

# FC PRIDE TOURNAMENT – 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 roster, this includes no more than 5 guest players  
U11-U12 rosters may have up to 14 players on their roster, this includes no more than 5 guest players  
U9-U10 teams may have up to 12 players on their roster, this includes no more than 5 guest players  
U8 teams may have up to 8 players on their roster, this includes no more than 2 guest players  
No team shall have more than 5 guest players on their roster. U8 teams may only have a maximum of 2 guest players

U8 must play 4v4

U9/U10 must play 7v7

U11/U12 must play 9v9

U13-U19 must play 11v11

### 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

U14 through U19 games will have 2x40 minute halves

U13 games will have 2x35 minute halves

U11 and U12 (9v9) games will have 2x30 minute halves

U8-U10 (7v7) games will have 2x25 minute halves

U8 (4v4) games will have 4x10 minute quarters

### 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. U17-U19 Brackets will commence in Showcase format. No Championship Game will be required. Bracket winners will be crowned as Champions.

### AWARDS

U8-U10 teams will receive participation awards. Champions and Finalists in 11v11, 9v9, and 7v7 brackets will receive awards.

### REFEREES

4v4 games will be officiated by 1 center referee

7v7 games will be officiated by 1 center referee

11v11 and 9v9 games will be officiated by a center referee and two assistants

### MAXIMUM ROSTER SIZE

U8 - 8 rostered

U9 & U10 - 12 rostered U11

&U12 - 14 rostered U13 to

U19 - 18 rostered

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## 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. The home team should wear the lighter jersey color and away team darker. If conflicting the home team needs to change their jersey.

## SUBSTITUTION

Substitution is unlimited. However, you may only substitute on your own dead ball, unless the opposition are 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 \$400 bond, which will be returned only if the protest is successful. Referees 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 tie-breakers will be used:

Head to head competition between the teams that are tied.

Goal differential (up to 4 per game)

Fewest goals allowed

Penalty kick shoot out

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

- Goal differential (up to 4 per game)
- Fewest goals allowed
- Penalty kick shoot out

## PUNTING

Punting and drop kicks will not be allowed in any games U10 and below.

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### CHAMPIONSHIP GAME TIE-BREAKERS

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.

### HEADING RULES AND REGULATIONS

Compliance with the rule changes outlined below as required by Indiana Soccer, all member clubs, teams, coaches and referees not later than August 1, 2018.

- No heading in any small sided games (9v9, 7v7, 4v4)
- Referees will enforce heading restrictions as per the age-level of the contest. [Individual player compliance with the aforementioned heading restrictions is the coach's responsibility.]

If a player, who is competing in U11 games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) 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 point nearest to where the infringement occurred.

If a player is of age to be on a U8-U12 team and plays up onto a U13 or older age group, the player must have filed with the tournament the application player exception form found on the last page of this PDF prior to the team's first kick off of the tournament. If it is found a player did not file the exception form, all the teams games will be forfeited. **THIS ONLY NEEDS TO BE COMPLETED IF A U8-U12 PLAYER WILL BE PLAYING U13 OR OLDER.**

### INCLEMENT WEATHER

The tournament committee has the right to shorten and/or cancel matches due to climactic 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. Coach/Manager: In the event that a game needs to be stopped due to inclement weather, lightning, etc., one or all of the following methods will instruct you:

- Notified by tournament official
- Referees on the field
- Air Horns/Police sirens
- Red Flag on flag poles.

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Everyone should then go to the cars or a place of safety with a sense of urgency. In the event of Lightning FC Pride will wait 30 minutes after lightning strike before the games will be restarted. **DO NOT LEAVE THE COMPLEX!**

In the event of a **Severe Thunderstorm Warning**- all fields will be cleared until the local National Weather Service lifts the warning. **DO NOT LEAVE THE COMPLEX!**

In the event of a **Tornado Warning**- all fields will be cleared until the local National Weather Service lifts the warning. Obey the Red Flag: In the event the red flag is flying during a weather stoppage all players/families must be completely off all fields and in their cars. If your team/player is on the field while the red flags are flying your team will be asked to leave the tournament and all your games will be forfeited. No refund is given.

