



Midwest Surf Invitational – Tournament Rules & Regulations

General Information

- Dates: August 21–23, 2026
- Location: Stuart Sports Complex, Montgomery, IL
- Ages: U7–U14 Boys & Girls
- Sanctioning: All teams must be registered with a national/state soccer association (US Club Soccer, USYS, or equivalent).
- Player Passes: All players must present valid player passes. No pass = no play.
- One-Team Rule: A player may only compete on one team during the tournament.

Rosters & Player Eligibility

- U7–U8 (5v5): Maximum 12 players
- U9–U10 (7v7): Maximum 14 players
- U11–U12 (9v9): Maximum 16 players
- U13–U14 (11v11): Maximum 18 players
- Guest Players: Up to 4 guest players allowed (must be properly carded).
- Roster Freeze: No roster changes allowed after check-in.

Match Format

- Group Play → Championship Final (no semifinals).
- Minimum Games: All teams will play at least 3 group-stage matches.
- Game Durations:
 - U7–U8: 2×20 minutes
 - U9–U10: 2×25 minutes
 - U11–U12: 2×25 minutes
 - U13–U14: 2×30 minutes

Substitutions

- U10 and below: Unlimited substitutions at any stoppage (referee discretion).
- U11–U14: Unlimited substitutions allowed at goal kicks, own throw-ins, halftime, and injury stoppages.

Equipment & Uniforms

- Teams must wear numbered uniforms and shin guards. No jewelry allowed.
- Home team wears light uniforms. Away team changes in case of conflict.
- Home teams provide match ball unless the tournament supplies official balls.

Scoring & Standings

- Win = 3 points | Tie = 1 point | Loss = 0 points
- Tiebreakers (in order):

- 1. Head-to-Head Result
- 2. Goal Differential
- 3. Goals Scored
- 4. Goals Allowed
- 5. Discipline
- 6. Coin Toss

Overtime & Penalties

- Group play: No overtime — draws are final.
- Finals:
 - 10-minute overtime (2×5 minutes).
 - If still tied → FIFA Penalty Kicks.

Discipline & Conduct

- Yellow Card: Caution; two yellows in a match = ejection + 1-match suspension.
- Red Card: Immediate ejection + minimum 1-match suspension.
- Team Conduct: Coaches responsible for behavior of players and spectators.
- Referee decisions are final and not subject to protest.

Forfeits & Grace Periods

- Minimum Players:
 - 5v5 is three
 - 7v7 is five
 - 9v9 is seven
 - 11v11 is eight
- Grace Period: Up to 5 minutes after scheduled kick off time before match is forfeited (4–0 result).

Check-In & Credentials

- Teams must check in before their first match.
- Roster, player passes, and guest forms must be presented and verified.
- Once second half of first match begins, no roster protests are allowed.

Awards

- Champions: Team trophy + medals.
- Finalists: Medals.

Medical, Safety & Liability

- Teams must carry medical release forms for all players.
- Tournament recommends adequate medical & liability insurance.
- Injured players may return only with referee approval.

Weather, Delays & Refunds

- Tournament Director may shorten, reschedule, or cancel matches due to weather.
- Matches reaching 50% completion count as final.
- Refund Policy: 80% refund if tournament is canceled before play begins; no refunds once games start.

Protests & Appeals

- Referee judgment calls are not protestable.
- Protests on eligibility or rule interpretation must be filed within 1 hour of match end with Tournament Director.
- Disciplinary appeals may be reviewed by Tournament Committee; decisions are final.

Governing Rules

- FIFA Laws of the Game apply except where modified by tournament rules.
- Tournament Director has final authority on all interpretations and adjustments.