



## 2026 Portsmouth Invitational Soccer Tournament

### GENERAL TOURNAMENT RULES

Each team is guaranteed three games, plus a potential final in the U11-U16 brackets. All U8 to U10 players will receive participation awards. Awards will be given to first and second place teams in U11-U16 age groups. All awards will be handed out at the headquarters tent immediately after each team's last match.

FIFA Laws of the Game are in effect except as specifically noted below.

#### 1 Prohibited Items and Activities

- a. Consumption of drugs or alcoholic beverages, smoking and/or vaping are all prohibited on Tournament grounds.
- b. Dogs (leashed) are NOT permitted within 15-feet of any game field with the exception of service dogs. Violators will be required to remove the animal(s) from the complex grounds immediately. Unleashed dogs are not permitted in the complex during the tournament.
- c. Use of recreational vehicles or tents on Tournament grounds are prohibited, excluding those used by the Tournament or Tournament vendors under contract with the Tournament. Teams may temporarily set up a portable canopy tent in their bench area, but it shall not interfere with the movement of the referees.
- d. Charcoal or gas grills are prohibited, excluding those used by Tournament vendors.
- e. Parking along the main drive parallel to the stone walls near the trees is strictly prohibited and will result in getting towed. Competitors, Coaches, and Spectators shall park in the designated parking areas. Referees will receive passes to park in the Permit parking lot.

#### 2 Registration and Eligibility

- a. **Entry** - Teams shall register online at the Tournament website at [pysa.com/tournament](http://pysa.com/tournament). Teams shall be entered in the order registered for each age group until the available slots are filled, after which teams will be put on a wait list.
- b. **Roster** – Teams will be requested to provide a copy of a stamped state roster.
- c. **Forms** – Each player must submit a medical/general release form. The link to this form will be found on the Tournament website.
- d. **Player Pass** - Each player shall have a state approved player pass. Coaches are required to have their team's player passes in their possession at all times and failure to do so during a match will subject that team to a forfeit.
- e. **Check-in** - Each team shall check-in at Tournament Headquarters prior to their first scheduled match. A team will forfeit any scheduled games held before they have checked in.
- f. **Out-of-Region** - All out of region teams not governed by US Youth Soccer Region I must carry a "Permission to Travel" (USYSA-TT5). A certified copy of this form must be submitted to the Tournament by mail at least two weeks prior to the Tournament. The Tournament Director may grant exceptions to the age requirements.
- g. **Spot Checks** - All matches are subject to spot inspection for player passes. If unregistered players are found, the player(s) and coach will be subject to ejection from the Tournament and their team will forfeit any game(s) in which unregistered players have played.

h. **Guest Players** - Guest players must be presented to the Tournament Director for approval prior to check in. Up to three guest players are allowed per team unless otherwise approved. Guest players must be listed on the stamped state rosters

### 3 Weather Conditions & Schedule Changes

- a. In the event that the entire tournament is canceled due to severe weather conditions or other reasons beyond the control of the Tournament Committee, 50% of the entry fee will be refunded.
- b. In the case of inclement weather, the Tournament Director reserves the right to change the location, change the schedule, delay, or reduce the length of a match by up to 50%. Only the Tournament Director (or designated member of the Tournament Committee) may terminate, suspend, or postpone a match for lightning. The referee may terminate, suspend, or postpone a match for any other reasons related to safety, fairness, or behavior.
- c. **Addendum A – Weather Policy** describes the policy for lightning, suspended matches, and rescheduling matches. If a match is suspended, coaches and players are to safely remain in the area until a determination of the match is made.

### 4 Referees

Referees and assistant referees are USSF certified. U8 and U10 matches will use one referee.

### 5 Schedule, Match Location, Forfeits

It is the responsibility of each coach to make certain that they have received the correct match schedule at registration. Unless otherwise advised by the Tournament Director, teams not on the field with one coach and the minimum number of players (see paragraph 7) within five (5) minutes of the scheduled start of the match shall forfeit the match. The winner of a forfeited match will be credited with a 3-0 win.

### 6 Player’s Equipment

All players must wear protective shin guards (appropriate for the player’s age) covered by uniform socks. No metal cleats are allowed. Other than medical bracelets or medical necklaces, the following are not permitted: jewelry (cannot be taped over), watches or Fitbits, hard objects (including hair clips, combs, bands), bandanas, hard casts or splints (unless properly covered with padding and approved by the referee), or any other object determined to be dangerous by the referee. Players’ shirts must be clearly numbered with a unique number. In the event that team uniform colors are the same or similar (as determined by the referee), the designated home team (listed first on the match schedule) shall be required to change or wear pinnies unless the visiting team offers to do so. NOTE: **Yellow** team shirts are not permitted.