**Re-Entry on the Fields:** The air horns/sirens will sound again or a tournament official will inform you when everything is "all clear." You should then return to the field. If it is necessary for you to check with Tournament Headquarters regarding this situation, we ask that only one team official go to the headquarters tent.

**Communication to teams:** FC Pride will use one or all-3 ways to communicate to all teams and spectators:

- Email or text message from event via GOTSOCCKER System
- Phone Call from tournament official
- Website update
- Twitter updates from the official FC Pride account

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. Should weather allow for PKs to be taken, champions will be decided by penalty kicks taken in the FC Pride Soccer Club indoor training facility, Pride Performance Center or where the tournament directors deem. Should play occur Friday and Saturday, but Sunday or part of Sunday is unplayable, all remaining games will go straight to penalty kicks to determine the winner in all brackets including 'round robins', and championship games. 4v4 games will be at the discretion of the tournament. If games go to Pks only, due to weather or other unforeseen circumstances, then the game becomes the sole responsibility of the center official only and he/she will receive half pay.

### **CANCELLATION POLICY/REFUND POLICY**

The tournament committee has the right to shorten and/or cancel matches due to climactic 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%.

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 PYB Sports. Reservations are required atone of the FC Pride Cup hotels and must be booked with PYB Sport. In the event that your team does not utilize our housing group, you may be expelled from the tournament. **We require a two-night minimum stay and a two-week individual cancellation policy.**

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

If you wish to have guest players or club pass players, please have the manager hand write in the guest player's name on the bottom of your team's state approved roster. The manager will need to upload the player's card in online check-in as well.

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## SECURITY

Safety of all players, coaches, officials, parents and spectators is the number one priority of the FC Pride Cup. Because security issues/events cannot be predicted we have developed a plan to ensure the safety of all. If at any time any participant has questions regarding this security plan, please contact the Tournament Director at [admin@fcpride.org](mailto:admin@fcpride.org) or can be found at Tournament headquarters located in the East side of the South Concession stand. The tournament director may also be reached by finding a field marshal who can be identified in a florescent yellow vest. In order to provide a secure environment, we will follow this plan:

### Player/Coach/Parent

1. Each team coach and manager will monitor their players, parents and spectators to promote a positive, friendly and incident free tournament.
2. Each field will have a designated Field Marshal wearing a fluorescent vest. If an incident occurs, the Field Marshal, in coordination with the referees, will attempt to resolve the issue.
3. If needed the Field Marshall will summon the Site Coordinator/Tournament Director to resolve any incident. The Field Marshal is in contact with the Site Coordinator/ Tournament Director at all times via a radio system.
4. If all above does not resolve the incident, a uniformed officer will be summoned for assistance.
5. Each field site will have either uniformed officers at the site or they will be patrolling the site at regular intervals.
6. If the uniformed officer is unable to resolve the incident additional law enforcement will be called and participants involved in the incident will be removed from the site.
7. All significant incidents will be reported by the Tournament Director to the participant's or participants' club(s) and state soccer association(s) that are involved. Additionally, the FC Pride Insurance Risk Manager is to be duly informed of these incidents and depending on the severity of such, responsible for "Serving Notice" of a potential liability claim which will be forwarded to the Tournament's Insurance Carrier.

### Parking

- Controlled traffic flow in & out of complex (Security and Police)
- Monitor parking areas for pedestrian safety (Volunteers)
- Use of radio to ensure above

### Grounds

- Ensure all goals are anchored and secured.
- Inspect all nets

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- Goals not being used must be put in a safe place away from playing area and also anchored and secured.
- Adequate restroom facilities.
- Inspect all fields before and during for foreign objects and check for holes or ruts.
- If teams use portable tents to put over bench it must be securely anchored.

