

# SMC TOURNAMENT OFFICIAL GUIDE

**RULES, REGULATIONS  
& MATCH PROTOCOLS**

The Essential Handbook for  
Coaches, Managers, and Parents



Current Season / Updated 2025

# THE GOLDEN RULES

## Immediate Disqualifiers & Critical Logistics

### CRITICAL



#### GAME TIME IS FORFEIT TIME

Lateness is not tolerated unless directed by SMC staff.

### CRITICAL



#### NO PROTESTS ALLOWED

Referee decisions and judgment calls are final.  
Video evidence is not reviewed.

### SAFETY FIRST



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No jewelry (earrings/necklaces). Hard casts must be approved & covered.  
Shin guards are mandatory.

### LOGISTICS



#### HOME TEAM DESIGNATION

The team listed first (Left or Top) on the schedule is Home.

# UNIFORMS & EQUIPMENT STANDARDS

Regulations for Home & Away Teams and Essential Gear

## HOME TEAM



Must wear **WHITE** or **LIGHT-COLORED** jerseys. Responsible for changing in case of conflict.

## AWAY TEAM



Must wear **DARK** or **COLORED** jerseys. Strictly prohibited from wearing White/Light jerseys.

### IMPORTANT NOTES:

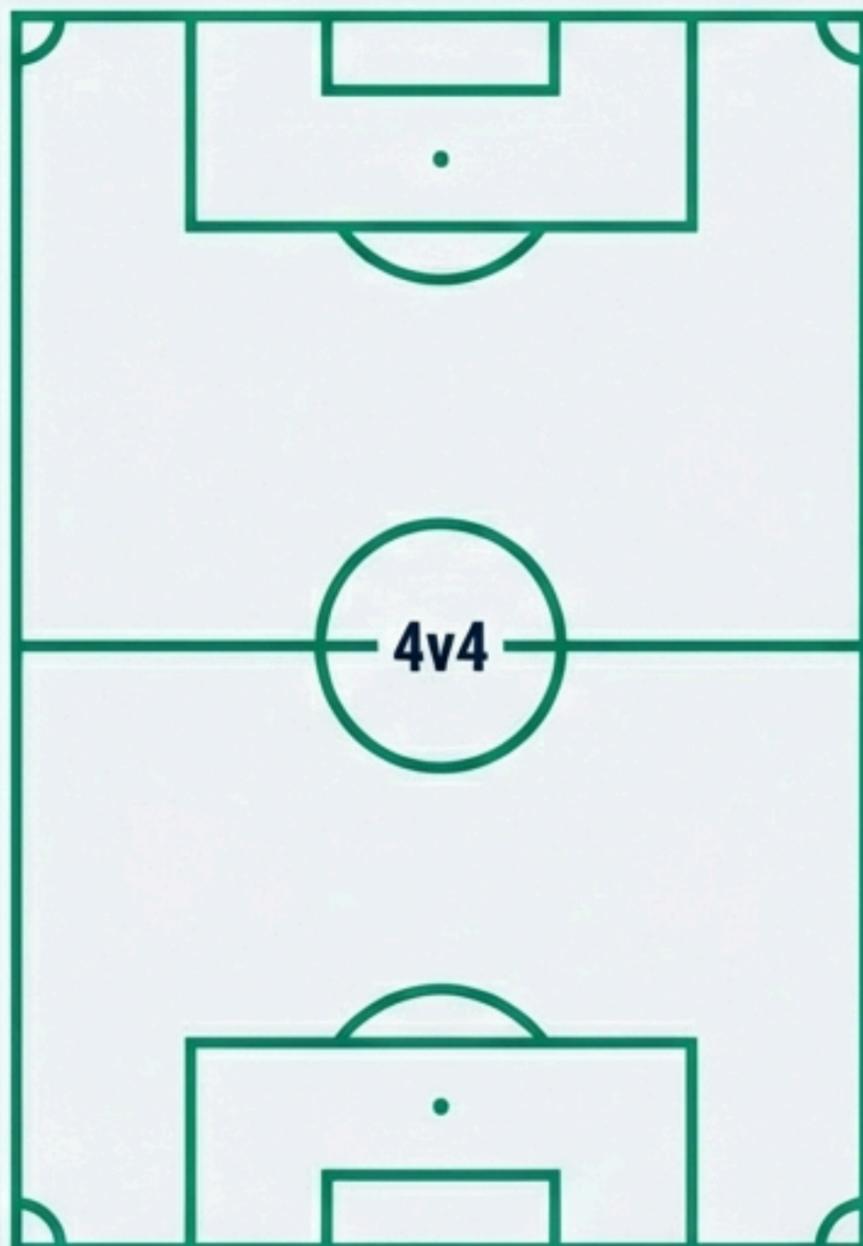
1. **Numbering:** Unique, permanent numbers required. No taped numbers.
2. **Goalkeepers:** No jersey number required, but must be identified on GotSoccer roster.
3. **Mesh Vests:** Allowed for conflict resolution if jersey numbers remain visible.

