



# HUB CITY INVITATIONAL

## TOURNAMENT RULES

### Laws of the game

All games will be played in accordance with FIFA Laws of the Game observed by USSF/USYSA/TSSA with the adjustments outlined below. (Amended 11 April, 2023)

### Eligibility and Game Duration

Tournament roster sizes are as follows:

**U-13 - U-19: maximum roster size is 22 players (for 11v11 teams)**

**U-11 - U-12: maximum roster size is 18 players (for 9v9 teams)**

**U-09 - U-10: maximum roster size is 16 players (for 7v7 teams)**

There will be a maximum of three (3) guest players allowed per team. No player will be allowed to play for more than one (1) team or switch from one team to another during the tournament, **Unless approved by the Tournament Committee/Director**. Every attempt will be made to have separate divisions for each age group. If there are not a sufficient number of entries in an age group, then it may be combined with an adjacent division (7 v 7 age groups would only be combined with 7 v 7, 9 v 9 with 9 v 9 and 11 v 11 with 11 v 11). Every team will be guaranteed at least 3 games.

Players in the following divisions must be born between the dates shown and will play as follows:

Age	Group	Born between	Ball size	Halftime	Halves
U-19	11v11	1/1/04 and 12/31/04	5	5 min.	2 x 40 min
U-18	11v11	1/1/05 and 12/31/05	5	5 min.	2 x 40 min
U-17	11v11	1/1/06 and 12/31/06	5	5 min.	2 x 40 min
U-16	11v11	1/1/07 and 12/31/07	5	5 min	2 x 35 min
U-15	11v11	1/1/08 and 12/31/08	5	5 min	2 x 35 min
U-14	11v11	1/1/09 and 12/31/09	5	5 min	2 x 30 min
U-13	11v11	1/1/10 and 12/31/10	5	5 min	2 x 30 min
U-12	9v9	1/1/11 and 12/31/11	4	5 min	2 x 30 min
U-11	9v9	1/1/12 and 12/31/12	4	5 min	2 x 30 min
U-10	7v7	1/1/13 and 12/31/13	4	5 min	2 x 25 min
U-09	7v7	1/1/14 and 12/31/14	4	5 min	2 x 25 min

\*For the purposes of playing up in an age group, our tournament rule for U-9 is the only players eligible to play will be those with birth years of 2014 or 2015.

The Tournament Director has the authority to add a player/players to a roster after the registration has closed.

## **Trapped Player Policy**

Players that are in 8<sup>th</sup> grade who fall under the U15 age group due to their legal age (trapped) will be allowed to play (fall season for girls and spring season for boys) with a U14 team during this tournament. This is within US Youth Soccer and TSSA guidelines and will be allowed for this tournament. There is a maximum of 4 trapped players allowed on the roster per team.

## **Weather**

No games will be played if lightning is in the area. If any coach, field marshal or assistant referee sights lightning, they will immediately notify the referee who will suspend play or delay the start of the game. Such delay or suspension must remain for a minimum of thirty (30) minutes past the last sighting of lightning or longer at the direction of the tournament director or referee. In the event of other inclement weather, the Tournament Director/Committee will have the sole authority to shorten games by up to 50%, relocate game sites, reschedule games or cancel games. If a game is canceled prior to starting or during the first half due to weather, including lightning, best efforts will be made to reschedule. If a game is canceled during the first half of play and is rescheduled, the game will be restarted with the same score and time remaining as at the time play was suspended. Games will be considered completed if one half of the game has elapsed. If a game is part of the selection of a group winner, the Tournament Director/Committee will, in their sole discretion, determine the method and timing to determine the winner. Neither the Tournament, nor anyone connected with the Tournament, assumes any responsibility or liability if the Tournament is canceled in whole or in part for any reason, weather related or not. In the event of inclement weather during the tournament, it is the responsibility of each team manager/coach to check the tournament website for any changes. Changes will be posted as soon as possible.

## **Heat Policy**

In the event that the Heat Index reaches the 95° F to 104° F level, the Referee will enforce a mandatory 2 minute water break each half without stoppage of time. This will continue until the temperature drops below the 95° to 104° F level. In the event that the Heat Index reaches the 105° F level and above, all games will be halted until the heat index drops below the 105° F level.

## **Cancellation Policy**

In the event of inclement weather forcing cancellation of the tournament or games after the tournament has started, the following will occur: If all games are played on Saturday, no refunds..

If the Tournament is cancelled or shortened for weather or unforeseen circumstances beyond **Jackson Soccer Club** control, refunds will be calculated after Tournament expenses have been met.

