



2025 TOURNAMENT RULES

1. ROSTERS

U8- U10 teams are limited to 12 players (play will be 7v7);

U11-U12 teams are limited to 15 players (play will be 9v9)

U13 - U19 teams are limited to 18 players (play will be 11v11).

2. GUEST PLAYERS/DOUBLE ROSTERING

Teams may roster three guest players. Guest players are those who normally are not on the roster, meet the age/gender requirements, and have all appropriate playing cards, medical releases etc. The roster may NOT be changed after team check in. Double rostering must be approved by Tournament Director and must be limited to within one club. No cross rostering from one club to another.

3. GAMES RULES

All tournament games will be played in accordance with the Laws of the Game as issued by FIFA, except where stated otherwise in these rules.

Deliberate heading is not allowed in U8-U11 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal area at the point nearest to where the infringement occurred. If a U11 team is playing in a higher age bracket (f.ex. U12 or U11/U12), heading is allowed as the rules apply to the bracket the team is competing in.

Build Out Line U8-U10: Shall be placed equidistant from the top of the penalty area and the halfway line. When the ball goes out of play for a goal kick or when the goalkeeper has possession of the ball in his/her hands, the opposing team must retreat behind the build out line. The opposing team can advance beyond the buildout line when the ball is put "in play." The ball is considered "in play" when the ball is released from the goalkeeper's possession by a pass or throw. The goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

No punting for U8-U10: U8-U10 games will not allow players to punt the ball. If a player punts or dropkicks the ball, the opposing team will receive an indirect free kick from the spot of the infraction. If the infraction occurs within the goal area, the ball will move to the top of the goal area closest to where the infraction occurred.

Substitution rules, see point 12 below.

4. JERSEY COLOR & HOME TEAM

Home Team: The team listed first on the official schedule is the home team. The home team is responsible for using an alternate color jersey, if necessary.

5. GAME BALLS

At least one game ball, certified by FIFA, should be provided for the game by the Home Team.

U8-U12 Divisions: Size 4 Ball

U13-U19 Divisions: Size 5 Ball

6.EQUIPMENT

Shin guards are required for all players.

Players may not wear any jewelry.

The referee has the final decision on the safety of all players' equipment and clothing. A player will be allowed to wear a cast only if, in the opinion of the referee, it is well padded and will not constitute a risk of injury to the player or others.

Players must have their own numbers on jerseys with no numbers being shared by players on the same team.

7. PLAYER CARDS

All players and coaches must have current player passes or equivalent, and must present them prior to the beginning of each game. Approved USSF and/or FIFA affiliated player passes, signed and laminated or Canadian booklet player cards are checked at Final Team Check-in and by the officials prior to the start of each game. All players must have a current player pass; they must be presented prior to the start of each game. Players must have player passes in order to play. No pass - no play policy.

8. GAME LENGTH AND OVERTIME

Except in cases of inclement weather or other unforeseen scheduling problems, game lengths are as follows:

U17 - 19 two 40-minute halves

U15 & U16 two 40-minute halves

U13 & U14 two 35-minute halves

U11 & U12 two 30-minute halves

U8- U10 two 25-minute halves

In Championship games or knock-out games (f.ex. semi-finals), for U11 or up, if a game is tied after regulation, two full 5-minute overtime periods will be played. (Sudden death or golden goal is NOT in effect. The full 2x5 minutes will be played).

If a championship or knock-out game is still tied when overtime expires, penalty kicks, taken in accordance with the FIFA Laws of the Game, will determine a winner.

9. FOREFEITS/PUNCTUALITY:

All games will begin on time, with forfeits being declared for any team not present and ready to play within 10 minutes of the scheduled starting time. Teams must have the appropriate number of players ready to field: minimum of 6 for U8 - U10 teams, 8 for U11 & U12 teams, and 10 for U13 – U19 teams. If a team is delayed for reasons beyond their control, they must call the Tournament

Director. All reasonable efforts will be made to reschedule the game providing the opposing team agrees.

10. PROTESTS

There will be no protest or appeals of any kind allowed in a match. The field decision of the referee is FINAL and will not be changed by any tournament official.

11. RED CARDS:

A player who receives a red card or a coach who is sent off the field during a match will be suspended for the remainder of the game and a minimum of one game following the infraction. Violence against another person and other serious offenses may result in a two game suspension or suspension from the tournament.

Players receiving red cards and coaches sent off must report to headquarters following the game to determine their status.

