Force FC

Mid-Winter Classic

January 23 & 24, 2027

Rules & Regulations

1. **FIFA/IFAB** rules apply, except where specifically noted in these rules.

2. **# of Players**
   - U9 and U10 divisions shall play 7v7 (6 field players plus a goalkeeper)
   - U11 / U12 U13 divisions shall play 8v8 (7 field players plus a goalkeeper).
   - U14 and older divisions shall play 7v7 (6 field players plus a goalkeeper).

3. **Field Size** All fields are approximately 90 by 180 ft.

4. **Ball Size**
   - U12 and younger divisions shall use a size #4 standard soccer ball.
   - U13+ divisions shall use a size #5 standard soccer ball.

5. **Game Time** Games will begin and end with the sound of the starter's horn. The clock will not stop. A deliberate delay (in the determination of the referee) that prevents a restart from being taken before the horn sounds at the end of a match will be treated as "misconduct" and result in a (1) point deduction to the offending team's standings.

6. **Team Check-In** Coaches must present rosters, medical release forms, and passcards at least 45 minutes prior to the start of their first game at the marked Registration Areas

7. **Rosters**
   - The maximum roster size for U12 and younger is 18 players, all remaining age groups are 18 players.
   - 3 guests outside the soccer club are allowed. They must be hand-written on the official team roster and provided at check-in along with their pass.
   - Unlimited guest players within the same soccer club are allowed.
   - A player may play for only ONE team in a division.
   - All players must have a player pass and a signed medical release form obtained from their soccer club/league.
   - All USSF affiliated organization passes are accepted.

8. **Home Team** The team listed 1st on the schedule is the "home" team. The home team will kick off.

9. **Visitor Team** The team listed 2nd on the schedule is the "visiting" team and will defend the goal of their choice. They must resolve jersey conflicts prior to the start of the game, otherwise, a forfeit loss may be given to the visiting team.

10. **Substitutions** Field Player substitutions will be made on the fly; however, they may not occur within 10 yards of the ball. The player being substituted must be **off the field** of play before the substitute enters the match. Goalkeeper substitutions require referee acknowledgment.

11. **Throw-ins** Balls crossing the touchline or coming in contact with a field dividing curtain will result in a throw-in.

12. **Free-kicks** Fouls will result in either a direct or indirect free-kick consistent with FIFA Law 12. The opposing team must be at least 6 yards away from the ball. Penalty kicks will be from the field mark up to U10. Penalty Kicks for U11 and older will be from the top of the penalty box. All kick-offs are indirect.

13. **Slide-tackling** is not permitted and will result in an indirect kick. Sliding to play the ball without an opponent in the vicinity is permissible.

14. **Half-line** The ball must either make contact with a player or the turf before crossing the halfway line after a goal-kick or goalkeeper release. Violations will result in an indirect free-kick for the opposing team from anywhere along the centerline of the field as determined by the referee. Goalkeepers are permitted to release the ball **to the ground** and if outside their goal box they may play the ball directly over the centerline. Goalkeepers may **NOT** drop the ball outside the box and then punt it over the halfway line.

15. **Build Out Line** (U10 and younger) 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:

The build-out line will be located halfway between the center line and the penalty area line and marked accordingly.

- 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 is in play; which is now defined as when the ball is kicked and moves.

- 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 from in-hand possession 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 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 the 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

The build-out line rule is not applicable to free kicks.

16. **Overhead** If the ball comes in contact with any overhead structure and returns directly to the playing surface play will continue.

17. **Off-sides** The offside rule is not in effect.

18. **Heading** Deliberate heading of the ball is not permitted in age groups younger than U12

19. **Goalkeeper** Goalkeepers may not handle a ball passed by a teammate, except as provided for by FIFA rules. In addition, goalkeepers may **not** drop the ball outside the box and then punt it over the halfway line.

20. **Equipment** All players must wear matching uniforms, shin guards, and proper footwear - turf shoes, soccer flats, or sneakers. Cleats are not allowed. Only goalkeepers are permitted to wear padding covering their legs and arms. All jewelry (rings, bracelets, necklaces, earrings, hair beads) must be removed prior to play. Hard casts are not allowed. Soft casts must be approved by the referee prior to the start of play.

21. **Facilities** The following rules apply to the usage of the facilities:

- No Cleats allowed in the facility: Sneakers or flats only. Players will be removed from the game and asked to leave the facility if wearing cleats
- Outside food or beverages are NOT allowed unless for specific medical reasons or other restrictions
- Only players and coaches are permitted on the actual turf surface
- Spectators must remain off the turf playing surface
- The fields shall not be used for warm-ups prior to the game except for the first game of each day.
- Players and coaches shall avoid any behavior, which interferes with games in progress.
- No portable seating is allowed.
- Gum chewing and spitting are not permitted on the turf fields.
- The dome is a non-smoking facility.

22. **Scoring** 3 points for a win, 1 point for a tie, 0 points for a loss. Teams failing to be on the field at the designated time of their game may be awarded a forfeit with a 2-0 win given to the opposing team. If any division of play has matches where a tie in a match needs to be broken, each team will take one penalty kick each until the tie is broken. These will be taken directly after the conclusion of play. A different player must take subsequent kicks if the tie is not broken after the first kick.
Other ties in the standings will be decided by the following sequential criteria:

a) Head-to-head (This is dropped in the case of more than 2 teams tied)
b) Most wins
c) Goal differential (a maximum differential of 5 goals per game will be used)
d) Least goals allowed
e) Coin toss

23. **Awards** Competing age groups will receive

- 1st Place - Medals and participation awards for U10 and younger
- 1st Place - Medals for U11 and older

24. **Cards -** Players or coaches receiving 2 yellow cards or a red card during a game will be ejected from the game without replacement and may not play in their team's next game. A red card given to a player or coach will result in a 1 pt deduction from that teams overall points total used to determine bracket placement. Players or coaches receiving 2 red cards during the tournament will be suspended from further tournament play.

25. **Misconduct** Coaches are responsible for the conduct of their players, parents, and spectators, and may be penalized for any issues. The tournament committee may choose to deduct points from a team's standing for any of these situations.

26. **Protests** No protests will be entertained. Decisions made by the referees and tournament officials are final.

27. **Liability** Each team (defined as players, coaches, staff, parents, guardians, and related spectators) participating in the tournament do so at their own risk and agree to accept responsibility for all injuries. The Monroe Woodbury United Soccer Club, Hudson Valley Sports Dome, and all sanctioned vendors cannot be held responsible for any form of injury.

28. **Refunds** Will be at the sole discretion of the Tournament Committee.