

Tournament Rules and Information

Fire Invitational Tournament U10 - U14 Boys and Girls April 25-27, 2026



ALL GAMES ARE SCHEDULED ON CENTRAL STANDARD TIME

Age Group	Birth Year	Players on Field	Roster Size	Ball Size
9U-10U	2017- 2016	7	14	4
11U-12U	2015-2014	9	16	4
13U-15U	2013-2012	11	18	5

***Only 18 players may dress per game**

Guest Players: Four (4) guest players will be allowed per team.

Small Sided Play and Age Group Changes

VIT will follow the US Soccer and Indiana Soccer Mandates for small-sided play and age group changes. No exceptions will be made.

- Age Groups will use the established birth year format. Example: Players born in 2012 will be 14U (in the spring of 2026).
- Field & Goal Size
 - 7 v 7: 47x30 field with 6.5'x18.5' goal
 - 9 v 9: 75 x 47 field with 6.5'x18.5' goal
- Heading the ball for players 12 and under. US Soccer has mandated that heading be disallowed for this age group. If a player in the 10U, 11U, 12U age groups heads the ball, a foul will be called and an indirect kick awarded.

Online Tournament Check In

Teams from the United States submit –

1. Validated Player Passes issued by USYSA or US Club Soccer (rostered players and guest players).
2. One copy of official stamped and validated roster.

3. Medical release authorization for each player and guest player confirmed to be on site for all games.
4. Travel Permit from your state organization (for teams outside of Indiana).
5. Emergency Contact Information during the weekend for the team coach or team manager, and hotel.

Teams from outside the United States submit –

1. Validated Player Passes or IDs issued by the governing soccer body (rostered players and guest players).
2. Travel Permit from the Provincial or National Association approving the team's participation in the tournament.
3. Medical release authorization for each player and guest player.
4. Valid roster and list of guest players playing with the team.
5. Emergency Contact Information during the weekend for the team coach, team manager and hotel.

Team Equipment and Uniforms

The Home team is listed first on the game schedule. Both teams must bring two sets of uniforms to each game.

- The Home team wears the lighter color.
- The Visiting team is responsible for changing colors in the event of a conflict.
- Shin guards are mandatory and must be covered by the socks.

Player Credentials & Uniform Numbers

Before the start of each game the Referee or Field Marshall shall check that each team has the following:

- The shirt number of each player must be the same as the players' number on the match roster. The number may be manually updated on the roster as long as there are not multiple players with identical numbers.
- Current USYS or US Club player and coaches passes matching the VIT roster.

Laws of the Game

All matches will be played in accordance with the FIFA laws of the game, except as modified as follows in the tournament rules. All matches will use USSF certified referees.

All games will follow the rules listed below:

1. Player Equipment – shin guards are required for all players. Players with casts may be permitted to play with the permission of the referee. If the cast is hard, it must be padded so to not to cause further injury or injury to other players.
2. A game shall be declared a forfeit if a team is not ready to play within ten (10) minutes of published start time. Half Time will be 10 minutes in duration. Teams must be ready to resume play.

3. The Tournament Director shall declare a game a forfeit if an ineligible player participates in a game. Any protest of ineligible player use must be reported in writing, with a \$100 (one hundred) cashier's check, money order, or cash deposit, before the end of the game to the tournament headquarters.
4. Match Length (No overtime periods):
 - 9U and 10U – 25 minute halves
 - 11U and 12U – 30 minute halves
 - 13U and 14U – 35 minute halves
5. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. The Director(s) reserve the right to adjust game length for conditions beyond their control.
6. Each team must have a minimum of seven (7) players on the field to start the game. (Five (5) players for 7v7). There must be a minimum of seven (7) to continue the game. Teams without the minimum number of players on the field will forfeit the game.
7. There will be free substitutions, with the referee's consent at any stoppage in play. This includes free kicks, corner kicks, goal kicks, prior to throw-ins, after a goal, after injury or at half time by either team.
8. 9U/10U Games Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: throws, rolls the ball or plays it with their feet. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.
9. All referee decisions are final. They may not be appealed. No protests will be allowed, except for ineligible player(s).
10. 11U-14U games use a 3-referee system. In the event that an assistant referee is not available, a club linesman may be used. ***9U-10U games use 1 referee.
11. If a game is played into the 2nd half but is stopped short of full time, other than acts on the part of the teams, the game shall be considered complete. The Tournament Director is empowered to make all decisions regarding the competition during the tournament.
12. Field marshals and referees are responsible for submitting all match results, cautions, and ejections to the tournament headquarters (HQ). The referee will complete the match report at the end of the game and submit the card to the field marshal to be turned into the headquarters immediately following the game.
13. Any ejection should be reported to the HQ immediately. Any player sent off shall automatically sit out the next played game. The Field Marshal will turn the player's pass in at the site headquarters following the initial suspension game after the referee has completed the game incident report. The team manager or coach should pick the card up at the site headquarters after the suspension is served. If dismissed in the last game, the card will be returned to the team manager after the referee completes the game incident report. If the send-off

was for fighting or violent conduct, the player will be suspended for the remainder of the tournament. Disciplinary action will be reported to USYSA in the post tournament report.

14. Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. The Field Marshal will turn the coach's pass in at the site headquarters following the initial suspension game after the referee has completed the game incident report. If additional behavior problems occur, the Tournament Director(s) reserve the right to levy additional discipline up to, and including, expulsion from the Tournament.
15. In the event of inclement weather, the tournament director will determine format for tournament play and/or completion of the tournament.
16. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
17. The home team will provide two (2) Game Balls.
18. All coaches/managers shall bring first aid kits, water, and ice to all games. In case of serious injury, Field Marshals must be notified. They will be equipped to notify on site trainers and/or local EMS personnel. A bleeding player must leave the field. Only the lead referee can determine if they may be allowed back on the field.
19. A Coach may go on the field only at the Referee's request during play.

Procedure for Determining a Winner

Scoring summaries can be obtained on the tournament website. Posted scores will reflect the actual score.

11U – 14U

Bracket standings, leading to championship play, will be determined on the following basis.

In the event of ties at the end of championship round games, winners will be determined as follows:

- 6 pts for a win
- 3 pts for a tie
- 1 pt per goal, 3 goals max
- 2 pts for shutout

- The score of a forfeited game shall be recorded as 4-0 in favor of the team not forfeiting, if:
 - The game has not commenced, or
- The game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. Forfeiture will be declared for a failure to begin play within fifteen (15) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. In no case will a team, which has forfeited a game, be declared a group winner or wild card.

In the event of ties in point standings, the following sequence will be used:

- Result of head-to-head game (2 teams only)
- Goal Differential – Goals for Minus Goals Against
- Most Goals Scored – Maximum of 4 per game
- Fewest Goals allowed.
- Most Shutouts
- Penalty kick elimination: five penalty kicks per round, alternating teams. One kick per player is allowed. As long as tie continues no player shall kick twice before eleven team members have kicked once. After the first round of 5 kicks, the team will continue to alternate shooters until there is 1 unmatched goal between 2 opposing players.
- A wild card team will not be assigned to play the winner of its own division in a semifinal match. Example; wild card will play the A division winner, or the B winner if wild card comes from the A division.
- In the event of a three-way tie, the tiebreaker steps listed above will be used in order until 1 team is eliminated, then tiebreaker steps will begin again for the remaining teams.

In the event of ties at the end of championship round games, winners will be determined as follows:

- Penalty kick elimination as above. Only players on the field at the end of the game are eligible for penalty kicks.

AWARDS

11U-14U age groups will be awarded first and second place awards after the final game.

All 9U-10U players will receive a participation award. 1st/2nd place awards will not be given. ****THIS IS PER INDIANA SOCCER STATE RULES**

Standards of Conduct

Team Conduct - Teams should understand the laws of the game and play by them. They should be respectful to all coaches, teammates, opponents and match officials. Profane and abusive language is prohibited.

Any ejection should be reported to the HQ immediately. Any player or coach sent off – shall automatically sit out the next played game. If the send-off was for fighting or violent conduct, the player will be suspended for the remainder of the tournament. Disciplinary action will be reported to USYSA in the post tournament report.

All coaches will remain 20 yards or more of the centerline on their half of the field, on the side opposite of both teams' spectators. Coaches are held responsible not only for your players, but for anyone associated with your team.

Only the COACH/MANAGER is the representative and spokesman for his or her team. Only the COACH/MANAGER should contact the Field Marshal or Site Headquarters for his/her team.

Spectator Conduct – Spectators are encouraged to provide positive support during all games. Do not talk to players or coaches for either team during the matches, except to offer support, congratulations, or assistance. Do not use abusive or profane language or argue with officials. Fighting, unsporting behavior or physical violence will result in automatic removal from the complex for the remainder of the tournament. Spectators should remain 5 ft. from the game line.

Artificial noisemakers are not permitted.

Alcohol, tobacco, and illegal drugs are prohibited at the complex

Hotels

All participants staying overnight must use reserve through our hotel reservation services. Please see website for link to the reservation system. All participants in they will be expected to maintain high standards of conduct during their stay in the Evansville area. These standards are expected of players, referees, and other guests in the hotels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take punitive action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.

Other Tournament Information

- NO ONE is allowed behind the goal lines.
- Weather – Please check the tournament website for all weather updates.
- **ALL GAMES ARE SCHEDULED ON CENTRAL STANDARD TIME**

WEATHER/RESCHEDULES

Games shall be considered completed if the first half has concluded and play is stopped by either the Field Referee or the Tournament Directors.

In the event that a match(es) is/are cancelled due to inclement weather, the score at the time of the cancellation will be declared final and will be recorded as such if one half has been completed. If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least the first half and record the score as final. If the game is cancelled before it starts, every effort will be made to reschedule the game and if rescheduling is not possible will be recorded as a 0-0 tie.

However, in the event that rescheduling is not possible, and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of awarding the average tournament points earned in the other games, to the teams that were unable to complete an official game, followed by the tie breaking procedure if necessary.

The Tournament Director reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following a delay due to

inclement weather. It is possible for play to be halted because of a weather situation at one site but not at others. In this case, the above will apply to the teams at the site at which games have been halted. Games scheduled at other sites not affected by the weather shall continue as normal.

In the event of rain during the finals the above procedure will be followed. If at all possible, final contests will be decided on the field by completion of the game or by penalty kicks if time or conditions do not permit game completion. If awards are presented for a division and the presentation is suspended, the head coach of each of the final teams should present themselves immediately following the end of their contest at the Tournament Tent to receive their team's trophies.

Note: It is the responsibility of each coach and team manager to check the Tournament website for reschedule information.

CANCELLATIONS

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.