### **Medical**

- Athletic Trainers will be provided.
- Trainers are all certified & shall meet the following criteria:
  - o Trained and equipped to treat trauma and perform CPR.
  - o Provide emergency first aid.
  - o Recognize and treat sport related injuries.
  - o Maintain communications with tournament HQ and EMS services.
  - o Medics Identifiable by clothing
  - o Provide written directions to local medical facilities or hospitals
  - o Provide written report to tournament for each transported player

### **Awards**

#### U8 4v4

All these players receive a participation medal. 8 medals have been slotted per team. This age group does not receive first and second place medals or a Champions team trophy.

#### U9 7v7

All these players receive a participation medal. This age group does receive first and second place medals as well as a Champions team trophy. There are 12 medals slotted per team.

#### U10 7v7

All these players receive a participation medal. This age group does receive first and second place medals as well as a Champions team trophy. There are 12 medals slotted per team.

#### U11 & U12 9v9

First and second place medals are given and one first place team trophy. There is no team trophy for second place. There are 15 medals slotted per team.

#### U13 – U14 11v11

First and second place medals are given and one first place team trophy. There is no team trophy for second place. There are 19 medals slotted per team.

#### U15 - U19 11v11

There are no medals or trophies given at these age groups.

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FC Pride's Tournament will adhere to the Player Development Initiatives mandated by US Soccer.

### **4v4 Play**

20x30 yard field / 4x6 foot goals / No Goal Keepers / 4x10 minute quarters / 1 center referee

- No offsides
- No Heading - If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement. An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.
- Goal Kicks - Goal Kicks and corners should be taken in the general vicinity of the respective area. The opposing team must also move behind the half field line prior to a goal kick and may only cross the half line once the ball has entered play.
- Throw ins - Throw ins will be used when the ball goes out of bounds on the sidelines, not kick ins. If a foul throw is committed, the referee will allow the player to retry once before calling a foul throw and giving possession to the other team.
- Substitutions - Substitutions are unlimited and can occur on any stoppage.