### 7 Match Format, Ball Size, Duration, Team Size

Age	Format	Ball	Duration*	Halftime	Roster max./min.
U8	4v4 no goalie	Size 3	2 x 20 min. halves	5 min.	10/3
U9/U10	7v7	Size 4	2 x 25 min. halves	5 min.	14/5
U12	9v9	Size 4	2 x 25 min. halves	5 min.	16/7
U14/U16	11v11	Size 5	2 x 25 min. halves	5 min.	22**/8

\* extra time only as noted in paragraph 12 below

\*\* only eighteen (18) can dress per match

## 8 Conduct

Players, coaches, managers, team officials, and spectators are expected to conduct themselves within the spirit and letter of the Laws of the Game. Proper conduct shall be determined in accordance with the Laws of the Game and shall be interpreted solely at the discretion of the referee and tournament officials. Non-players entering the field of play without the permission of the referee will result in an immediate ejection from that match.

- a. Any player or coach ejected from a match may not be allowed to participate in the team's next match and may be subject to disqualification from the Tournament (especially for fighting or violent conduct) after review by the referee and the Tournament Director.
- b. Coaches may be asked by the referee to help control the behavior of their spectators, and may be cautioned by the referee for any gross or repeated bad behavior by spectators connected with their team. In addition, the coach may be directed to have the offending spectator(s) leave the field area or the Tournament grounds. The referee may issue a yellow or red card to the coach for the behavior of their team's spectators after the first warning. Further, the Tournament Director (or a designated Tournament Committee member) may direct the offending spectator(s) to leave the field area or the Tournament grounds.
- c. We recognize that in the heat of competition, emotions can run very high. However, we ask that everyone remember that our purpose is to come together in mutual respect and sportsmanship to provide a great soccer opportunity for our youth soccer players. Please respect your fellow spectators, players, coaches, team officials, referees, and tournament officials.

## 9 Substitutions

Unlimited substitutions are allowed with permission of the referee as follows:

- a. Prior to the throw-in for the team in possession;
- b. If the team in possession makes a substitution on their throw-in, the defending team may also substitute;
- c. Prior to a goal kick by either team;
- d. After a goal by either team;
- e. At halftime;
- f. After a referee has stopped play for an injury or a caution, only the injured or cautioned player(s) may be substituted for, and the opposing team will be entitled to make the same number of substitutions. If a coach or trainer attends an injured player, that player shall leave the field.
- g. The U8 Division Modified Rules in paragraph 15(a) allow more frequent substitutions.

## 10 Tournament Standings

- a. The Tournament will be played according to the schedule provided, except as may be adjusted by the Tournament Director.
- b. Scores and standings will not be kept for the U8 to U10 divisions.
- c. Standings for U11 and older divisions will be based on the following:
  - i. Total points accumulated: Three (3) points for a win; One (1) point for a tie; Zero (0) points for a loss.
  - ii. The tie-breaking procedure to determine flight or bracket standing will be used in the order below:
    - Head-to-head results between the tied teams;
    - Goal differential in all matches (maximum of three goals differential considered per match);
    - Most shutouts;
    - Least goals allowed in all matches;
    - Most goals scored in all matches (maximum of five goals considered per match);
    - Shoot out via penalty kicks.
  - iii. In the event of a three-way tie, the tie breaking rules in 10(c)(ii) will be followed in order until:
    - One team advances; or
    - One team is eliminated.

- The tie between the remaining two teams shall then be decided in accordance with 10(c)(ii).

## 11 Format, Playoff Matches & Championships (for U11-U16)

- Flights of 8 teams:** Teams will be divided into two brackets of 4 teams for group play. The winners of each 4-team bracket will play a championship match; second place teams will play for third place.
- Flights of 6 teams:** Teams will play two group matches on Saturday. The top two seeded teams, as described in paragraph 10, will receive a bye into the semi-finals. The other four teams seeded 3<sup>rd</sup>-6<sup>th</sup> will play in the quarter-finals, with the winners playing in the semi-finals. The winners of the semi-final matches will play a championship match. There will be no third-place match.
- Flights of 5 teams:** Teams will play 4 group play matches with the standings determined as described in paragraph 10.
- Flights of 4 teams:** Teams will play 3 group play matches with the standings determined as described in paragraph 10. The top two teams will play a championship match.
- Flights of 3 teams:** Teams will play a double round-robin with the standings determined as described in paragraph 10.

## 12 Extra Time

- Championship Match (as described in paragraph 11):** If the championship match is tied at the end of regulation, two five-minute extra time periods will be played in full. If the match remains tied after the extra time, kicks from the penalty mark will be taken in accordance with Law 10. Only the players on the field at the end of extra time are allowed to participate in the penalty kick shootout.
- Knock-Out Match (SF):** If a match is tied at the end of regulation, the winner will be decided by kicks from the penalty mark in accordance with Law 10. Only the players on the field at the end of regulation time are allowed to participate in the penalty kick shootout.
- Consolation or Third-Place Match:** Ties at the end of regulation will stand.