12. SUBSTITUTIONS:

Substitutes must enter the field at the halfway line between the technical areas. Unlimited substitutions with the permission of the referee are allowed:

- a. prior to your throw in, or either team's goal kick;
 - b. prior to either teams throw in if both teams have subs at the half-line
 - c. after a goal by either team;
 - d. at the referee's discretion during stoppage of play for an injury;
 - e. a cautioned player may be substituted prior to restart of play (this is not required).
- 13. Weather/Other Emergencies:**

Tournament officials will adhere to US Club Soccer and the Grand Forks Park District's Weather Policy to determine whether play needs to be suspended. Referees may, at their discretion, suspend a game temporarily for an emergency but only the Tournament Directors may terminate, modify, or reschedule games due to bad weather. If a game is suspended in progress (including during the pregame warmup), teams are expected to stay on site (possibly in shelter) unless dismissed by the Tournament Headquarters. If play is suspended, monitor the tournament app and GGFSC social media for further instructions. Game suspension may incur delays and/or other measures, such as shortened, postponed, or cancelled games (potentially finalized at the point of suspension), at the sole discretion of the tournament staff.

Tournament staff will be monitoring the weather throughout the tournament. Here are some typical scenarios that require attention and actions as described:

Lightning

If lightning is within 5-10 miles, the game(s) should be suspended and shelter sought. A rough guideline is to measure the time between the lightning flash and hearing the corresponding thunder (thunder is always associated with lightning and vice-versa). If it is 30 seconds or less between the flash and thunder, seek shelter. Note: it may not be possible to determine which lightning strike generated which roll of thunder. A simple rule: If you can hear it, clear it. Due to the proximity of park sites, lightning threatening any site will be treated as if it is threatening all sites.

At the field: Tournament officials will announce the suspension of games with a long blast of an air

horn. Upon suspension of games for lightning, seek shelter immediately in a vehicle or sturdy building. Park shelters, tents, and awnings provide no protection against lightning. Games should not be restarted for at least 30 minutes after the last roll of thunder is heard.

Tornado/Thunderstorm Watches and Warnings

Storm **Watches** indicate the conditions are possible for the type of storm indicated. These are issued by the Storm Prediction Center and usually cover a fairly large area and swath of time. Depending on the location, speed, and direction of the storms and the expected time of arrival, play may either be suspended or may continue with caution until/unless storms pose a threat (including time to evacuate the parks and seek shelter). This call is made at the sole discretion of the tournament staff. Be prepared for this to become a warning - have a plan!

Storm **Warnings** indicate the the conditions are occurring or are imminent. They are smaller in area and for shorter time periods. A storm warning issued by the National Weather Service that includes the city of Grand Forks will result in immediate suspension of play. Sounding of outdoor warning sirens indicates a warning and automatic suspension of play. Shelter should be sought immediately during a storm warning.

Flooding

Localized flooding may incur suspension of play and/or modification of the schedule based on field condition, park accessibility, and safety, at the discretion of the tournament staff.

Heat Index

Tournament officials will monitor the heat index from official sources and inform field marshals, teams and game officials of the heat index status. Coaches are encouraged to also monitor the conditions. The following are the tournament guidelines when there is a possibility of a dangerously high heat index.

Heat Index Recommended Guidelines

Up to 89° Normal Play

90° – 99° Mandatory 2 minute water breaks per half with running time. Each half shortened by 5 minutes

100° – 105° Mandatory 2 minute water breaks per half with running time. Each half shortened by 10 minutes

105° Suspend play

For any water breaks and shortening of halves outside of the heat index policy, both coaches must agree and a tournament director must give approval before the game starts.

Every player, coach, manager, etc. participates at his/her own risk. There will also be a licensed athletic trainer available at Athletic Trainer Tents for minor injuries. It is each team's responsibility to provide water, ice, and basic first aid for their players.

Return to Play

Following any suspension of play for weather - if the lightning, storm, flooding, or heat threat departs or diminishes and it is deemed safe to return to the fields, tournament staff will alert anybody that is in the area with two air horn blasts. This indicates that players may return to the

fields in preparation to resume games and referees are clear to start games at their discretion. We will also post updates on the Tournament App and GGFSC Social Media as soon as possible.

14.TEAM STANDINGS

During preliminary round games, points will be awarded as follows:

6 points for a win

3 points for a tie

0 points for a loss

1 point for each goal scored up to a maximum of 3 points

1 point for a clean sheet/shutout (0:0 tie = 4 points per team)

-1 point: for each red card (including coaches sent off)

*Forfeited game scores shall be recorded as 3-0

*Games canceled by the tournament director shall be recorded as 0-0 (4

points) *The maximum number of points per game is 10.

