



LABOR DAY CUP - TOURNAMENT RULES

U9 & U10 play - 2x25 minutes | 5-min. halftime | size 4 ball | Numbers of players - 7v7 |

Field size: Length: 50 yds long – 30 yds wide – 14 player roster.

Goal Kicks from within penalty area.

U11 & U12 play - 2x25 minutes | 5-min. halftime | size 4 ball | Numbers of players - 9v9 |

Field size: Length: 70-80 yds long – 45-50 yds wide - 16 player roster.

Goal Kicks from 5yd box line.

U13 – U14 play - 2x30 minutes | 5-min. halftime | size 5 ball | Numbers of players- 11v11 |

Min. of 7 players | Field size: Length: 100+ yds long – 70+ yds wide – 18 player rosters –

Up to 3 guest players only

CHECK IN: All players must be deemed safe to play by the referee or assistant referee. (shin guards covered, no rings or sharp objects, no hard casts or jewelry, proper cleats or footwear, etc) before every game.

You must also have all requirements for a regular check in (player cards, rosters and medical waivers) at all times.

Medical ID necklaces can be worn if taped to chest. Medical ID bracelets can be worn if taped to wrist.

All players must also have a unique number on his/her jersey and all jerseys must match in color. Jersey number must match number listed on roster.

The home team must ensure they have a change of jersey color if the referee asks for a change due to color conflict. The home team is the first team listed (on the left) on the schedule.

2. All throw-ins must be done correctly.

3. Penalty kicks will be allowed.

4. All major and technical fouls will be enforced, resulting in direct free-kick or indirect free-kick as appropriate.

5. Offside will be enforced.



6. You can only substitute when it is your stoppage, or when the opposition sub on their stoppage. Kickoffs and halftime are moments when either team can sub.

7. Goal kicks for U9-U10 will be taken from anywhere in the penalty area. Goal kicks are taken from the 5 yard box for U11 and U12 always.

8. Discipline – All player or coach ejections will comply with the US Club Soccer Disciplinary Rules. These are available at www.usclubsoccer.org

If a player or coach receives a red card, they will receive a minimum 1 game suspension. In the case of a coach red card, the coach is responsible for finding a responsible replacement who can lead the team during his or her absence. (This person must have an appropriate coach's pass.) If a replacement cannot be found, the team will receive a forfeit and a 3-0 loss.

Any time a coach is ejected the team will receive a 1 point deduction from their current standings amount.

Note: A disciplinary Committee is in place to expeditiously hear and act upon discipline matters and questions on rule interpretations should they occur. Under no circumstances may a referee's decision, issuance of a red or yellow card, or a coach or team staff ejection be reviewed or overturned

Please email the tournament director at ben@fusionsc.org for information regards suspension length and refereematch report

Please remember - THIS IS YOUTH SOCCER. WE ASK THAT EVERYONE CONDUCT THEMSELVES ACCORDINGLY, MAKING THIS A POSITIVE EXPERIENCE FOR OUR YOUTH PLAYERS.

9. Referees, while respecting the Laws of the Game, will do their best to keep the game flowing, simple, fun, and most importantly, safe for the players.

10. Coaches will be absolutely responsible for the behavior of their parents on the sidelines. Referees will reserve the right to eject coaches or terminate games in which parents and spectators are unable to control negative behavior directed towards referees, players, or other spectators of the game.

11. Teams will receive 3 points for a WIN, 1 point each for a TIE, and 0 points for a LOSS. No bonus points are awarded for goals scored or holding a clean sheet.

12. There will be a 4-goal maximum limit that is counted towards goal difference. For example, 5-1 all goals stand, 5-04 goals count towards the winnings team goal difference and only a minus 4 will go towards the losing team.

In the event of a tie, bracket winners, and/ or any teams with the same points in either format, will be determined as follows:

- a) Head-to-Head competition
- b) Goal Difference (overall difference using the 4 goals scored policy)
- c) Clean Sheets
- d) Most goals scored

In the event of a bye, or a forfeit, tie breaking rules will be based on games actually played within the group or league format. Any team that forfeits a game will NOT advance to a final or consolation, nor can they win a league-format competition.



- NEW – No extra time, straight to penalty kicks.

Penalty kicks;

Prior to starting the FIFA Penalty Kicks, the referee must ensure that each team has the same number of eligible players in the center circle. If one team finished the game with fewer players, the other team can add a player/players to the team, so that both teams have the same numbers of players.

- a) All participating players will meet at the center of the field. A coin toss will determine who kicks first.
- b) The referee will decide which goal will be used.
- c) With teams alternating, each team will take 5 kicks. The team scoring the most goals will be declared the winner.
- e) If the teams remain tied, the remaining players will kick until a winner is determined.
- f) Each team may select any of their participating players to serve as goalkeeper (from players on the field at the end of overtime play).

13. Referees will be USSF certified. The referee shall keep a record of the game and keep the official time on the field at all times.

Disclaimer

The Tournament Director, Committee, Event Sponsors, and/or Livermore Fusion Soccer Club will not be responsible for any expenses incurred by any team or club, in whole or in part, if the tournament is canceled, nor will any refunds be made. The Tournament Director and Committee reserves the right to decide all matters pertaining to the tournament, and its judgment is final