## **Registration**

Each team must register online. Teams may make arrangements with the Tournament Director to check in at least one (1) hour prior to its first game at Tournament Headquarters at the North Park Soccer Fields. Each team must submit at registration:

1. Five (5) copies of the official state roster for the team with jersey numbers of each player and guest players.
2. A laminated player card from the team's state association, with picture and player signature, for each rostered player and guest player.

**3. Medical release forms for each rostered player and guest player should be available if needed.**

**4. A "Permission to travel" form for teams from outside Tennessee.**

**5. Managers must have a copy of each player's Birth Certificate available in case one is needed.**

The Coach or Team Manager must have possession of the player cards, medical release forms, a copy of each player's Birth Certificate, and tournament-approved rosters at all games. Failure to do so can result in dismissal of players or the entire team from the tournament.

## **Player's Uniforms and Equipment**

All players on a team will wear identical uniforms (shirts, shorts, socks), with exception of the goalkeeper. Field players must wear numbers on the backs of their matching uniforms. Each field player must have a different number that coincides with the jersey number listed for that player on the roster. The goalkeeper will wear a shirt of a different color than the keeper's teammates, the referee's and opponents, and may have any number or no number. The Home team will be required to wear white (light colored) jerseys and the Away (Visiting) team shall wear dark (non-contrasting) colored jerseys. In case of a conflict of uniform colors, the team not complying will be responsible for changing to a different color acceptable to the Center Referee. Sharp steel spikes are not allowed on shoes. All players' equipment is subject to the referee's approval. The home team shall present a minimum of two (2) game balls to the referee prior to the start of the game for the referee's approval. **Shin guards are mandatory for all games.**

## **Forfeited Games**

A team will be allowed a ten (10) minute grace period from the scheduled kick-off time before the game will be forfeited to the opponent. A team may begin play with a minimum of seven (7) players at 11v11, five (5) at 9v9 and four (4) at 7v7. Late players must check in with the referee or assistant referee prior to being allowed in the game. The opposing team will play at full strength. In the event a team forfeits a game, the opponent will be awarded a 4-0 win. Any team quitting the field of play before the conclusion of the game is subject to being disqualified from the Tournament. Teams causing abandonment will be declared the loser by a 4-0 score. When the situation causing abandonment is such that Tournament officials cannot assign responsibility, both teams will forfeit with no goals scored and a double loss declared.

## **Start of Play**

Each field will have an assigned field marshal. Teams must check in with the field marshal at least 15 minutes prior to their scheduled kick off time. Field marshals will inspect and retain the stamped approved tournament rosters. Referees will check both teams player cards and turn player cards into the field marshal. Both teams will be on the same side of the field and each team will be located no closer than 5 yards away from the halfway line. Field marshals and referees will have the authority to determine team location during the game. No team will be allowed more than three non-players (coaches, trainers, managers) on the team's side of the field during the game. Each team will have a coach at the field for the duration of the game. A team not so represented will forfeit the game. Spectators will be located on the opposite side of the field adjacent to their team. The game clock will not be stopped because of an injury to any player except at the discretion of the referee and if the injured player is removed from the field by medical personnel. Stoppage time may be added if, in the opinion of the referee, a team is delaying the game in their benefit. Games that start late will be shortened as needed to ensure that the next game on that field may begin on time.

## **Conduct**

Coaches are responsible for the conduct of their spectators, team staff and players of their team. Referees are authorized to take appropriate action to maintain proper control of games. Abuse from players, coaches, and

spectators will not be tolerated. If the referee terminates play due to unruly behavior, the Tournament Director/Committee will determine if the game is to be replayed, continued or forfeited by the offending team. Players ejected from the game are (at a minimum) automatically banned from their team's next tournament game. Coaches ejected from the game are (at a minimum) automatically banned from that team's next tournament game. Violations that are deemed of a serious nature (fighting) might require further disciplinary action such as banning from further tournament play. The player card of the ejected player will be collected by the field marshal, attached to the game report and delivered to the Tournament Headquarters. The decisions of the Tournament Director/Committee on red card violations are final.

## **Player Substitutions**

There is no limit to the number of substitutions during the game. Players may be substituted with the consent of the referee at the following times:

- Prior to a throw in by the team in possession or both teams, if team in possession first requests a substitution
- Prior to a goal kick by either team
- After a goal by either team
- In the event of an injury, by either team.
- When the Referee stops to caution a player, only that player may be substituted prior to restart

**An ejected/red carded player may not be substituted. The team of the ejected player must play short for the remainder of the game.**

No player may leave the field of play without the consent of the referee and players will enter and leave the field at the mid-line (unless otherwise directed by the Center Referee).

