



## **Stride - RULES AND REGULATIONS**

### **LAWS OF THE GAME**

All games will be played under FIFA international rules as modified below.

### **TEAM ELIGIBILITY**

- U13-U19 may have up to 18 players on their game roster (22 max)
- U11-U12 rosters may have up to 14 players on their game roster (18 max)
- U9-U10 teams may have up to 12 players on their game roster (14 max)
- No team shall have more than 5 guest players on their game roster

### **INDIVIDUAL PLAYER ELIGIBILITY**

No roster changes will be permitted after a team roster has been approved at tournament check-in. All players must be officially carded with their State Association or US Club Soccer. No special all-star teams will be permitted into the event.

### **MATCH DURATION**

- U13 through U19 games will have 2x35 minute halves
- U11 and U12 (9v9) games will have 2x30 minute halves
- U9 and U10 (7v7) games will have 2x25 minute halves

### **CHAMPIONSHIP GAMES**

All championship games will have the same half length as the preliminary games. However, should the game end in a tie, there will be no extra time and the game will end with penalty kicks.

### **AWARDS**

- U9 teams will receive participation awards/Champions and Finalists will receive medals
- Champions and Finalists in U10-U19 brackets will receive awards

### **REFEREES**

- 7v7 matches for U9 will be officiated by 1 center referee.
- U10-U19 matches will be officiated by 3 referees

### **START OF THE GAME**

The home team will choose which side of the field they wish to defend. The away team will get kick off to start the game. Home team wears light color shirts and changes if there is a conflict.



## **Stride - RULES AND REGULATIONS**

### **SUBSTITUTION**

Substitution is unlimited. However, you may only substitute on your own dead ball, unless the opposition is substituting on theirs. Any substitution is at the referee's discretion.

### **EJECTIONS**

Any player or coach ejected will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Passes will be retained by the tournament until the player or coach has served his/her suspension. If a player or coach is ejected for fighting, they will be banned for the remainder of the event. A coach who is ejected may not coach another team until he/she has served the suspension with the team they were ejected from. The team coach will be responsible for collecting passes of players/coaches from tournament HQ once a suspension has been served.

### **FORFEITS**

A five-minute grace period will be extended beyond the kick off time before a forfeit will be declared. In extenuating circumstances, the tournament director will have the final decision on any forfeit. If a forfeit is declared the winning team will be awarded a 1-0 win and 3 points in a preliminary situation.

### **PROTESTS**

Any protest must be presented in writing to the tournament headquarters within an hour of the completion of the game and must be accompanied with a \$200 bond, which will be returned only if the protest is successful. Referee's judgment will not be the basis for any protest.

### **SCORING FORMAT**

3 points will be awarded for a win, 1 point for a tie and 0 for a loss. If the standings are tied the following tiebreakers will be used:

1. Head to head competition between the teams that are tied.
2. Goal differential (up to 3 per game)
3. Fewest goals allowed
4. Most goals scored (up to 4 per game)
5. Most shutouts
6. Penalty kick shootout



## **Stride - RULES AND REGULATIONS**

In the event of a three-team tie head to head competition will be eliminated and the following tiebreakers will be used:

1. Goal differential (up to 3 per game)
2. Fewest goals allowed
3. Most goals scored (up to 4 per game)
4. Most shutouts

### **CHAMPIONSHIP GAME TIEBREAKERS**

In the event that a championship game is tied at the end of regulation, penalty kicks will be used to determine the winner.

- Each team will choose 5 players to kick – only players who are on the field at the end of regulation can be selected.
- Teams will alternate kicks.
- If the score remains tied after 5 kicks, teams will alternate kicks using the remaining players who finished the game on the field.
- All eligible players must kick before any eligible player can repeat.
- Keepers may be changed after any shot.

### **U9 & U10 RULES MODIFICATIONS**

- A buildout line will be utilized per the USSF Player Development Initiatives
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- 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)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- 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

### **U11 RULES MODIFICATIONS**

- Per USSF policy, deliberate heading is not allowed in 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 line at the nearest point to where the infringement occurred



## **Stride - RULES AND REGULATIONS**

### **INCLEMENT WEATHER**

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other actions that are beyond their control. In the event that severe weather delays the tournament, all games that have reached half time will be considered complete. All games that have not reached half time and cannot complete will be considered a tie.

Should the final day of the tournament need to be cancelled, the brackets will be considered complete at the conclusion of the previous days play. Champions will be decided by penalty kicks taken.

### **CANCELLATIONPOLICY/REFUNDPOLICY**

- The tournament committee has the right to shorten and/or cancel matches due to climatic conditions and/or other actions that are beyond their control.
- In the event of total cancellation prior to the start of the first game the tournament will refund a percentage of your registration fee up to 75% based on fixed expenses.
- In the event of tournament interruption or cancellation after the first game has begun the tournament has no obligation to refund any portion of your application fee.

### **HOUSING REQUIREMENTS**

All teams that are selected for participation and are in need of lodging are required to make hotel reservations for their entire team through the tournament hotel groupings. Reservations are required at one of the Stride hotels for teams outside a 90-mile radius.

### **GUEST PLAYING OR CLUB PASSING**

If you wish to have guest players or club pass players, please have the manager handwrite in the guest player's name on the bottom of your team's state approved roster. The manager will need to submit this to the online check-in along with the player's card, medical release and birth certificate.