

# Capital Memorial Tournament Rules

**Registration:** Tournament check in is 30 minutes before your first game. All tournament paperwork is due at that time (rosters, medical forms, and proof of age). Soccer Maine state roster will be acceptable for your proof of age.

**Roster Size:**

U11 and U12 may roster no more than 15 players. Teams in the U10 age groups may have no more than 12 players. Three guest players will be allowed.

U10 Play **6v6**

U11/12 Play **8v8**

**Ball Size:** Size 4

**U10 Notes:** (non results orientated)

1. No penalty kicks or direct kicks.
2. Defensive player must retreat to midfield on goal kicks.

**Home Team:**

Team listed first is designated the home team. If teams have similar colored uniforms, at the determination of the referee, the home team shall change jerseys or wear pennis.

**Player equipment and uniforms:**

All players must have matching shirts only exception is the goalkeeper, who must wear a different color jersey. All players must wear shin guards. Players without shin guards will not be allowed to enter the playing field.

**Substitutions:**

Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times:

1. Prior to a throw-in, in your favor.
2. Prior to a goal kick, by EITHER TEAM.
3. After a goal, by EITHER TEAM.
4. After an injury, by EITHER TEAM, when the referee stops play.
5. No substitutions on corner kicks.

**Forfeits:**

Any team not ready to play within 10 minutes of the scheduled start time will forfeit the game to its opponent by a score of 4-0. A team in the U11/U12 age groups that cannot field 5 players at start time, shall forfeit the match to its opponent by the score of 4-0.

**Inclement Weather:**

If inclement weather forces cancellation of games, tournament winners will be determined by points earned in an equal number of games played.

Example: If three teams played three games and two teams played two games before cancellation, the winner will be the team with the most points earned in the first two games played.

A game is official if it reaches half before it is cancelled.

### **No Overtimes**

**Champion will be determined:** on total amount of points as follows:

3 points for a win

1 point for a tie

0 points for a loss

### **Tie-breaker Rules:**

Two way tie breaker, the total points will be settled by the following tie breakers, in order:

1. Winner of head-to-head competition.
2. Most wins.
3. Goal differential (maximum 4 goals/game).

Examples:

score 15-0 = (+4)

score 7- 4 = (+3)

score 2- 4 = (-2)

In the event of a three-way tie, the same rules will apply with the exception that head-to-competition will not be considered.

### **Protests:**

No protests will be allowed. All officiating decisions are final.

### **Cautions and ejections:**

Players: A red card or two yellow cards during a game earns the player a game ejection, while two ejections during the tournament disqualifies the player from the remainder of the tournament.

Coaches: A red card or two yellow cards earns the coach a game ejection from the present game and the next game. With any red/yellow card, the coach shall be disqualified from coaching for the remainder of the tournament.

### **Behavior:**

No Pets and No Smoking is allowed at Capital Area Soccer Complex.

Alcoholic beverages: Consumption of alcoholic beverages is prohibited at the tournament.

Sportsmanship: All players, coaches, and spectators are expected to display the best of sportsmanship behavior at any and all times. Anyone not able to comply with this rule will be asked at the discretion of the tournament committee to remove themselves from the field.

The Capital Memorial Day tournament adheres to Soccermaine's Zero-Tolerance Policy for coach, player, and spectator behavior. For more information on Soccermaine's Zero-Tolerance Policy