# TOURNAMENT FORMAT MATRIX

Division	Roster Max	Game Length	Guest Player Max	Ball Size	Minimum Players
U7-U8 (4v4)	8	4 x 8 Minutes	0	3	3
U8-U10 (7v7)	12	2 x 25 Minutes		4	5
U10-U12 (9v9)	16	2 x 30 Minutes	5	4	7
U12-U14	18	2 x 35 Minutes		5	
U15-U19	22	(11v11)			

# 4v4 UNIQUE GUIDELINES (U7-U8)

Developmental Rules - Let the players have fun.



**NO GOALKEEPERS.** 4 field players only.



**KICK-INS ONLY.** No throw-ins.



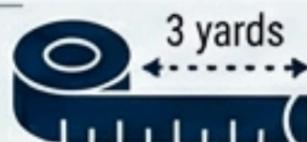
**NO OFFSIDE.** Rule does not apply.



**SUBSTITUTIONS.** permitted on 'dead' balls only.  
No subbing on the fly.



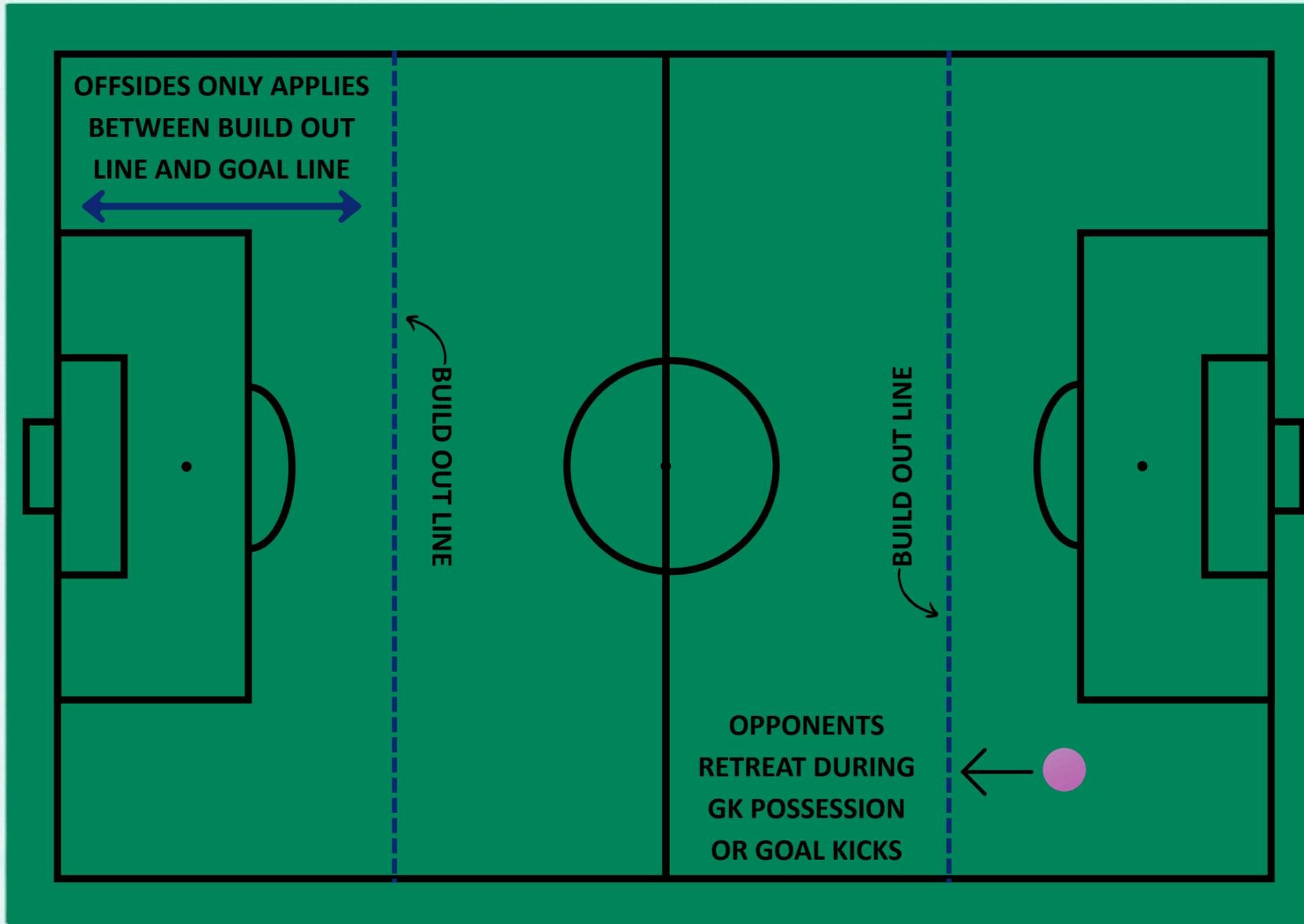
**GOAL KICKS.** Taken from anywhere on the goal arc/box.



