

2026 Columbus Day Soccer Tournament Rules

1. **Laws of the Game:** All tournament matches will be played in accordance with FIFA laws of the game except as modified herein. All decisions by the Tournament Director are final. No protests allowed.
2. **CONCUSSION POLICY:**
Pursuant to State law, Coaches, referees, medical staff, or tournament officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, medical staff, or tournament official removes an athlete from a game, the decision is final. Once the athlete is removed from play for symptoms of a concussion, the player is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider. The physician or licensed health provider must provide written clearance. This written clearance must be submitted to and approved by the tournament director before the athlete is permitted to return to play.
3. **Updates:** (tournament updates will be posted on beachfc.com (select tournaments, spring classic))

a. HEADING RULE AT AGE GROUP DIVISIONS U11 AND YOUNGER

Whenever the ball strikes a player in the head, the play will be stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this 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 the play by the head is deemed inadvertent, then the proper restart is a dropped ball to the team that had possession before the contact.

b. 7v7 (U9 and U10) Build Out Line

1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out-line until the ball is put into play. Once the opposing team is behind the buildout- line, the goalkeeper can pass, throw or roll the ball into play (punting is 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. If a goalkeeper punts the ball, an indirect free kick shall be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
2. **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. Players can be penalized for an offside offense between the build out-line and goal line.

c. General Prohibitions: Alcoholic beverages, smoking, pets, and noisemakers are prohibited.

d. Team Acceptance/Check-in Procedures:

- (1) The tournament committee reserves the right to accept or reject any team application.
- (2) Teams must book through our housing service (see website for details).
- (3) Any incomplete application will be returned to the sender and not processed for Registration. The application is not complete until the entry fee is received. All applications must be completed online, and no paper applications are accepted. **PAYMENT MUST BE RECEIVED before DUE DATE POSTED ON WEBSITE.**
- (4) No team shall be accepted unless written notification is sent from the Tournament Director. This can be either E-mail or US postal service mail.
- (5) **Acceptance/Withdrawal Policy:** Once accepted, the application fee is non-refundable. Before acceptance (if paid) a full refund will be given minus \$50.00.
- (6) All Beach FC teams are required to have volunteers or meet the requirements put forth by the tournament director.
- (7) Upon acceptance, all teams will be provided with a timeline for paperwork submission. If required paperwork is not received, participation in the tournament may be jeopardized.
- (8) Accepted teams are required to have laminated player passes (only if required by association) and current medical release form. The medical release form does not have to be notarized and may be the form you use for league play.
- (9) All Foreign Teams must present passports at Registration. Teams are required to have and present player picture identification cards. Foreign teams must have a completed form from its Provincial or National Association approving the team's participation in the tournament.
- (10) Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) **DO NOT** have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). An

approved team roster does need to be provided to tournament officials, along with current player passes from its organization.

(11) A check for an entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$50.00 (cashier's check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.

(12) Communication during the tournament will be with the Team's Coaching Staff and/or Manager. This is to eliminate any confusion that may occur.

e. Tournament Headquarters Information. Registration will be done On-line for the event. All requirements are listed on the beachfc.com tournament website. Credentials will not be checked at the fields during the tournament but must be available if requested by tournament staff.

f. Official Documentation: A participating player may only play for one team (Note; Tournament Director has authority to allow a player to play for more than one team with substantial justification (injury to GK, etc.). Any team who violates this will forfeit their games and may not advance to a semi-final or final game.

(1) You must participate with your current valid roster and provide one copy to the tournament.

(2) Guest players are allowed up to six for U9/10, and eight for all other age groups.

(3) Maximum roster size:

22 for U15-U19 teams with 18 dressed for game,

18 for U11-U14

14 for U9-U10.

(4) A current official medical release form and valid player passes are required (laminated if your association requires such).

(5) Exceptions are subject to review by the tournament committee for a final ruling.

g. Completed and approved Permission to Travel forms are required for all out of State teams.

a. Note: USYS Region One teams do not require permission to travel. Region I established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I.

