



FIFA rules will apply with the following exceptions:

1. **Field of play for 6v6 and 8v8** : Six v six fields will measure ~50 to 60 yards length by 30 to 40 yards width, marked by mid field line and penalty lines 10 yards from each goal. Eight v Eight fields will measure ~ 70 to 80 yards length by 50 to 60 yards width, marked by mid field line and Penalty Area 14 yards from each goal post and 14 yards into the field of play, joined by a line parallel with the goal line and Goal Area 6 yards from each goal post and six yards into the field of play, joined by a line drawn parallel with the goal line.
2. **Penalty kicks for 6v6 and 8v8** : Six v six penalty kicks will be taken from a point 10 yards in front of the goal line. All other players must stand in the opposite half of the field until the penalty kick is taken. Once a kick is taken, FIFA rules apply. 8v8 conform to FIFA, with the exception that opponents must be 8 yards away before the kick is taken.
3. **Ball size:** U8 & U9 – Size 3; U10 through U12 - Size 4. U13 and older – Size 5.
4. **Number of players for 6v6, 8v8 and 11v11:** 6v6 will field 6 players, one of whom must be a goalkeeper. The maximum roster size is 13. For 8v8, maximum number of players on the field at any one time is 8, one of whom may be a goalkeeper. The maximum roster size is 16. For 11v11, maximum number of players on the field at any one time is 11, one of whom may be a goalkeeper. The maximum roster size is 18.
5. **Substitutions for 6v6:** A team may substitute at a stoppage of play when their team has a goal kick or throw in. Either team may substitute for an injury, play is stopped. Both teams may substitute at same time if both teams are ready. Unlimited substitutions are allowed.
6. **Substitutions for 8v8 and 11v11:** Prior to throw-in, in your favor (both teams if at the line), prior to goal kick by either team, after a goal by either team, after an injury (by either team), or at the consent of the referee and at half-time. Both teams may substitute at same time if both teams are ready. Unlimited substitutions are allowed. Under no circumstances will time be added for substitutions during round robin play on Saturday or Sunday. Stoppage time will be considered by the referee during semi-final and final matches.
7. **Player equipment:** Wearing of shin guards is mandatory. The referee will determine if other equipment or accessories are acceptable. The referee's decision will be final.
8. **Duration of game for 6v6:** Games on Saturday and Sunday will consist of 2 twenty-minute halves without a break at half – time. Players on the field will immediately switch ends and play will resume with no substitutions. All preliminary games will have running time. Games may end in a tie and no overtime will be played. U10 and under divisions are non-competitive age brackets and there is no playoffs. In the event of unforeseen circumstances, game duration may be shortened or extended at the discretion of the Tournament Co-Directors.
9. **Duration of game for 8v8:** Preliminary games will consist of two 30-minute halves with a five-minute break at half time. All preliminary games will have running time. Preliminary games may end in a tie and no overtime will be played. U10 and under divisions are non-competitive age brackets and there is no playoffs. Monday semi-finals and finals games will consist of two 30-minutes halves with a five-minute break at half time. Games tied after regulation play: Players immediately switch sides, without substitution, and commence five-minute overtime period. Period will be played in its entirety. Game still tied after 1st overtime: Players immediately switch sides, without substitution, and commence five minute second overtime period. Period will be played in its entirety. Game still tied after 2nd overtime: Winner determined based on penalty kicks (FIFA Rules apply.). See 2012 Memorial Day Classic Scoring System for more details. In the event of unforeseen circumstances, game duration may be shortened or extended at the discretion of the Tournament Co-Directors.



10. **Duration of game for 11v11:** Preliminary games will consist of two 30-minute halves with a five-minute break at half time. All preliminary games will have running time. Preliminary games may end in a tie and no overtime will be played. U10 and under divisions are non-competitive age brackets and there is no playoffs. Monday semi-finals and finals games will consist of two 35-minute halves with a five-minute break at half time. Games tied after regulation play: Players immediately switch sides, without substitution, and commence five-minute overtime period. Period will be played in its entirety. Game still tied after 1st overtime: Players immediately switch sides, without substitution, and commence five minute second overtime period. Period will be played in its entirety. Game still tied after 2nd overtime: Winner determined based on penalty kicks (FIFA Rules apply.). See 2012 Memorial Day Classic Scoring System for more details. In the event of unforeseen circumstances, game duration may be shortened or extended at the discretion of the Tournament Co-Directors.
11. **Offsides:** There are no offsides in 6v6.
12. **Goal Kicks for 6v6.** The goal kick may be taken from anywhere in the penalty area. The ball must go beyond the penalty area in the field of play before it is considered in play. Opposing players must be outside the penalty area, 5 yards from the ball, until the ball is put in play. The goal kick must bounce or be played in the defensive half of the field, or there is a loss of possession of the ball. Play resumes with an indirect kick at the halfway line by the team awarded the ball.
13. **Goalkeeping rules:** The goalkeeper may punt or drop-kick the ball. On all goalkeeper distributions in 6v6, the ball must touch or be played on the defensive half of the field or there is a loss of possession of the ball. FIFA rules apply regarding the use of hands by the goalkeeper when the ball is intentionally passed by the foot of a team mate directly to the goalkeeper.
14. **Misconduct:** A red card or multiple yellow cards will result in ejection from the match. Players sent off will not be allowed to play in the next scheduled match for their team. A second ejection of the same player will result in ejection from the tournament.
15. **Spectators:** All spectators must be positioned on the opposite side of the field from both teams during the match.
16. **Forfeit Rule:** In the event a team is not prepared to begin a match within five minutes after the scheduled start time, that team will forfeit. A forfeited match will be scored 3 to 0 in favor of the opposing team by the responsible referee. The referee will start a 6v6 game if a team can field a minimum of 4 players.
17. **Suspension of play policy:** The referee's authority may suspend games at any time and submit a report to the Tournament Co-Director of Operations. In addition, tournament play may be suspended in the event of weather conditions as directed by the Field Coordinators. The decision to suspend play for the reason of weather will be made jointly by the Tournament Referee Coordinator and the Tournament Co-Directors. Game duration times may be adjusted at the decision of the Tournament Co-Directors. Game results will be referred to the Tournament Co-Directors for final determination. In the event of inclement weather which forces play to be halted and prevents the game from being completed during the scheduled time, the score shall stand if at least one-half of the game has been completed.
18. **Score Cards:** Both head coaches are responsible for verifying the score of the match by signing the referee score card at the conclusion of the match. Failure to do so will negate any grounds for protest for incorrectly posted scores.
19. **Protests:** Protests must be communicated in writing to the Tournament Co-Director of Operations within two hours of the match in question. The Tournament Co-Director will decide all protests and his/her decision is final. **Protests concerning judgment decisions by referees will not be permitted.**
20. **8v8 FIFA Deviations:** 1) Start of play: Opponents must be 8 yards from the center mark while kick-off is in progress. 2) Free Kicks: Opponents must be 8 yards away before kick is allowed. 3) Corner Kicks: Opponents must be 10 yards away from the ball. All other rules conform to FIFA.