**DEFENSE.** Opponents must be 3 yards back on free kicks. On goal kicks, defense retreats behind midfield.

Club pass players count toward the guest player max limit.

# 7v7 STANDARDS & THE BUILD OUT LINE (U8-U10)



	<b>GK Restrictions:</b> NO PUNTING or DROP KICKS. Violation = Indirect Free Kick.
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	<b>Live Ball:</b> Opponents may cross line only after ball is in play.
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	<b>Safety:</b> NO HEADING allowed at this age.
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Club pass players count toward the guest player max limit.

# 9v9 & 11v11 STANDARDS (U11-U19)

Comprehensive Rules - Strategic Guidelines for Competitive Play

## General Rules



**Heading:** Allowed for U12 and older.



**Substitutions:** Free substitutions with referee consent (Yellow cards, Throw-ins, Goal Kicks, After Goals, Injuries).



**Start Requirement:** Min 7 players for full fields.

## Showcase Exceptions (U15-U19 Only)



**Ejection Substitution:** If a player is red-carded, they may be substituted. The team does **NOT** play down a man.



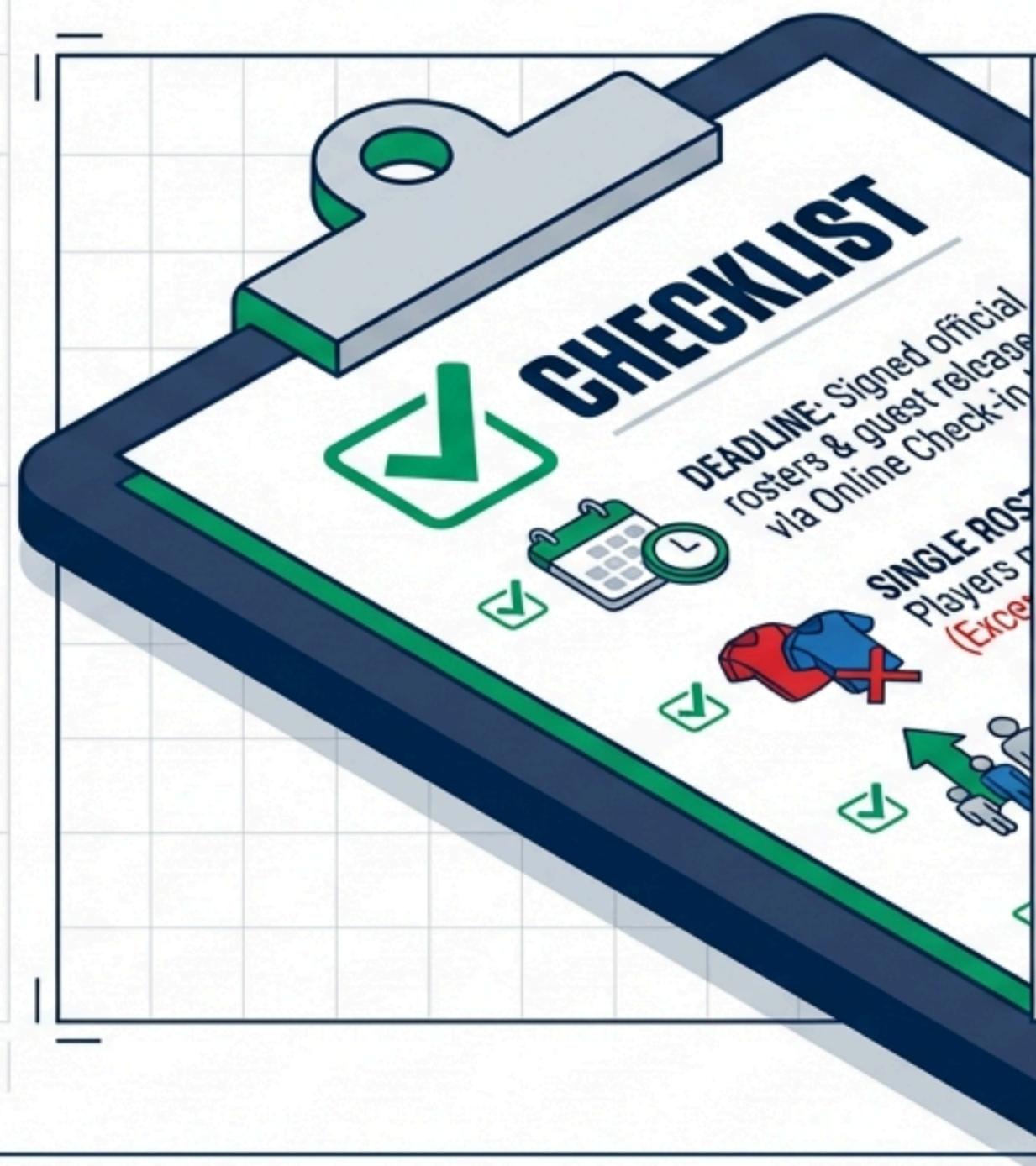