A point modifier will be used to equalize match points for teams that play more games than others in a bracket due to

scheduling for an uneven number of teams.

A team that forfeits a game by not showing up will NOT advance to championship

rounds. **15.CHAMPIONSHIPS:**

Some divisions will not have championship games. In divisions where there is no championship game scheduled, the team with the most match points will be the champion. Second place will be awarded to the team with the next highest match points. In divisions with championship games; advancement to championship games will be based on match points. Teams not advancing to championship games may play consolation games to ensure the 3 game guarantee. If teams have an equal number of match points, the following tie-breakers will be applied in order:

Winner of head to head competition if two teams are tied

Least goals allowed (average goals/game) during preliminary round matches Average

goal spread up to a maximum of 3 per match (goals scored less goals allowed) Shoot

out if two teams are tied

Coin toss or drawing if more than two teams are tied

16. Team Discipline:

Coaches are responsible for the words and actions of themselves, their players, and spectators. Verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Coaches are expected to be models of good sportsmanship.

COACH, PLAYER & SPECTATOR CONDUCT

All harassment, verbal abuse and/or threats directed at any referees, coaches, players or spectators will not be tolerated under any circumstances. Any violation of this policy will result in immediate removal from the playing area. Play will not resume until violators have left the area. The tournament director reserves the right to penalize and/or expel any spectator, player, coach or teams that do not comply with this rule. Any person who physically or verbally assaults a referee will be subject to prosecution! If a coach is out of control, a referee may request the coach to leave before a game continues. If a coach is asked to leave a game, the referee will retain the member's pass and will send it to the NDSA office along with the appropriate game report.

COACHING FROM THE SIDELINES

Both teams will be located on the designated touchline opposite the parents, fans, and spectators. Only coaches, team managers and players will be allowed on team touchline. The coach may convey tactical instructions to the players during the match. The coach and other team officials must remain within the confines of the technical area and they must behave in a responsible manner. The technical area is defined as the area along the touchline between the half-line and the team's respective 18-yard lines. At no time is coaching allowed from behind the goal area. Coaches may not enter the field without permission from the referee.

17. Referee Guidelines:

A three-person referee system will be used for U-11 and above age groups. A single referee will be used for U-8 through U-10 age groups. All referees are USSF certified and registered. In matters concerning conduct of games, all referee decisions are final. No protests are allowed. Please direct all player eligibility questions to the Tournament Director prior to the completion of the match.

Referees will enforce the following:

- Shin guards to be worn by all players.
- Any player requiring glasses must have them properly secured by a strap.
- Earrings, watches, rings, bracelets, or other jewelry may not be worn. Medical Alert jewelry must be secure for all players' safety.
- Any player who starts to bleed while on the playing field must leave the field of play until the bleeding stops. The player cannot re-enter the field of play with blood on any part of their uniform. If an alternate jersey is not available, a shirt of the same color as the jersey may be used. The player may only re-enter the field with the consent of the referee at any stoppage of play.
- Players and coaches will be on one side of the field and parents/spectators will be on the opposite.

18. Other:

The Greater Grand Forks Soccer Club, tournament officials, and US Club Soccer are not responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part for any reason. The Tournament Committee reserves the right to decide all matters pertaining to the tournament and its decisions are final.

Enter and participate at your own risk: the Greater Grand Forks Soccer Club (GGFSC), US Club Soccer, and any representatives thereof, are not responsible for accidents, acts of nature, or other

events beyond control. All games will be played on fields specified by the Tournament Committee.

PARKING

Please park in designated areas or on city streets only. Parking on grass is prohibited and is subject to a fine by the local police department.

DRUG, ALCOHOL AND SMOKE FREE

The Greater Grand Forks Soccer Club is committed to promoting an environment that is free from drugs, alcohol or tobacco use. These policies apply to all players, coaches, referees, and spectators. Smoking, alcohol usage, and/or drug use is not allowed on any school property or in close vicinity of the playing fields.

CONCUSSIONS

Coaches or officials during games shall remove a player from active participation in the game if the player exhibits the signs, symptoms or behaviors consistent with a concussion or is suspected of sustaining a concussion. The player is not allowed to return to play until cleared in writing by a provider trained in evaluation and management of concussions. The coach shall inform the parent/legal guardian about the possible concussion and the event surrounding the possible concussion (e.g.-collision, fall, etc.).

GOAL ANCHORS/NETS

All goals will be securely anchored. No climbing or hanging on goals is

allowed. **PETS**

All pets must be leashed at all times. Please clean up after your animal and be mindful of fans not comfortable with animals.