Force FC

17th Annual Columbus Day Tournament 2026

October 10th & 11th, 2026

Rules & Regulations

FIFA rules apply unless amended below

1. Coaches must present rosters, medical release forms and pass cards (if not on roster) at least 60 minutes prior to the start of their first game at the marked Registration Areas.
2. Game start times are firm--no grace periods. Teams not ready to start on time will forfeit games. Tournament Chairperson may amend kickoff times due to extenuating circumstances.
3. Division rankings will be computed with 3 points for a win, 1 point for a draw and 0 points for a loss.
4. In U11 and up brackets with 4 teams, each team will play the other 3 teams in a round robin format with the point total deciding the bracket champion.

   Brackets with 6 teams will be split into two groups of 3 with various scheduling formats.

Possible formats:

- Each team will play the other 2 teams in their group and then following those games, the top team from one group plays the top team from the other group in a championship match and 2nd seeded plays 2nd seeded and 3rd seeded plays 3rd seeded in consolation matches.
- Or each team in Bracket A will play cross over games to Bracket B, with the #1 seed in each bracket playing in a 4th game to determine the champion.
- Or Each team will play the other 2 teams in their group and following those games, #1 from Bracket A will play #2 from Bracket B/#1 from Bracket B will play #2 from Bracket A – in semi final matches, with the #3 in each bracket playing in a consolation match. Winners of the semi final matches will play a 4th game to determine the champion.
- Field availability will determine the format used in each bracket.

U9 & U10 brackets will have 4 games each / U11 and up will get either 3 or 4 games depending on the bracket format.

5. Tie breaking will be as follows:
   1. Head to head (excluded if more than 2 teams are tied)
   2. Goal Differential (max +/- 4 per game)
   3. Fewest goals against
   4. Most Shutouts
   5. 1 v 1 Shoot-Out. If 3 teams are still tied at this point, a team will be selected at random for a bye in the first shoot out. That team would compete against the advancing team.
6. Tie Breaking rules are null and void after brackets are completed. If game is tied in the Championship or Semi-Final game a penalty shoot-out will decide the winner. Penalty rules will follow rule #25. Under 8 divisions will not record or track results.
7. The rules governing various age divisions are detailed below:

Age Division	Game Length	Ball Size	# Players on field	Maximum Roster Size	Maximum dress per game	Build Out Line	Minimum required to start/continue game
U8 - 10	38 mins	4	7v7	16	16	Yes	5
U11 & 12	50 mins	4	9v9	18	16	No	6

U13 +	50 mins	5	11v11	22	18	No	7

8. All games shall be played in accordance with the FIFA laws of the game, except as specifically modified by these rules.

9. The start and end of the games will be signaled by the referee. For U9 and older, the referee will signal a short stoppage at approximately the halfway point of each game at which time the teams will switch ends. THERE WILL BE NO STOPPAGE TIME ADDED FOR ANY REASON.

10. Build Out Line will be utilized in U9 and U10 Divisions (specific rules are below)

11. No intentional heading is allowed for U11 and younger.

12. Hard casts are allowed but must be padded or wrapped in bubble with soft outing. It is the referee decision if the wrapping is still too dangerous to play,. The referee can also determine any time during a game if the wrapped cast is hazardous and dangerous to the other players and the player will need to be replaced on the field, fro example if player is swinging is are wildly

13. Teams are strongly encouraged to participate in patch exchanges following each game.

14. MVP Awards: each coach will be provided with an MVP pin for each game they play. The coach will provide the MVP award to an opposing player for good play, sportsmanship or any other reason at the completion of the match. Each coach will check with the opposing coach to make sure the player has not already received a MVP pin.

15. A player or coach that is red carded from a game or ejected from the tournament grounds may not participate further in the tournament and no refund will be offered. The State Association will be notified. A player or coach accumulating three yellow cards will also be banned from participating further in the tournament.

17. Field player substitutions, made "on the fly" style during the run of play without the referee's consent, will be implemented in all tournament matches. The player coming on will wait off the field of play in an area within 5 yards of the halfway line. The player coming off must exit through the same area. Once the player leaving the match leaves the field the new player may enter the field. Coaches are encouraged to have players exchange pinnies to streamline the process. Substitutions for injuries and goalkeeper changes will still only occur during a stoppage of play and with the referee's permission. Substitutions that do not follow these rules may result in an indirect free kick to the opposing team and/or cautions for the offending player.

18. Forfeits will be scored as a 3-0 win. Any team intentionally walking off the field or intentionally not fulfilling its schedule commitments will be disqualified for the remainder of the tournament. No money will be refunded.

