



Tennessee Soccer Club Outdoor Tournaments - Rules of Competition

1. **Intro / General Information**

- The following rules apply to the Tennessee Soccer Club outdoor tournaments.
- Submission of application does not guarantee acceptance to the tournament. The Tournament Director and Tournament Committee will use a criteria model in which teams will be selected and placed in different flights.
- Requests for schedule changes will be DENIED.
- The Tournament Director / Committee reserves the right to relocate, reschedule, or change the duration of any game or cancel any games that have no bearing on the competition for group winners.
- The Tournament Director / Committee reserves the right to decide on all matters pertaining to the tournament, and his/her decision is final.
- Teams are not considered accepted for any event until **PAYMENT IS RECEIVED**.
- Any teams withdrawing from the event after registration close will be subject to a 50% refund. Depending on the time of withdraw, TSC reserves the right to hold the entire entry fee to recover costs for unrecoverable work. TSC reserves the right to request funds if the team does not pay in a timely manner.

2. **Eligibility**

- Competition is open to teams registered with the US Youth Soccer or US Club Soccer.
- Check-in for the tournament will be offered **ONLINE ONLY** and must be completed by the deadline listed on the tournament website to participate in the event. E-Check In is offered free of charge. See Registration page on club website for more details and deadlines.
- We do not offer in person check-in for our tournaments. All check-in must be done **ONLINE**. No exceptions!
- Players may play on **ONLY ONE** team.
- A maximum of three guest players is permitted per team.
- Teams from outside Tennessee and within Region III are not required to have Travel Permits. Other USYS Regions are required to have a Travel Permit. USCS teams are not required to have a travel permit within our region.
- Coed teams will play in the boys division.
- Coaches **MUST POSSESS** their state issued coaches card while standing on the sideline. Referees will request to see this material before starting a game and games will not start if the coach is not in possession of this info. Any coaches without their physical coaches card in their possession will NOT be allowed to coach in that game.

3. **Rules / Exceptions**

- No protests will be allowed.
- All FIFA rules will apply except for the following:
 - Law 3: The Number of Players
 - Unlimited substitutions are allowed, with the referee's consent, at the following times.
 - Prior to your throw in
 - Prior to a goal kick by either team
 - After a goal by either team
 - At half time
 - After a caution (cautioned player) with the referee's acknowledgment. The opposing team will be able to make a like number of substitutions.
 - Red-carded players may not be substituted. (Team must play short for the rest of the game.)
 - After an injury (injured player) with the referee's acknowledgment. The opposing team will be allowed to make a like substitution.
 - Before beginning an overtime period.
 - Law 4: The Player's Equipment
 - Players may play with a cast with padding approved by the head referee.
 - The home team will wear their white (or lightest color) jersey to avoid conflicts. The away team will wear colors. In the event of a conflict, the team that **does not** wear the correct uniform shall change.
 - Law 7: Game Length and Law 2: The Ball
 - Both halves will be equal and half time interval is 5 minutes.

AGE	BALL SIZE	FIELD	GAME LENGTH (Min.)
U9	4	7v7	50
U10	4	7v7 / 9v9	50
U11	4	9v9	50
U12	4	9v9	60
U12	4	11v11	60
U13	5	11v11	70
U14	5	11v11	70
U15	5	11v11	80
U16-U19	5	11v11	80

- The Tournament Committee reserves the right to adjust game length due to weather, schedule conflicts, daily minutes played, etc.
- Roster Sizes
 - 7v7 = 12 player max
 - 9v9 = 16 player max
 - 11v11 = 18 player max (U12-U15)
 - 11v11 = 22 player max (U16-U19)