**Suspension:** Ejected player sits out remainder of match + next match.



**Appeals:** Sit-outs for non-violent ejections can be appealed to Tournament Director.

Tournament rules are final. Always consult the official rulebook.

# ROSTER INTEGRITY & ELIGIBILITY



**CHECKLIST**

- ✓ **DEADLINE:** Signed official rosters & guest releases due via Online Check-in by **Wednesday 5:00 PM.**
- ✓ **SINGLE ROSTERING:** Players may only play on **ONE** team. **(Exception: GKs within same club if team is short).**
- ✓ **PLAY-UP POLICY:** Players may play older, never younger. **Max 3 U10 players on a U11 roster.**
- ✓ **GUEST PLAYERS:** Must match national organization (US Club vs USYSA). **US Club = Loan Form. NTSSA = Guest Release Form.**



# SCORING SYSTEM (POOL PLAY)

Comprehensive Point Allocation - Strategic Guidelines for Tournament Advancement



**WIN**



**TIE**



**LOSS**

## BONUS PANEL



**GOALS:** +1 Point per goal scored (Max 3). Awarded even in a loss.



**SHUTOUT:** +1 Point.



**FORFEIT:** Recorded as a 3-0 Win (10 Points total).

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# ADVANCEMENT TIEBREAKERS



# DIVISION STRUCTURES & PLAYOFFS

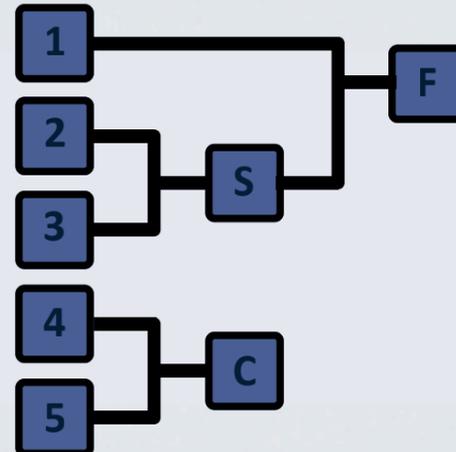
## 4 & 8 Teams

Group of 4 - #1 vs #2

Group of 8 - Top Team  
From Each Bracket

Round Robin -> Final.