19. Parents must be on the opposite side of the field to the players and coaches

20. The home team for any match will change uniform color when referee determines uniforms are too similar. The home team is listed first on the schedule. In addition, the home team will kick off the match with the away team choosing which end to defend in the first half. At approximately the midpoint of each match the referee will stop play and ask the teams to switch ends of the field and play will resume with a kick-off for the team that did not kick off to begin the match. Teams WILL NOT go to their respective benches during this switchover and the clock will NOT STOP. During a playoff match, the team with the higher standings is deemed the home team

21. Players, coaches, managers and supporters are expected to conduct themselves within the spirit of sportsmanship at all times. Those failing to meet acceptable standards will be ejected from the grounds. Coaches are responsible for the conduct of their players, parents and supporters.

22. Pets (excluding service animals), alcoholic beverages and tobacco products are strictly prohibited from the grounds. No open flames of any kind will be allowed--violators will be ejected from the grounds. No solicitations from unregistered vendors will be allowed.

23. A maximum of 3 guest players are allowed per team.

24. A player cannot play for two teams within the same competitive bracket.

25. Cancellations will be posted on the Force FC / Monroe Woodbury United Soccer Club website, www.mwsoccer.com.

26. Shoot-out format (to be used in Semi-Final & Championship Games):

    1. Only those players on the field at the end of the game are eligible for the shoot-out

2. The referee will conduct a coin toss to determine which team will kick first.
3. Best of three wins
4. If even after three rounds, go to 1 vs. 1 until someone wins
5. Each team must go through all players that were on the field at the end of the game (everyone must shoot once) before any player can take a second kick.
6. Teams cannot change up the order if it goes to back to the top of the order.
7. If a player was red carded, the opposing team must reduce their number of kickers to equal their opponent's number of eligible kickers.

27. No jewelry is to be worn by any player. Coaches are asked to monitor that all their players are legally and properly equipped. Any player improperly or illegally equipped will be asked to leave the field to fix the problem.

28. In the event that the tournament (either or both days) is cancelled by the Tournament Director or the town/school district a refund of up to 70% may be returned.

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

30. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament, and their interpretation of the rules is final.

*#10 Build Out Line Rule (U9 & U10) Play

The build-out line as defined by US Soccer promotes playing the ball out of the back in a less pressured setting. The build out line is subject to the following rules:

MARKING THE BUILD OUT LINE:
The build out line is to be placed halfway between the center line and the penalty area line. It may be (a) painted at the touchline or extended by a dashed line across the field (preferably in a different color than the field lines) or (b) marked by low cones, flat soft and pliable markers or flags at least one yard off the field from the touchline. If no markers are provided, then the referee shall designate the build out line in any reasonable manner other than painting.

OFFSIDE
The build out line on the attacking part of the field replaces the hallway line as the point behind which a player cannot be in an offside position.

GOAL KICKS:
The team not taking the goal kick must retreat behind the build out line on a goal kick. The team taking the goal kick may not take the goal kick until the opposing team has moved behind the build out line. The opposing team may not come past the build out line until the ball has been kicked and moved.

KEEPER SAVES – NO QUICK RELEASE
The opposing team must retreat behind the build out line on a keeper save. The keeper is permitted to wait until the opposing team does so and the 6 second limitation on keeper possession does not start until the opposing team retreats behind the build out line. The opposing team, having moved behind the build out line, may cross the build out line once the keeper releases the ball from in hand possession.

KEEPER SAVES – QUICK RELEASE
The opposing team must always make a good faith effort to retreat behind the build out line on a keeper save. The keeper is permitted to release the ball before the opponents retreat behind the build out line. In such cases, the opponents may not challenge the ball until (a) the keeper has placed the ball at his or her feet or (b) the keeper has released the ball to a teammate located between the GK's own goal and the build out line on that side of the field and the teammate has had an opportunity to receive the ball without pressure. In such cases, the opponent need not retreat behind the build out line before becoming involved with play.

VIOLATIONS BY OPPOSING TEAM
If an opponent violates the prohibitions above on a goal kick or keeper release, the referee must stop play and award an IFK at the spot of the infraction to the team entitled to the protections of the build out line rule.

KEEPER SAVES – LIMITATION ON KEEPER
The goalkeeper may not punt or drop kick the ball. If the keeper does so, the referee must stop play and award an IFK to the opposing team from the spot of the infraction, subject to Law 13.

DEFENSIVE TEAM FREE KICKS WITHIN BUILD OUT LINE
Normal FK distance rules apply. The build out line rule is not applicable to free kicks within the build out line areas.