**In the event of a State League game being played during the course of the Tournament, the substitution rules for the Tennessee Soccer State League will supersede the tournament rules.**

## **Scoring and Tie Breakers**

### **Scoring Method:**

The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:

- **Three points (3) for a win (including forfeits\*)**
- **One point (1) for tie, and**
- **No points (0) for a loss**

**\*\*\*Forfeits are considered a 4-0 victory for the non-forfeiting team**

There will be no overtime played during the round-robin portion of the tournament. A forfeit is scored as a 0-4 loss and a total of three (3) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round-robin play.

**Tiebreakers:** In the event that teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

a) Winner of head to head competition (these criteria not used if more than two (2) teams are tied)

- b) Winner of most games
- c) Goal Differential (goals scored minus goals against) with a maximum of four (4) goals per game
- d) Fewest goals allowed
- e) Kicks from the penalty mark per FIFA Laws of the Game.

**Note:** If more than two (2) teams are tied, the sequence will be followed until a team is eliminated/advanced. The remaining teams will then restart the sequence at Point “b” above until the tie is broken.

If FIFA kicks from the mark have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye; the next team drawn will be home team against the remaining team in the first contest of kicks. The winner of the first contest will then compete against the bye team in kicks from the mark to determine the round robin winner. The bye team will be the home team. This is only if there are more than two (2) teams tied after going through the Tie breakers.

## **Overtime**

**For semi-final and final games:**

**If tied after regulation, FIFA Kicks from the Penalty Mark.**

Games which are tied at the end of regulation time and must result in a winner (semi finals, finals, etc) will be decided by FIFA kicks from the penalty mark.

## **General Rules**

**1. US Youth Soccer and Tennessee State Soccer prohibit the use of non-approved "Unmanned Aircraft Systems" (UAS / Drones) at any event that is sanctioned by US Youth Soccer.**

**2. Any person violating this rule shall be immediately removed from the event by the US Youth Soccer authority managing the event.**

**3. No weapons of any kind will be allowed inside the fenced in areas (except by Law Enforcement personnel involved with the tournament). Any person violating this rule will be removed from the area.**

## **7v7 Modified Laws of the Game**

1. For all 7v7 fields, there will be a build out line on each half of the field.
2. The build out line promotes playing the ball out of the back in a less pressured setting.
3. When the goalkeeper has the ball in his or her hands during the play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
4. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (**punts and drop kicks are not allowed**).
5. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
6. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
7. The build out line will also be used to denote where offside offenses can be called.

8.Players can not be penalized for an offside offense between the halfway line and the build out line.

9.Players can be penalized for an offside offense between the build out line and the goal line.

### **New Mandated Rules for Punting and Heading (7v7 and 9v9)**

**1.There will be no heading allowed in any U-9, U-10, or U-11 age groups.**

**2.Punting the ball will not be allowed for U-9, U-10 and U-11 age groups.**

**3.What occurs if the goalkeeper punts or drop kicks the ball:**

**a. If the goalkeeper punts or drop kicks the ball, the referee will stop the game and award an indirect free kick to the opposition at the spot of the infringement,**

**b. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.**

### **Game Reports**

Game reports will be handled by the referee or a field marshal. Each coach will verify the game results before signing the report. Reports will periodically be delivered to the official scorer by the field marshal.

### **Awards**

Awards will be given to each player on the first and second place team in each division.

### **Protests**

Protests will not be allowed. Decisions of the Tournament Director/Committee and/or referee will be final.

### **Tournament Director/Committee**

The Tournament Director/Committee will make every effort to ensure this Tournament is an enjoyable experience for the players, coaches and fans. Any fan, coach or player who distracts from the competition by abusive, derogatory, vulgar or profane language or actions will be ordered to leave the game site for the remainder of the game. Refusing an order to leave by a referee, field marshal or tournament official will result in the termination of the game and forfeiture by the team in which the offender is affiliated. Neither the Tournament Director/Committee, nor anyone connected with the tournament, assumes any responsibility or liability if the tournament is canceled in whole or in part for any reason. The Tournament Director's/Committee's interpretation of application information, procedures, rules, results and all matters pertaining to the Tournament are final.

### **Subject to Change**

The above rules - **in whole or in part** - may be changed up until the time of the first game of the Tournament begins. (Amended – April 11, 2023)