

TOURNAMENT RULES

Check-In (Online Only) Upload the following to GotSport:

- Official Team Roster from league (Fall or Spring from current year)
- Tournament Waiver & Liability Form
- Player & Team Official Cards
- Guest Player Form (if applicable): HTG Sports Tournament Center Maximum guest players allowed:
 - 7v7 & 9v9 teams: 3 guest players
 - 11v11 teams: 5 guest players
- An unlimited number of club pass card players are allowed per team, provided at least 50% of the players appearing on a tournament roster also appear on the team's league roster.
- Permission to Travel Form (if applicable) This form can be obtained from the state association.
- US Club teams do not need a Permission to Travel Form.
- Teams from a CONCACAF nation must provide all required check-in documents along with a completed form from their Provincial or National Association approving participation in the tournament.

Items Coaches or Managers Must Have During the Tournament

- Medical Release Form for each rostered player
- Concussion Form for each rostered player
- Player & Team Official Cards for all rostered players and team officials
- Risk Management Card
- SafeSport Certificate
- CDC Heads Up Concussion Certificate for all team officials

NOTE: Teams are NOT allowed to mix USYSA (MSYSA) and US Club Soccer paperwork.

Official Tournament Rules

FIFA rules apply to all games unless otherwise specified.

Maximum Players

7v7 U9–U10 12 Players

9v9 U11–U12 14 Players

11v11 U13–U19 22 Players (Only 18 may dress for games)

Uniforms

- The home team is the first team listed and should wear a light-colored kit.
- The away team should wear a dark-colored kit.
- Both teams must bring two sets of uniforms to each game.
- If there is a conflict, the team in violation of the uniform code must change.
- If unclear, contact the Field Marshall to alert the Tournament Director.

Additional Uniform Requirements:

- All uniforms must have numbers.
- Duplicate numbers are not permitted on the field.
- Players with duplicate numbers must have proper credentials or be properly registered as guest players.
- Any disputes involving duplicate numbers will be resolved by the Tournament Director. Please alert Field Marshall immediately if there is an issue. Contacting the Tournament Director after the game when the players have disbursed is difficult.
- Shin guards are mandatory and must be covered by socks.
- Hard or soft casts must be approved by the referee and/or Tournament Director.

Ball Size The home team will provide the game ball.

- U7–U12: Size 4
- U13 and older: Size 5

Length of Game

Format

Match Length

7v7 2 x 25-minute halves

9v9 2 x 25-minute halves

U13-U14 - 11v11 - 2x30-minute halves

U15-U19 - 11v11 - 2x35-minute halves

Note: There is no overtime during preliminary rounds. Games are played on a running clock with no stoppage or injury time added.

Start of Play

- The home team chooses the side of the field to defend.
- The away team receives kickoff.
- Teams will bench on the SAME side of the field.
- Parents and spectators must remain on the OPPOSITE side of the field from the players.

Overtime

Group play games may end in a tie. Semi-final and final matches go straight to Penalties:

- FIFA penalty kick shootout procedures will apply

Team Officials

- Maximum of three team officials allowed on the sideline
- All officials must possess proper credentials and a coach or manager card

Game Clock

The game clock will not stop for injuries unless, in the referee's discretion, medical personnel must remove the injured player from the field.

- All games use a continuous running clock
- No additional stoppage or extra time will be added

Offside Rule

Offside WILL be enforced in all matches.

7v7 Provisions

- A one-referee system will be used for 7v7 games.
- The Build-Out Line will be utilized as the start of the offside zone.

Build-Out Line Rules

- The Build-Out Line are marked halfway between the top of the box and midfield.
- Offside is enforced from the Build-Out Line to the end line.
- When the goalkeeper has possession with their hands during play, the opposing team MUST retreat behind the Build-Out Line until the ball is put back into play.
- Once opponents retreat, the goalkeeper's six-second count begins.
- Goalkeepers may pass, throw, or roll the ball into play and opponents can enter buildout area.
- Once the ball is kicked the opponents can enter buildout area.
- Punts and drop kicks are NOT allowed.
- During goal kicks, opponents must retreat behind the Build-Out Line and may cross only once the ball is kicked.

Free Kicks

- All free kicks inside the penalty area are indirect.

Offside in 7v7 Matches

Players may not be penalized for offside offenses between the two Build-Out Lines. Players CAN be penalized for offside offenses occurring between the Build-Out Line and goal line.

Heading Policy

- All U11 age group players and younger may NOT head the ball.

Penalty for DELIBERATE heading:

- Indirect free kick awarded to the opposing team at the spot of the infraction.

- If the infraction occurs inside the goal area, the indirect free kick will be taken on the goal area line nearest the infraction.

Tournament Scoring

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

Forfeit

- A maximum 5-minute grace period is allowed after scheduled kickoff.
- A forfeit will be recorded as a 4–0 result.
- Teams responsible for a forfeit may not advance.

Minimum players required:

Format

Minimum Players

7v7 5

9v9 7

11v11 7

Substitutions

Substitutions require referee approval and may only occur from the centerline.

Substitutions are permitted:

- Before a goal kick by either team
- Before your team's throw-in
- On the opponent's throw-in if the opponent is substituting
- After a goal
- At halftime
- After an injury (one-for-one)
- After a yellow card (one-for-one)

Tie Breakers (Group Play)

1. Head-to-head (not applicable if more than two teams are tied)
2. Goal differential (maximum 5-goal differential per game)
3. Least goals allowed
4. Most goals scored (maximum 4 per game)

Penalty kicks 5 shooters per team alternating

Sudden death thereafter

Any dressed and rostered player may participate

Inclement Weather / Cancellation

The Tournament Committee reserves the right to modify tournament play due to weather.

- Match durations may be shortened.
- Games terminated after 20 minutes will be considered official.
- Tournament Directors may declare games as ties if necessary.
- Only the Tournament Director, Referee Assignor, or Referees may cancel or postpone games.
- No refunds will be issued for weather-related cancellations or circumstances beyond tournament control.

Lightning Policy

The tournament follows US Soccer lightning guidelines:

- If lightning is seen and thunder is heard seek shelter immediately.
- Activities may resume 30 minutes after the last thunder is heard.

The Tournament Director has complete discretion to modify tournament rules as needed.

Ejections

Players, coaches, and managers are expected to conduct themselves according to the Laws of the Game.

- Any player, coach, or manager receiving a red card will be suspended for the next scheduled game.

- The pass card of the ejected individual will be retained by the Tournament Director.

Coaches/managers are responsible for retrieving the pass card after the suspension has been served

Referees

The Kingdom Cup uses a referee assignor certified by US Soccer.

All referee assignments will be managed through the referee assignor.

No Dogs

Dogs are not permitted at any Kingdom Cup or Crusader Cup venues. Although River Oaks Park permits dogs under normal park rules, tournament policy prohibits dogs at all tournament venues for safety reasons.

Refund Policy

Due to circumstances beyond tournament control:

- No refunds will be issued to teams withdrawing after the deadline.
- Teams withdrawing before the deadline will receive a refund minus a \$150 administrative fee.

Trophies and Awards

- Champion and Finalist trophies awarded in all divisions
- Individual awards presented to Champions and Finalists in all divisions

Protests

There will be no protests. All officiating decisions are final.

The Tournament Director has sole discretion regarding interpretation of all tournament rules.