

AJAX UNITED TOURNAMENT RULES AND PROCEDURES

APPLICATION

All applications will be received through GotSport for this tournament. Any team that drops out after the application deadline will forfeit their entire application fee. Rosters must be finalized and updated no later than the Thursday prior to the tournament start date as rosters will be printed on the Friday morning before the tournament. If you need to add guest players due to player injury, you will be able to add players up to Friday evening, but must be approved by the tournament director.

RULES

All games shall be played according to the rules set by FIFA/USSF.

MANAGER CHECKLIST

- 1) Players' Cards—Valid, laminated player cards with a photograph for the 2025-2026 season. All passes must be from the same association (US Club, CYSA, etc) including any guest players.
- 2) All rosters must be completed on GOTSPORT.
- 3) Teams must have all player Medical Waivers on site.

ROSTER SIZES

- 11v11: Max roster 26, match day roster 18
- 9v9: Max roster 26, match day roster 16
- 7v7: Max roster 26, match day roster 14

ROSTER POLICIES

One Team: Players may only participate with one team throughout the tournament.

Guest Players: A maximum of 3 guest players allowed but must be sanctioned under the same association and match the team's player card type.

SPECTATOR EXPECTATIONS

- 1) No dogs or pets are allowed on the park facilities. If anyone brings a dog or pet, they will be asked to stay in the parking lot or leave the premises.
- 2) Parking is \$5 per day.
- 3) No RV Parking will be allowed w/o approval from the City of Modesto.
- 4) No BBQ allowed on-site.
- 5) Good Sportsmanship is expected and encouraged from all persons on or off the field.
- 6) NO ALCOHOL or TOBACCO IS PERMITTED AT ANY OF OUR FIELD LOCATIONS--period. Tents and Easy Ups must be secured. Any questions regarding an individual's behavior during the course of our tournament should be reported to the field marshals.

TEAM CHECK-IN

The tournament team check-in will be done online and will simply consist of submitting your roster in GotSport and sending in any guest player loan forms to the tournament director. To add players to your roster for the event use the following instructions.

- 1) Log into your team
- 2) Click on "Team Management" and this should show you a list of your teams or your team. Click on your team.
- 3) Click on Team Registrations
- 4) Click on the button "Rosters" next to the event name.
- 5) Use the "Add Player," "Add Club Pass Player," or "Add Guest Player" button to add players to your event roster. You can also use the Clone Roster drop down to clone a roster from the roster you have used in another event.

Players must be added by Thursday prior to the tournament start date. Once rosters are uploaded the tournament committee will need to approve submitted rosters in order for players to show up on game card. Additionally, any Guest Player Loan forms must be submitted by the dates and times above.

PLAYER CHECK-IN

All players, for player pass and equipment check, must check in at the tournament check-in tents located on the north side of Field 2 (near the scoreboard) for each game. Teams should check-in, no later than 30 minutes before the scheduled start of each match. The referee has the responsibility for starting the game on time. Any team failing to be on the field with the required number of players, or leaving the field during the game, shall forfeit the game. The team not forfeiting will be the winner and awarded the win with a score of 3-0 and awarded three points. If neither team takes the field by scheduled time, no points will be awarded.

If a team has not taken the field and is not ready to start play with the minimum number of players 10 minutes after official game time, the offending team(s) will forfeit their game. The score shall reflect a forfeit.

Players wearing orthopedic casts, air-splints or metal splints shall not be eligible to participate. Players may not wear jewelry, hair clips or bobby pins.

The Tournament Director reserves the right to amend brackets in the event that a team pulls out of the tournament at the last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible competition for the good of the game. All game results are final and no PROTESTS will be allowed.

TEAM CONDUCT

All coaches have total responsibility for the conduct of their players, substitutes, and spectators AT ALL TIMES. Good Sportsmanship is expected and encouraged from all persons on or off the field. Coaches are held at the highest level of accountability for their behavior as well as that of their players and

spectators.

SUSPENDED/FORFEITED GAMES

If, in the opinion of the game officials, a game must be terminated for misconduct of players, bench or spectators and/or unsportsmanlike conduct, the offending team(s) could be suspended from further play, forfeiting that game and all remaining games. Other sanctions may be determined by the tournament director as needed for a suspended/terminated game. Additionally, US Club and/or USSF reporting will be completed.