## 13 Heading

In accordance with USSF concussion guidelines, there is no heading in the U11 and younger divisions. An indirect kick will be awarded to the opposing team at the spot of the infraction if a player intentionally heads the ball in a U8 to U11 division match. The indirect kick for an intentional header inside the goal area will be taken on the line of the goal area closest to where the infringement occurred. Determination of intentional heading will be at the discretion of the referee. Heading will be permitted in U12 divisions and above. It is the coach's responsibility to monitor heading by U11 and younger players playing in a U12 division or above.

## 14 Protests

All decisions by the Tournament Director are final. No protests affecting the outcome of any match will be allowed.

## 15 U8 Division Modified Rules

- Substitutions:** Player substitutions may be made at any time and on the fly during the match without waiting for a stoppage of play or acknowledgement of the referee. Player(s) entering the field must do so from the coach's box area and only after the substituted player(s) has first exited the field of play.
- Offsides:** There will be no offsides in this division.
- Throw-in:** If the throw-in is not executed correctly, the player will be allowed a second chance. The referee may explain to the player how to execute the throw-in correctly.
- Penalty Kick:** There will be no penalty kicks in this division.
- Frees Kicks:** All free kicks (goal kicks, corner kicks, kicks for any infraction) will be indirect free kicks. Opponents shall be at least five (5) yards away from the ball.
  - Goal Kicks:** The ball may be placed at any location on or inside the goal box for the goal kick. The defending team shall be positioned behind the center line until the ball is in play.

ii. **Fouls & Infractions:** The referee may explain all infractions to the offending player.

### 16 U9-10 Division Modified Rules

- a. **Build out lines:** When the goalie has control of the ball or when there is a goal kick, the opponents shall move behind the build out line. The opponents may cross the build out line once the ball is put into play. When a team is taking a goal kick or the goalkeeper is distributing the ball, they do not need to wait for their opponents to move behind the build out line.
- b. **Offsides:** A player is not in an offside position when they are further from the goal than their opponent's build out line.
- c. **Goalie Restrictions:** Goalies cannot punt or drop kick the ball. An infraction will result in indirect free kick from the spot of the foul. If the infraction occurs in the goal area, the indirect free kick will be taken on the goal area line closest to where the infraction occurred.
- d. **Goal Differential:** If the goal differential during the game reaches 4, the trailing team may add a player to the game until the differential is reduced to 2 goals. If the goal differential reaches 6, the trailing team may add an additional player until the differential is reduced to 4 goals.

#### TOURNAMENT COMMITTEE

Tournament Director Eliza Pyliotis

Referee Assignor Brad Dellenbaugh

## **ADDENDUM A – WEATHER POLICY**

Decisions regarding suspending or restarting play due to weather conditions will be made at the sole discretion of the Tournament Director. Referees have the discretion to suspend a specific game due to safety concerns (other than lightning) on a specific field and shall so inform the Tournament Director (directly or via the Field Marshal or other Tournament Committee official).

### **Lightning Policy**

If lightning is detected (regardless of the estimated distance or direction from the field), the Tournament Director shall immediately suspend play by sounding an air horn (one long blast) and relaying the suspension to the Field Marshals. Matches shall not be restarted until directed by the Tournament Director after no lightning has been detected for 20 minutes (signaled by two short blasts on the air horn).

**Personal safety is the number one concern of the tournament and it will supersede any game situation.** During a lightning suspension, all players, coaches, spectators, and officials are asked to move to a safe location (under tents and trees is not safe).

### **Suspended Matches**

- If a game is suspended after at least one half has been completed, the score at the time of suspension shall be the final score.
- If a game is suspended within 5 minutes of the first half being completed and there is a two or more-goal differential, the score at the time of suspension shall be the final score.
- If a game is suspended with more than 5 minutes to play in the first half, or within 5 minutes of the first half being completed and less than a two-goal differential, the second half of the game shall be played when play is resumed. Note that the Tournament Director may reduce the duration of play for the second half.

### **Rescheduling Matches**

Every attempt will be made to play all scheduled matches in the tournament. The Tournament Director may, at their sole discretion, reschedule matches and make changes to the schedule including, but not limited to, the following:

- use the time designated for a lunch break;
- reduce the duration of a match up to 50% (i.e. 20-minute halves vs. 25-minute halves, or play one half only) and schedule starting times at a shorter than one-hour interval;
- prioritize teams that have not yet played a game in the tournament;
- prioritize teams that have only played one game in the tournament (over those who have played two);
- prioritize games that will have a material impact on the final standings (U11-U16 only);
- declare games not able to be rescheduled as 0-0 ties.
- prioritize group matches over championship and consolation matches (i.e. in a group of 4 teams, trying to have all teams complete a round-robin where possible before scheduling a championship match).
- Matches on Sunday will not start earlier than currently scheduled.