4. **Play**

- Both teams will be benched on the same side of the field, with all spectators on the other side. The HOME teams will bench to the right (facing the pitch) and defend the goal in front of the bench, to start the game.
- Teams must check with the REFEREE at least 20 minutes prior to their scheduled kickoff time.
- There will be NO COIN TOSS. The HOME team will have the opening kick-off with the visitors having the 2nd half kick-off.
- HOME team will wear light / white colored jerseys.
- The game clock will be kept on the field and will not be stopped because of an injury to any player unless, at the discretion of the referee, and if the injured player is removed from the field by medical personnel.
- Teams failing to report ready to play at the scheduled time will forfeit the game. If both teams fail to report on time, both teams will acquire a loss. **There is NO grace period.**
- Each team will be represented on the field of play by a coach or parent for the duration of the game.
- A team may begin play with a minimum of players determined by the total amount on the field. The Referee will outline the minimum needed should this become an issue. Addition of late players will take place at regular legal substitution periods. The opposing team will play at full strength.
- **RED CARD POLICY:** Players sent off and/or coaches removed from a game are **automatically suspended from their team's next tournament game.** The player card will be turned in to Tournament Headquarters and can be picked up following the game which is sat by the suspended player. **No exceptions!**
- Coaches are responsible for the conduct of their spectators. Coaches cannot be carded, but they can be asked to leave.

5. **Brackets / Scheduling / Scoring**

The Tournament Committee will bracket and schedule the tournament. Exceptions will be noted but cannot be guaranteed. Official scoring is at the Tournament HQ.

Scoring / Point System for Preliminary Games

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 point **(NOTE: A team must win to receive the shutout point.)**
- Goals = 1 point each for either team with a max of 3 points per game.
- Both coaches will be required to sign the referee's game card. Validation of the final score is the responsibility of the coaches.

Tie Breaker

- In the event of a tie within a bracket after preliminary games are complete, the following tiebreakers will be used to determine the winner of the bracket.
 - Winner of head to head competition (This criteria will not apply if more than 2 teams are tied.)
 - Most wins
 - Net Goal Differential, max of four (4), per game. (Goals for minus goals against)
 - Most goals scored (Max 4 per game)
 - Least goals allowed
 - Kicks from penalty mark using FIFA rules
- If more than 2 teams are tied, the tiebreaker sequence will be followed starting at bullet #2 until a team is eliminated. The remaining teams will restart the sequence until the tie is broken.
- If 3 teams or more teams are tied after the tiebreaker sequence, FIFA kicks will be taken. A blind draw will determine the order in which the teams kick. A coin toss will determine the order of kicks.

Forfeiture

- A team that has forfeited a game may not advance.
- Forfeits will be scored 3-0 for the winning team, 10 points.

Advance play - Ties will be settled as follows

- Two five (5) minute golden goal over-time periods will apply to semi-finals and finals.
- If the score is tied at the end of the sudden death periods, FIFA kicks from the penalty mark will decide the outcome.

6. ***Inclement Weather***

- No games will be played if lightning is in the area. **THERE WILL BE NO EXCEPTIONS!**
- Only the Tournament Director/Committee may cancel a game due to weather.
- Games shall be considered completed if the first half has concluded and play is stopped either by the Field Referee or the Tournament Director(s). The score at stoppage of play will be the final game score. 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 a game is cancelled before it has started, every effort will be made to reschedule the game.
- In the event that the 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 average tournament points for games played (including the tie breaker procedure). The team with the highest average points will be declared the winner of the group. In the event of a tie that cannot be resolved by point averaging, the advancing teams will be determined by a coin toss or by FIFA penalty kicks as directed by the Tournament Director(s).
- The Tournament shall NOT be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
- No refund will be guaranteed if the whole or part of the tournament is cancelled.

7. ***Referees/Linesmen***

Referees are authorized to take appropriate action to maintain proper control of matches.

8. ***NO HEADING Policy (U8-U11 age groups)***

Our U9-U11 competitive tournament games will not allow for heading of the ball in any format. When and if a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the IFK should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. A “deliberate” heading action of the ball is deemed solely by the referee or the referee crew and shall not be disputed.

The USSF will be providing this information to our state referee programs and a tournament reminder will be issued to all working referees the week of our events.

<https://usys-assets.ac-admin.com/assets/960/3/Concussion%20Initiative%20TSSA%20Stance.pdf>

9. ***Build Out Line (U8-U10 7v7 games)***

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, 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 (punting is not allowed). After the ball is put into play by the goalkeeper and received by his team mate, the opposing team can cross the build out line and play resumes as normal.