National State Associations in Region I:

Connecticut Jr Soccer Assn

Delaware Youth Soccer Assn

Eastern New York Youth Soccer Assn

Eastern Pennsylvania Youth Soccer Assn

Soccer Maine

Maryland Youth Soccer Assn

Massachusetts Youth Soccer Assn New

Hampshire Soccer Assn

New Jersey Youth Soccer Assn

New York State West Youth Soccer Assn

Pennsylvania West State Soccer Assn

Soccer Rhode Island

Vermont Soccer Assn

Virginia Youth Soccer Assn West Virginia Soccer Assn

b. US Club Soccer teams are not required to have USYS permission to travel forms but must be in good standing with their association.

h. Guest players: Guest players are to be written on one copy of the official roster (not original) to be provided with your online Registration. Guest players must have valid player passes, medical release, and permission to travel. Note: A guest player from another state association must have permission to travel from their appropriate State association.

i. Player Equipment:

(1) Teams should bring a primary and alternate jersey of different colors. Home team is to wear light colors and away team dark colors.

(2) All players must have uniforms with individual numbers on the jersey.

- (3) No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- (4) Players wearing casts are allowed to play with the approval of the Tournament Director and Referee. A letter from the player's Doctor approving the player's participation is required. This letter should be submitted at Registration.
- (5) Shin guards are mandatory and must be always be worn by all players.
- (6) All referee decisions are final regarding player equipment.

4. Substitutions:

- a. Substitutions are unlimited but may be made only at the following restarts with the referee's permission: (Exception: If a National or International Team (16 years and older) is participating in an age division, a limit of only 6 substitutions per team per match is permitted for the entire age division. Substitutions may be made at any stoppage of play with the referee's permission, in accordance with Law 3 of the Laws of the Game.
 - (1) Throw-In: For the team in possession. The opposing team may also substitute if and only if the team in possession of the throw-in wishes to substitute.
 - (2) Goal Kick: For either team.
 - (3) Kick-Off: For either team.
 - (4) When the referee chooses to prevent play from restarting quickly because of player misconduct: For either team, except for a player shown the red card.
 - (5) When the referee chooses to prevent play from restarting quickly because of one or more player injuries: For either team.

5. Player/Coach/Spectator Behavior: Any player ejected from a match will NOT be replaced and will NOT be allowed to participate in his or her team's immediate next match. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her immediate next match. Each Coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's behavior may be cautioned and/or ejected. Any player or coach ejected or spectator asked to leave will not be within sight or sound of the playing field. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match.

6. Home/Team Field Positions: The Home team is listed first in the schedule. The Home team will change jerseys if there is a conflict. Each team's players will take a position on one side of the field opposite the spectators. It is requested that all sideline player trash be picked up after the game.

7. Referees: In the event of a shortage of Assistant Referee, club linesman will be used.

8. Ball/Play/Half Time: U10-U12 will use size 4 ball. U13 and above will use size 5 ball. The tournament provides the official adidas game ball(s). Halftime will be 5 minutes.

U9-10	Two 25-minute halves
U11-U14	Two 30-minute halves
U15-U19	Two 35-minute halves

Note: U9/10 will play 7v7 with Goalkeepers U11/12 age division will play 9 v 9 with Goalkeepers. The tournament does not require the referee to add time for substitutions. The official clock will NOT stop for any reason unless in the judgment of the referee:

- a. Removing an injured player from the field would endanger the physical well-being of the player, or:
- b. Any game shortened due to injury will be continued at the sole discretion of the Tournament Director

9. Advancement in tournament play:

- a. Division with six teams: Each team will play two preliminary matches. At the conclusion of all preliminary round matches, all teams will be ranked in their respective divisions with the top two teams in each division advancing to semi-final matches. The third team in each bracket will play a consolation match.
- b. Divisions with eight teams (two brackets of four). Each team will play three preliminary round matches. At the conclusion of preliminary round matches, teams will be ranked in their respective brackets with the top two teams advancing to a final match.
- c. Division with 10 teams (one bracket with four teams, two brackets with three teams). Each team in the two-three team brackets will play two preliminary rounds. At the conclusion of those preliminary rounds, the teams will be ranked in their respective divisions with the top teams in each division advancing to a semi-final match. The second two teams will play a consolation match, as will the third teams in each of the two-three team brackets. The winner of the match between the top teams in the three-team brackets will advance to a final match against the winner of the four-team bracket. Each team in the four-team

bracket will play three preliminary rounds with the top team advancing to a final match with the winner of the two-three team brackets.