## 5 Teams



2 Group Games ->  
Consolation/Semis.

## 6 Teams

3 Teams Play  
3 Other Teams

Top 2 Teams  
Go To Final

Two Groups of 3 ->  
Crossover or Group of 6.

## 7 Teams

Top 2 Teams  
Go To Final

4-Team vs 3-Team  
Cross-bracket Final.

## OVERTIME RULES



**Pool Play:**  
Can end in tie.



**Semis & Finals:**  
NO Overtime periods.  
Straight to PKs (Best of 5).



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# ZERO TOLERANCE & CONDUCT



## RED CARD PROTOCOL

- Leave field immediately. Report to HQ.
- Automatic suspension for next played game.

## IMMEDIATE EJECTIONS (NO APPEAL)

- Fighting.
- Referee Abuse.
- Violent Conduct.

## TEAM ACCOUNTABILITY

- Coaches responsible for parents.
- Team Altercations: Director may remove ENTIRE TEAM from tournament.
- Unruly parents = Coach discipline.





# FORFEITS & WITHDRAWALS

## THE CONSEQUENCE

- Score recorded as 0-3 Loss.
- Ineligible for playoffs/awards.
- Must play subsequent games.

## THE COST

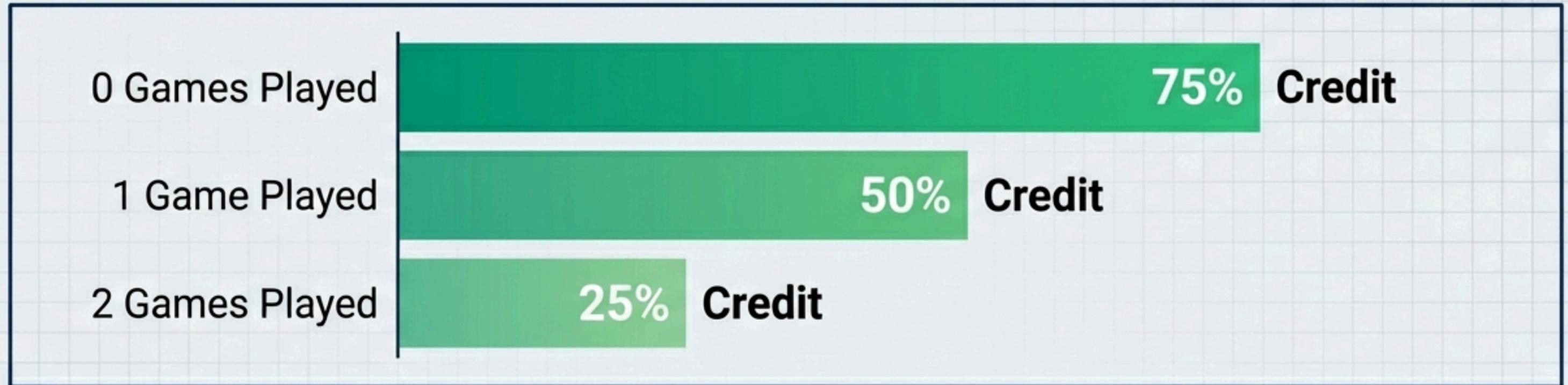
- **Penalty Fee:** \$25 (7U-10U) / \$50 (11U+).
- **Late Withdrawal:** No refund + Penalty (\$20-\$100).

## GAME STOPPAGE

- If game stopped after one full half (misconduct etc.), it is considered complete.



# WEATHER PROTOCOL & REFUND POLICY



## IMPORTANT NOTES

- **Standard:** Hard Rain, not a sprinkle.
- **Credits** valid for future SMC tournaments within one year.
- **WEATHER HOTLINE NUMBER ON WEBSITE**



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# FINAL CHECKLIST & CONTACT



Verify Roster & Guest Forms Submitted.



Confirm Uniform Colors (Home=Light / Away=Dark).



Respect the Referees & Control Sidelines.

**“Let the players have fun and enjoy themselves.”**

**Tournament Director Contact: [ZARIN@SMCSOCCER.COM](mailto:ZARIN@SMCSOCCER.COM)**



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