YELLOW AND RED CARDS

A player receiving two yellow cards in a single game is considered the same as receiving a RED CARD. A player given two yellow or one red card in a game shall be expelled from that game, shall not be replaced in that game and shall not be permitted to play in the next game, at a minimum. A coach ejected from the game shall not be allowed to participate in the next game, at a minimum. The Tournament Committee reserves the right to modify penalties assessed on a player or coach for violent play or more serious conduct violations. For purposes of this tournament, a coach can be carded for his/her actions or those of spectators or friends of the team. Please make sure you have at least 2 adults with proper coaching credentials.

GAMES

The home team is listed first and will change jersey colors if necessary to avoid conflicts. Bench areas for each team will be established on the same side of the field during games. Spectators will occupy the opposite side. Coaching will be allowed from one's own bench area only.

The home team will provide three game balls. If the ball is not acceptable to the referee, he may request another ball from either team.

Game cards will be provided by the tournament and will include the roster provided in GOTSOCCEER.

SUBSTITUTIONS

Unlimited substitutions with the ***consent of the referee*** shall be permitted as follows:

- 1) Any dead ball situation with approval of referee

****Substitutes must notify the referee and wait for his/her signal before entering the field at midfield.**

GAME LENGTHS

The Tournament Director holds the right to shortened game times if there is a delay in the schedule.

U9-U10: 20 minute halves with a 5 minute half-time

U11-U12: 25 minute halves with a 5 minute half-time

U13-U19: 30 minute halves with a 5 minute half-time

Semi-final and Championship games will be the same length as group games. If a Final is tied after regulation, teams will determine a winner going straight to kicks from the mark according to FIFA rules.

FOUR TEAM DIVISION: Will consist of one bracket of 4 teams. Each team will play 3 group games within the bracket. The two teams within the bracket with the most points after the 3 games will advance to the Championship Final.

FIVE TEAM DIVISION: Will consist of one bracket of 5 teams. Each team will play 4 group games within the bracket. The team with the most points will be champion with the team with the next most points being 2nd place.

SIX TEAM DIVISION: Will consist of two brackets of 3 teams each. The teams will crossover and play the 3 teams in the opposite bracket. The two teams with the most points (regardless of bracket) will play in the championship match.

SEVEN TEAM DIVISION: Will consist of one bracket of 4 and one bracket of 3 teams. The bracket of 4 will play two games in bracket (crossover style) while the teams in the group of 3 will play each other once. Sunday, the top 4 teams based on points will play in a semi-final format with the 5th and 6th placed teams playing in a consolation playoff with the winner playing the 7th place finisher.

EIGHT TEAM DIVISION: Will consist of two brackets of 4 teams each. Each team will play 3 group games within the bracket. The team within each bracket with the most points after the 3 games will advance to the Championship Final.

POINTS

Three (3) points for each win, one (1) point for each tie and zero (0) points for each loss.

No points will be awarded if neither team shows for a game.

Games won by forfeit will be scored 3-0 and the winning team will be awarded three (3) points.

Forfeiting team will receive zero (0) points.

Official standings will be kept online.

TIE BREAKERS

If a tie exists in a flight after group play, the following tiebreakers will be used, in the order presented, to determine which teams advance:

- 1) Head to Head points between teams
- 2) Overall Goal differential (goals scored minus goals allowed to a max differential of 5 in each game)
- 3) Most goals scored (maximum of 5 per game)
- 4) Fewest goals allowed (maximum of 5 against per game)
- 5) Fewest Red Cards
- 6) Most shutouts
- 7) If a tie still exists, we will flip a coin and the winner will advance

AWARDS

A team trophy and medals will be awarded to 1st and medals will be awarded to 2nd place.

PARKING

Daily parking charge is \$5.00.

RULES NOT COVERED

The Tournament Committee will review any issues or problems that arise which are not specifically covered in this rules document. The committee reserves the right to establish policy as deemed necessary to deal with such matters. The decisions of the committee are final and there will be no appeals.

The Tournament Director has the right to update rules at any time. Rules that are posted on this website shall be the official rules of the tournament.