- d. Division with twelve teams (four brackets of three teams each). Each team will play the other two teams in their group. The group winners will advance to semi-finals. The third team in each bracket will play a consolation match.
 - e. The division with 4 teams only will play each other and the top two teams advancing to a final.
 - f. The division with 5 teams only will play each other and winner and finalist will be determined by points - no final match.
 - g. Determination of Division Three (3) points will be earned for a win, one (1) point will be earned for a tie and no points are earned for a loss.
10. Tie games after a semi-final match will immediately proceed to FIFA penalty kicks to determine a winner (no overtime).
 11. Final matches resulting in a tie will proceed to two full five-minute overtimes. If at the end of both overtimes the game is still tied, FIFA penalty kicks will be taken to determine a winner.
 - a. Where required to break a tie for standings within a division, or for purposes of determining a “wildcard” team, the following order will be used to determine the winner: (Note: If a wild card team MUST be selected for the playoff rounds, that team will not be assigned to play against the winner of its own group in the first playoff round)
 - b. Head to head competition – Except where three teams are tied, in which case head-to-head competition will not be used. In the case where three teams are tied, begin with a tiebreaker number (c).
 - c. Goal difference: Total of the net score for each tournament game. Net score of each game = total goals scored minus the total goals scored against, with a maximum differential of 4 goals per game
 - d. Least number of goals allowed.
 - e. Most goals scored up to four per game
 - f. FIFA penalty kicks. If necessary, these penalty kicks will take place immediately prior to the semi-final or championship match. (The penalty kicks must be taken by players that are on the field at the end of regulation).
 12. Forfeits: A forfeit shall be awarded if a team is not present and prepared to play within ten minutes of the scheduled commencement time. The ten-minute allowance shall be made for the semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship match. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team for full 18 player rosters, and five for U9-U12 rosters. A forfeit will be scored one for the winner, and zero for the forfeiting team.
 13. Inclement Weather: Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only. In case of severe weather, in his/her discretion, the Tournament Director(s) may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field marshals will not consider beginning or continuing matches when a lightning storm exists. **NO REFUNDS WILL BE GIVEN IN THE EVENT OF CANCELLATION.** Note: Your online application constitutes agreement with these rules and this paragraph.
 14. Disclaimer: Neither the Tournament Committee, Beach FC, Hotel Service, or the Tournament Sponsors are responsible for any expenses incurred by any team should the tournament be canceled in whole or part, or in the event games are discontinued or canceled due to inclement weather, adverse field conditions, or other acts of God nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament, including rescheduling. The judgment of the Tournament Committee is final. The Tournament Director has the authority to make all decisions, and these decisions will be final. All referee decisions are final and binding.
 15. Tournament Insurance: It is recommended you purchase Tournament Insurance for the event. Information can be found on the beachfc.com website (tournament page, spring classic)
 16. Team Contact Information: Each team, upon checking in at Registration, must sign a ledger sheet giving the hotel where the team is staying, the room number of a team contact, the team’s coach or the team’s assistant coach so that these individuals may be contacted if circumstances require such. Be sure your team contact is someone who can be reached any hour and has a cell phone. All questions for the Tournament Committee should be from the Team Contact/Coach and not numerous parents from the team as this will delay response.
 17. Important Notes:

- a. Have all player passes, official roster, and medical release forms with you at the fields during the tournament. Although only checked at Registration, the tournament committee reserves the right to check credentials during the event. US Club Soccer teams must have player cards and official roster and be in good standing.
- b. The tournament is dedicated to the development of all the players participating, good sportsmanship, and the “good of the game”. The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.