



# TOURNAMENT RULES

THANK YOU FOR BRINGING YOUR GAME TO MEMPHIS!

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## LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

## DURATION OF GAMES

The duration of tournament games shall be in accordance with the following:

Divisions	Roster	Ball Size	Half Time	Game Time	O/T Semis & Finals
U9-10	14	4	5	2 x 25 min	Penalty Kicks
U11	16	4	5	2 x 25 min	Penalty Kicks
U12	16	4	5	2 x 30 min	Penalty Kicks
U13-14	22	5	5	2 x 30 min	Penalty Kicks
U15-16	22	5	5	2 x 35 min	Penalty Kicks
U17-19	22	5	5	2 x 40 min	Penalty Kicks

U9 - U10 play 7v7 with a maximum roster of 14

U11 - U12 play 9v9 (max roster of 16)

11v11 format (max roster of 22)

**There is no overtime in preliminary (group play) or post-group games. Overtime in semi and finals go straight to FIFA "Kicks from the mark"**

## KICK-OFF

The kickoff will be the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous match as determined by the referee. Any team not ready to play with a minimum of seven (7) players for 11v11 is subject to forfeiture of the match (no grace period).

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



## FIELD AND GAME EQUIPMENT

All players on a team will wear identical uniforms (Shirts, shorts, and socks), with the exception of the goalkeeper who must wear colors that distinguish them from the other players on the field of play.

The Home and Away team will be posted on the game schedule.

Player numbers must be affixed to the backs of the uniform shirts and no duplicate numbers are allowed on a team. Shirts will be tucked in at the start of play.

The Home team will be required to wear light-colored jerseys. The Away (or Visiting) team must wear dark-colored jerseys. In case of a conflict of uniform colors, the team not complying will be responsible for changing to a different color acceptable to the Center Referee.

Each team must be able to present a game ball to the referee prior to the start of each game. Hard cast, when allowed by the Center Referee, must be padded. **Shin guards are mandatory for all matches.**

## Substitutions

There are unlimited (free) substitutions for all age groups. Players may be substituted with the consent of the referee at the following times:

- Prior to a throw-in by the team in possession OR both teams, if the team in possession first requests a substitution.
- Prior to a goal kick by either team
- After a goal by either team

- In the event of an injury, by either team
- When the referee stops to caution a player only that player may be substituted prior to restart.
- **An ejected player may not be substituted. The team must play short for the remainder of the game.**
- No player will leave the field of play without the consent of the referee and players will enter and leave the field at the mid-line (unless otherwise directed by the Center Referee).

## GAME AND SCORE REPORTING

- The game referee will ensure that the game cards are properly completed, signatures obtained, and scores recorded at the end of the game on the game card is legible and turned into the tournament headquarters.
- Games will be scored (4) four points for a win, (1) point for a tie, and (0) zero points for a loss.
- Forfeit is scored as a 0-4 loss and a total of four (4) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round-robin play.

## REFEREES/EJECTIONS

- Referee ejections should be reported to the Tournament Committee immediately following the game.
- Any ejection shall automatically sit out the game the ejection took place and the player will be suspended for the next game. Players that are sent off will serve their suspension away from the bench.

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



- Any coach guilty of a sending-off offense will be removed from the immediate game and suspended for the next game.
- All referee decisions are final, within the laws of the game. No protests will be allowed.
- In the event the assistant referees are not available, each team is required to provide a "club linesman."
- All Red Cards will be reported to the appropriate State Association. The team coach is responsible for all actions of physical and verbal abuse toward referees by their teams and spectators. Such abuse will not be tolerated. Violation may result in forfeiture of the game and/or expulsion from the tournament.

## CONDUCT

- Players, coaches and spectators are expected to conduct themselves within the spirit and the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field areas.
- The tournament director reserves the right to disqualify any team, player, coach or spectator who strikes, threatens physically or verbally, any official, participant or spectator at the Mike Rose Soccer Complex.
- All players and coaches will take one side of the field, and supporters will take the other side in 11v11 games. For 7v7 and 9v9 players and teams will be on the same side on the outside of the fields. **No one will be allowed behind either end line or in the center of the fields.**

## TIE-BREAKERS

To determine Finalists, if necessary: Please be advised that the GotSoccer scoring software has been known to misapply the official Tournament tiebreakers under the STANDINGS & RESULTS link. The schedule will, however, will always accurately reflect the advancing team.

### 1. To determine preliminary winners and wild cards, if necessary (in order):

1. Winner of head-to-head competition.
2. Highest goal differential – goals "for" minus goals "against" [maximum six (6) goals per game after subtraction].

*Ex. – A 10-6 win for team **A** would result in four (4) goals counted as "Goal Differential" for team **A***

3. Least total goals allowed [maximum six (6) goals per game]

*Ex. – A 9-8 loss for team **B** would result in six (6) goals counted against team **B***

4. Most shut-outs (includes 0-0 ties for this tiebreaker)
5. Most goals scored (no maximum)
6. Least goals allowed (no maximum)
7. Penalty kicks (FIFA "Kicks from the Penalty Mark")

**2. For semi-final and final games:** If still tied after regulation, proceed directly to FIFA "Kicks from the Penalty Mark".