### **7v7 Play**

30x50 yard field / 6x18 foot goals / 2x25 minute halves / 1 center referee

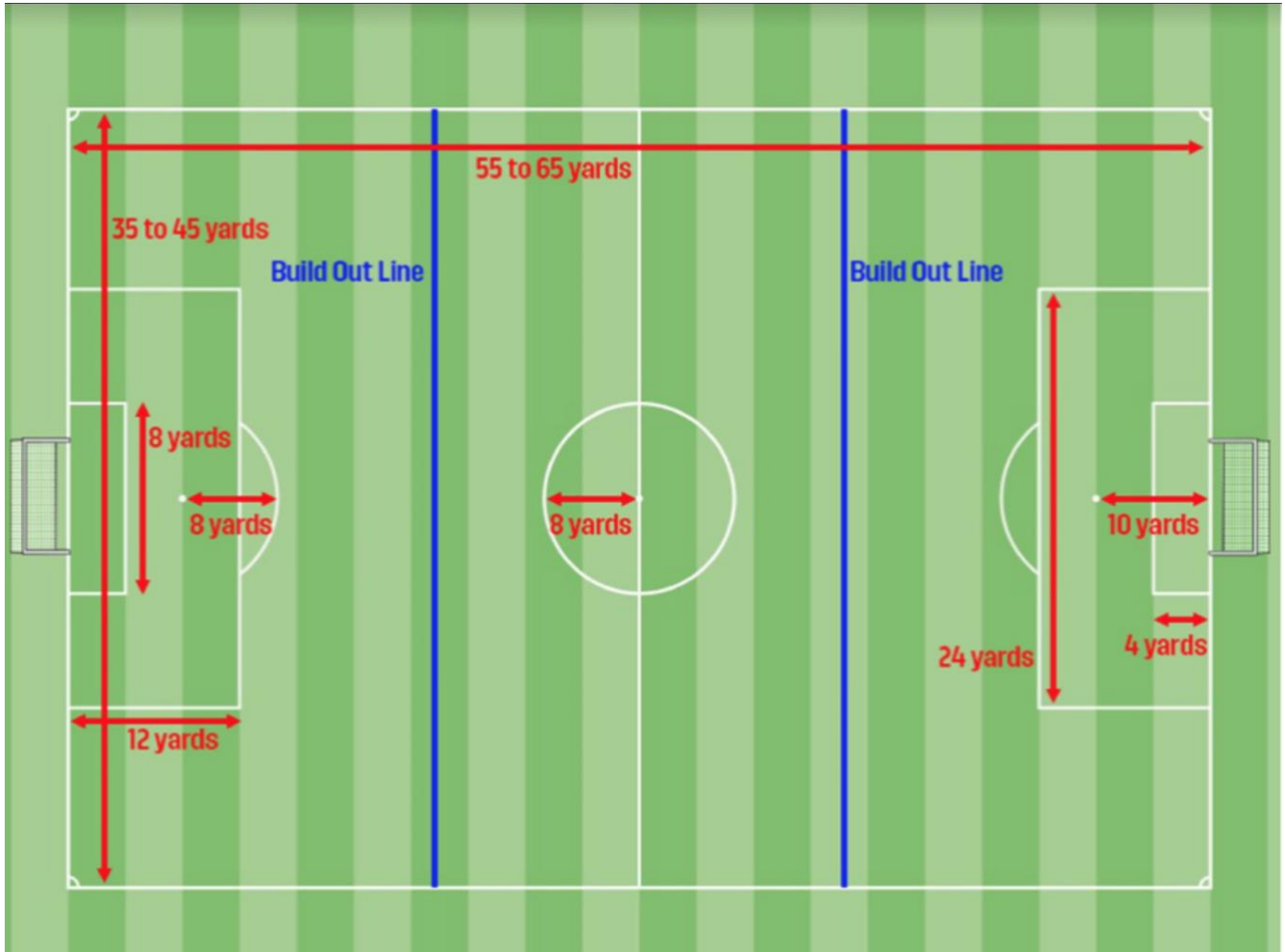
- Build Out Line - The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team 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.
- Goal Kicks - The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, 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 - 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.
- Offsides - The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. The attacking team can only be offside between the build out line and the goal. Players can be penalized for an offside offense between the build out line and goal line.
- Heading - If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement. An indirect free kick awarded inside the penalty area for the attacking team must be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.
- Throw ins - Throw ins will be used when the ball goes out of bounds on the sidelines, not kick ins. If a foul throw is committed, it will be to the referee's discretion to allow the player to retry once before calling a foul throw and giving possession to the other team.
- Substitutions - Substitutions are unlimited and can occur on any stoppage.



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7v7 diagram with build out lines:



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## APPLICATION FOR PLAYER EXCEPTION

This form is to be filled out by a Club DOC seeking a U8-U12 player to play on a U13 (11v11) team or older in an FC Pride event.

**Please Print the Player's Information - FC Pride Soccer Club - [www.fcpride.org](http://www.fcpride.org)**

Date: \_\_\_\_\_ DOC's Printed Name: \_\_\_\_\_

Player's Name: \_\_\_\_\_ Club Name: \_\_\_\_\_

Birthday: \_\_\_\_\_

Parent's Name(s): \_\_\_\_\_

Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Email: \_\_\_\_\_

Phone: \_\_\_\_\_ Team player will play with: \_\_\_\_\_

Explain the participation age level you are seeking on behalf of this player. Include supporting statement from DOC with reason for exception request.

Parents and coaches accept the responsibility of their child, mentioned in this application, playing with an older age group including, but not limited to heading the ball in warm-ups, practices and games.

After completing the top portion of this form, please print and obtain Parent/Guardian and Director of Coaching signatures before submitting the original form to FC Pride via email, Attention: Tournament Director, Shelby Weicht, Subject: Player Exception Form.

Parent or Guardian

Signature/

Date: \_\_\_\_\_

Club Director of  
Coaching Signature/

Date: \_\_\_\_\_

Tournament Director

Signature/

Date: \_\_\_\_\_

Questions? Contact Shelby Weicht, [admin@fcpride.org](mailto:admin@fcpride.org)