written documentation.
- No jewelry allowed.

5. *DURATION OF GAMES*:

- **U9-U10**: 2x20 minutes (Running time with a five-minute halftime)
- **U11-U14**: 2x25 minutes (Running time with a five-minute halftime)
- Stoppage/injury time will not be added. No Overtime.

6. *GAME SCHEDULE*: Tournament Committee shall have the authority, in the event of extreme or inclement weather, or other circumstances, to do any of the following:

- Relocate or reschedule any game
- Reduce by up to half the duration of any game
- Cancel any game that has no bearing on the outcome of a group
- Terminate any game five minutes before the next game is scheduled to start
- Cancel the tournament due to weather or other unforeseen circumstances that are not conducive to tournament play.

7. *HOME TEAM*: The home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict. The home team will have the kickoff to start the game. Teams will start on the same side of the field as their bench.

8. **TEAM AREAS:** Both teams will be located on the same side of the field with ALL spectators located on the opposite side. All coaches must stay in the "technical box," a max of 2 coaches/ team are allowed on sidelines

9. **SUBSTITUTIONS:** Substitutions may be made prior to a throw-in in favor of your team, prior to the opposing team's throw in if the opposing team is also making a substitution, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, or at half time.

10. **HEADING OF THE BALL:** No heading allowed at the U9, U10 and U11 age levels per US Soccer guidelines.

11. **MERCY RULE:** "5-8" Mercy Rule is in place for all U9/10 games. If a team is behind by 5 or more goals, they may add an additional player onto the field. The additional player can remain on the field until the goal differential has been reduced to 4 goals. If there is an 8-goal deficit, the team that is behind may bring another player onto the field. That player may remain on the field until the goal differential has been reduced to 7 goals.

12. SCORING

U9/10: All U9/10 teams play 3 predetermined games. All games can end in a tie. There are no tiebreakers. There is advancement.

U11 and older:

POOL PLAY: Standings are determined by most points scored.

- 6 points are awarded for a win
- 3 points are awarded for a tie
- 0 points are awarded for a loss
- 1 point for a shut-out Win. This is considered a BONUS POINT.
- BONUS POINTS are equal to the number of goals scored in a match, up to a maximum of three per game, plus the shut-out bonus if applicable.
 - For example, a team winning by a score of 4-1 would receive 3 BONUS POINTS. The losing team would receive 1 BONUS POINT. A 4-0 score would result in 4 BONUS POINTS for the winning team. The losing team would receive 0 BONUS POINTS. Teams cannot earn more than 10 points max per game

TIE BREAKERS: In the event of a tie in determining pool standings, the following criteria will be used, in order, to break the tie:

- Head-to-Head Competition (disregarded when three or more teams are tied)
- Best Goal Differential
- Most "Goals For" (GF)
- Least "Goals Allowed (GA)
- Kicks from the Mark (if tied teams available) OR Coin Flip

CHAMPIONSHIP GAMES : If a Championship game is tied at the end of regulation penalty kicks are taken to determine the winner. There is no overtime.

PENALTY KICKS: Ref flips a coin to determine which goal to use (e.g. heads north, tails south). Flip coin to decide who kicks first (away teams calls). Only the players on the field at the end of the match are eligible to participate. Best of 5. If one team has scored more goals than the other could score with all five kicks, no more kicks are taken. If both teams have scored the same number after taking five kicks, kicks continue until one team has scored one

more goal than the other from the same number of kicks. Any eligible player (must be on the field at end of match) may change places with their keeper.

13. *AWARDS:*

All players on the championship and 2nd place teams in the U11 and older age groups will receive an individual trophy. All U9 & U10 players will receive a participation award; there are no official standings at 9/10U.

14. *FORFEITS:*

- Use of a suspended player will result in forfeiture of the match in which the suspended player was used.
- If fewer than the minimum required number of players is present, a 5 minute grace period will be granted before a forfeit is declared. U9/10: Min. 4 players, U11/12 Min. 6 players, U13-15 Min. 7 players.
- All teams are responsible to play the entire tournament. Failure to appear will jeopardize future acceptance for the team or club in this tournament. A team forfeiting any game will be disqualified from placing 1st or 2nd in their group and/or advancing to a semi-final or final.
- The score of any forfeited game will be recorded as 1-0.

15. *BEHAVIOR:*

- Coaches are responsible for the behavior of their players and spectators.
- All yellow and red cards will be reported to the tournament director and to WYSA
- Any player, coach, or spectator receiving a red card will be suspended from the next game in the tournament. Except in the case of referee assault or abuse, MAYSA shall have the authority to impose (should circumstances warranted by matters arising from the tournament or games) additional penalties to a player, team staff, team or club originating from the MAYSA district.
- In accordance with USYSA regulations, the issuance of all red cards and other matters involving the conduct of a team, its coaches, or supporters will be 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 or abuse shall, according to USSF Rule 1108, be referred immediately to the Wisconsin Youth Soccer Association.
- Feedback regarding referee performance will only be accepted via a team's coach and will never result in a decision being overturned. Coaches will be required to complete paperwork before any discussion with the Tournament Director to ensure that the conversation will be efficient and constructive.

16. *PROTESTS:* The decisions of the referee and those of the tournament committee are final. Referee feedback will be accepted, but only in writing submitted by a team's coach.

17. *REFUNDS:* In the event that the tournament cannot be held for any reason (e.g., inclement weather etc.), all fees shall be returned to the teams minus a \$50 administrative fee. 50% of registration fee will be returned if a team withdraws prior to the closure of the registration period (stated closure date OR once tournament is filled-whichever comes first). Once the registration period closes or the tournament is filled no refund will be granted.