**3. Flights of Four or Five** may have a Final or not (to be determined by the Tournament Director during scheduling). If there is no Final then Winner and Finalist will be determined by points. If tied

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



in points, tiebreakers will be utilized to determine a winner (administered by condition 4 below).

**Flights of six and seven and nine will have semi-finals before a final.**

#### **4. When multiple teams are tied in points**

**(often a 3-way tie)** after bracket play concludes, the following method shall apply to resolve the tiebreakers:

1. Tiebreaker A (head-to-head) will **only** be used to advance a team if that team has played and beaten **all** other remaining tied teams. If not, head-to-head will be disregarded in the 1st pass.
2. Tiebreaker B (highest goal differential) will be used when there are three (3) or more teams tied in bracket play.
3. Head-to-head (if applicable) will, again, be utilized after an advancement (or elimination) has occurred in each and every subsequent pass. Teams will continue to be advanced (or eliminated) through the application of the remaining tiebreakers.

**5. Consolation Games** will not have overtime or go to "Kicks from the Penalty Mark" if tied after regulation. Consolation placement will be determined by group standing. The tournament schedule will delineate consolation placement and it is the responsibility of the teams to ascertain their time and field from the schedule. The decision of the Tournament Director is final.

#### **FAILURE TO SHOW AND FORFEITS**

- A team shall be allowed a 10-minute grace period after the scheduled kick-off time before the match is awarded to their opponent.

A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed.

- In no case shall a team that forfeits a game be declared a division winner or wild card team. If an apparent division winner forfeits a game, the division team with the next best record shall be named the division winner.
- If a team is the cause for termination of a game, that team will be considered to have forfeited that game.
- A forfeit in the preliminary rounds shall be awarded as 4 points for the win to the opposing team.
- Forfeits of games in the playoff rounds shall be recorded as 3-0 games.

#### **TEAM DISCIPLINE**

Any player receiving a red card will be removed from the immediate game and will be suspended for the next game. Players that are sent off will serve their suspension away from the bench. A second red card on the same player will result in the player being removed from any further participation in the tournament. Any coach guilty of a sending off offense will be removed from the immediate game and will be suspended for the next game. Coaches that are sent off will serve their suspension away from the bench and will not attempt to coach the team, thereafter, by any means, directly or indirectly. A second red card on the same coach will result in the coach being removed from any further participation in the tournament. All Red Cards will be reported to the appropriate State Association. The team

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



coach is responsible for all actions of physical and verbal abuse towards referees by their teams and spectators. Such abuse will not be tolerated. Violation may result in forfeiture of the game and/or expulsion from the bench and field of play.

## **Protests & Matters not provided for:**

**There will be no protests allowed.** All Lobos Rush Tournaments are hosted by Collierville Soccer Association. No Protests are allowed. Any situation or questions on rules of competition not covered herein will be governed by TN Soccer, USYSA, USSF, and FIFA Administrative rules, in that order. Any matters not provided for in Tournament Rules or TN Soccer, USYSA, USSF, or FIFA rules shall be determined by the Tournament Director, whose decisions will be final.

## **TOURNAMENT COMMITTEE**

- The Tournament Director, or his/her designee, is empowered to make all decisions regarding the rules and competition prior to or during the tournament.
- The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
- The Tournament Committee reserves all rights and authority to adjust the competition rules and general organization as needed to properly operate the tournament. It is the responsibility of the team officials to check the tournament rules for any changes prior to the tournament.

## **MIKE ROSE SOCCER COMPLEX RULES**

All participants and spectators must abide by the [MRSC Complex rules](#). Consumption of alcohol

is not allowed and smoking is not allowed by/ within the white fences surrounding the fields.

## **PLAYING CONDITIONS & WEATHER POLICY**

In case of adverse/inclement weather or unplayable field conditions the Mike Rose Soccer Complex reserves the right to any of the following actions:

- Delay play for a period of time
- Reduce game times in order: to catch up to schedule, finish games before inclement weather arrives, or preserve field conditions.
- Reschedule games and/or cancel the tournament.
- Once the game is started the decision to continue play rests with the referee. Games shall be considered complete if one-half of the game has been played. The score at the time of stoppage of play will be the final score.
- If one half has not elapsed and the game is stopped the game may be rescheduled if it affects the outcome of the tournament and if weather permits.
- **IN THE EVENT OF INCLEMENT WEATHER THE TOURNAMENT DIRECTOR HAS THE AUTHORITY TO RESTRUCTURE OR CANCEL THE TOURNAMENT. THE TOURNAMENT MAY NOT BE RESCHEDULED AND NO REFUNDS WILL BE ISSUED.** The Tournament Committee, Tournament Directors, Mike Rose Complex, and Staff are not responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.
- In case of rain, please call our hotline number: 901.751.4223 X9.

