



Portsmouth Invitational Soccer Tournament

GENERAL TOURNAMENT RULES

All U8 to U10 players will receive participation awards. Awards will be given to first and second place teams in U12 age groups and above. All awards will be handed out at the headquarters tent immediately after your last game.

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

1. Prohibited Items and Activities

- a. Consumption of drugs or alcoholic beverages in any Tournament location.
- b. Dogs (leashed or unleashed) 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.
- c. Use of recreational vehicles or tents on Tournament grounds, 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, excluding those used by Tournament vendors.
- e. Smoking and/or vaping of any kind shall not be allowed on Tournament grounds.

2. Eligibility and Registration

- a. A photocopy of a stamped state roster and medical/general release forms must be submitted to the Tournament Registrar at the time of registration.
- b. No player is allowed to play without a medical/general release form and a state approved player pass. Coaches are required to have their team's player passes in their possession at all times. Teams that do not have their player passes at the field during a match may be subjected to a forfeit.
- c. Every team must register prior to their first scheduled game. Failure to register before that first game will result in forfeiture of that game (and any subsequent games until they have registered).
- d. All out of region teams that are not governed by US Youth Soccer Region I must carry a "Permission to Travel" (USYSA-TT5). Also, a certified copy must be submitted to the Tournament by mail at least two weeks prior to the Tournament.
- e. All games are subject to spot inspection for player passes. If unregistered players are found, the player and coach will be subject for Tournament ejection.
- f. Guest players must be presented to the Tournament Director for approval prior to registration. **Three** guest players are allowed per team unless otherwise approved. Guest players must be listed on stamped state rosters

3. Referees

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

4. Weather Conditions & Schedule Changes

In case of inclement weather, the Tournament Director reserves the right to change the location, delay, or reduce the length of a match by up to 50%. Only the referee or the Tournament Director may cancel or postpone a match. Games terminated for any reason after at least one half is completed, will be considered official and the score final. If a match is suspended, coaches and players are to remain in the area until a determination of the match is made. 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.

5. Schedule, Game Location, Forfeits

It is the responsibility of each coach to make certain that they have received the correct game 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 game shall forfeit the game. The winner of a forfeited game will be credited with a 3-0 win.

6. Player's Equipment

All players must wear protective shin guards covered by uniform socks. No metal cleats are allowed. Other than medical bracelets or necklaces, the following are not permitted: jewelry (cannot be taped over), watches or fitbits, hard objects (including hair clips, combs, bands), bandanas, hard casts (must be 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 game schedule) shall be required to change or wear pinnies.

7. Game 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 game

8. Conduct

- a. 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 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 game.
- b. Any player or coach ejected from a match will not be allowed to participate in the team's next match and may be subject to disqualification from the Tournament after review by the referee and the Tournament Director.
- c. Coaches may be asked by the referee to help control the behavior of their spectators, and may be cautioned by the referee for any repeated bad behavior by spectators connected with their team.
- d. 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.

10. Tournament Standings

- a. The Tournament will be played according to the schedule provided.
- b. Scores and standings will not be kept for the U8 to U10 divisions.
- c. Standings for U12 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. Ties will be broken in the following order:
 - Head-to-head results between the tied teams;
 - Least goals allowed in all games;
 - Goal differential in all games (maximum of three goals differential considered per game);
 - Most shutouts;
 - Most goals scored in all games (maximum of five goals considered per game);
 - Shoot out via penalty kicks.

11. Playoff Games & Championships (for U12, U14)

- a. For a bracket of 8 teams, the winners of each 4-team sub groups will play for the championship.
- b. For a bracket of 6 or 7 teams, each team will be scheduled to play two games on Saturday. The teams will be ranked as described in paragraph 10, and seeded for the knock-out stage on Sunday with the top one seed (7 teams) or two seeds (6 teams) receiving a bye into the semi-finals.
- c. For a bracket of 5 teams, teams will play a round-robin with the standings determined as described in paragraph 10.
- d. For a bracket of 4 teams, the top two teams will play for the championship.
- e. For a bracket of 3 teams, teams will play a double round-robin with the standings determined as described in paragraph 10.

12. Extra Time

In the event of a tie score in either a knock-out stage (QF, SF, Final) or a championship game described in paragraph 11, two five-minute extra time periods will be played in full. If the game 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.

Ties will stand in any Consolation games.

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 or U10 division game. 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 game will be allowed.

15. U8 Division Modified Rules

- a. **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.
- b. **Offsides:** There will be no offsides in this division.

- c. **Throw-in:** If the throw-in is not executed correctly, the player will be allowed a second chance. The referee should explain to the player how to execute the throw-in correctly.
- d. **Penalty Kick:** There will be no penalty kicks in this division.
- e. **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.
 - i. **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 shall explain all infractions to the offending player.

16. U10 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 when 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 offsides position when they are further from the goal than their opponent's build out line.
- c. **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 closes to where the infraction occurred.