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



## 7V7 SMALL-SIDED GAMES

### Goal Sizes

6.5 x 18.5 feet (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

### Field Size

55yds x 35yds (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

### Build Out Lines

A build-out line will be painted on each side of the 7v7 fields, from sideline to sideline. This line will be set at 20yds from the goal line. This line is required for 7v7 play at the U9, & U10 age groups. The minimum distance is 14yds from the goal line and the maximum distance is the halfway line, we have chosen to split the difference between the penalty area and the halfway line. **The build-out line is used to promote playing the ball out of the back in an unpressured setting.**

### How Does The Build-Out Line Work?

When the GK catches the ball and has possession in hand the opposing team must drop behind this line (*between the build-out line and halfway line or further*). When played out or dropped into play at the GK feet the opponent may again play freely. On a goalkeeper save (through the run of play) the players on the **opposing team**, need to go behind the build-out line (*between the build out line and halfway line or further*) to allow/permit the goalkeeper to play the ball wide to their teammates or to play to himself before the opponent may make a play on the ball. As soon as the ball is in play to a

teammate or self, the opponent is free to engage regardless of where they are. For example, if the GK chooses to restart quickly and the opponent has not made it back to the build-out line they need not run all the way back. They may immediately engage the ball due to the quick restart of play.

### Goal-Kick

On a goal kick all players for the **opposing team** need to be behind the build-out line (*between the build out line and halfway line or further*) before the kick is taken. **GK teammates do NOT need to be behind the build-out line.** Keepers may choose to do a short or long goal kick as it pertains to the normal rules of play. i.e. their goal kick may go beyond the build-out line with no infraction. **Furthermore, keepers may choose to restart quickly even if the opponent has not made it all the way back to the build-out line. Opponents may immediately engage the ball due to the quick restart of play.**

### Ball In Keepers Hands

Opposing team players must begin to drop behind the build-out line.

### Keeper Drops Ball At Feet To Dribble Or Pass

The play is now live even if the opposing team has NOT dropped behind the build-out line.

### Keeper Rolls Ball Out To Teammate

Play is live, and the opposing team may now approach.

### Keeper Throws The Ball Beyond The Build-Out Line

The play is live.

# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



## Offside

Are there still off-sides in 7v7? Yes! A player can only be offside between the opposition's build-out line and the end line. A player cannot be offside between the halfway line and the opposition's build out line.

## Punting

Punting the ball will not be allowed and an Indirect Free Kick will be awarded to the opposing team at the place of an infraction.

## Heading

There will be no Heading allowed in any U9, U10, or U11 age groups. (Please see below for scenarios and infractions)

## 9V9 SMALL-SIDED GAMES

### Goal Sizes

7 x 21 feet (this is the same as before) and conforms to TNSoccer and USSF Initiatives.

### Field Size

75yds x 50yds (this is 5 yds longer than before) and conforms to TNSoccer and USSF Initiatives.

### Punting

Punting the ball WILL be allowed in the U11 and the U12 Divisions.

## HEADINGS

There will be no heading allowed in any U9, U10, or U11 age groups. U11 age groups playing 9v9 will **not** be allowed to head the ball (Please see below for scenarios and infractions).

U12 divisions playing 9v9 **will be allowed** to head the ball.

## Unusual circumstances and applying the "no heading" rule to the U3-U11 ages category:

- If in the referee's opinion a **player intentionally attempts to deny a goal scoring opportunity by "heading" the ball** and the ball enters the goal without being played by another player. Goal is allowed and player cautioned.
- If in the referee's opinion a **player intentionally attempts to deny a goal scoring opportunity by "heading" the ball** and the ball does not enter the goal. Referee immediately stops play, player is shown a yellow card and the restart is INDIRECT FREEKICK if outside the penalty area and PENALTY KICK if inside the penalty area. (Under no circumstances is the referee to allow "advantage" to another offensive player touching the ball when the ball is "headed" either intentionally or not).
- If in the opinion of the referee a **player intentionally "heading" the ball (not denying an obvious goal scoring opportunity)**, play is stopped an INDIRECT FREEKICK awarded to team last in possession at the spot of infraction but not closer than the goal box area.
- If in the referee's opinion a **player inadvertently "heading" the ball**, play is not stopped as no infraction occurred.

## RISK MANAGEMENT POLICY

All TSSA team officials must be risk management certified by TSSA and must be able to present their risk management card at any time during the tournament. Team officials from other states associations and/or other organizations must



# TOURNAMENT RULES

#BRINGYOURGAME TO MEMPHIS



be able to show proof of their organization's equivalent risk management certification.

## CONCESSION POLICY

All TSSA coaches must be able to provide their CDC Heads-Up Concussion Certification. All

non-TSSA coaches must be able to provide the CDC Heads-Up Concussion certificate or the NFHS Concussion in Sports certificate. Teams must be able to provide the CDC Parent and Athlete Concussion Information Sheet for each player attending the tournament.



## LOBOS RUSH TOURNAMENTS

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