



Tournament Rules

PrimeTime Sports tournament rules follow a combination of US Club Soccer and United States Youth Soccer tournament rules for recreational and competitive divisions with a few exceptions.

Under 5-6 Rec: 4v4 with no goalies; roster maximum = 8; ball = size 3; no scores will be kept or posted

- Field size is approximately 20-30 yards long by 15-25 yards wide; goals approximately 4' tall x 5' wide *
- Four 8-minute quarters; substitutions only during quarter breaks and halftime
- Free kicks are indirect, no penalty kicks, no offsides, no kick-ins (throw-ins only)

Under 7-8 Rec: 5v5 including goalies; roster max = 10; ball = size 3; no scores will be kept or posted

- Field size is approximately 30-45 yards long by 20-35 yards wide; goals no bigger than 6' tall x 18' wide *
- Four 10-minute quarters; substitutions only during quarter breaks and halftime
- Free kicks are indirect, no penalty kicks, no offsides
- Throw-ins with one retry

Under 9-10 Rec: 7v7 including goalies; roster max = 14; ball = size 4;

- Field size is approximately 60-80 yards long by 30-60 yards wide; goals no bigger than 6' tall x 18' wide *
- Two 25-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 7 & 8 Academy: 7v7 including goalies; roster max = 14; ball = size 3 for U7 and size 4 for U8

- Field size is approximately 60 yards long by 40 yards wide; goals no bigger than 7' tall x 21' wide *
- Two 22-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 9 & 10 (Silver) Academy: 9v9 including goalies; roster max = 16; ball = size 4;

- Field size is approximately 75 yards long by 50 yards wide; goals no bigger than 7' tall x 21' wide *
- Two 22-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 10 (Gold) Academy: 11v11 including goalies; roster max = 18; ball = size 4;

- Field size is approximately 100 yards long by 60 yards wide; goals 8' tall x 24' wide *
- Two 25-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 11-12 Rec & Comp: 11v11 including goalies; roster max = 18; ball = size 4

- Field size is approximately 100-130 yards long by 50-100 yards wide; goals 8' tall x 24' wide *
- Two 30-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 13-14 Rec & Comp: 11v11 including goalies; roster max = 18; ball = size 5

- Field size is 100-130 yards long by 50-100 yards wide; goals 8' tall x 24' wide *
- Two 35-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 15-16 Rec & Comp: 11v11 including goalies; roster max = 18; ball = size 5

- Field size is 100-130 yards long by 50-100 yards wide; goals 8' tall x 24' wide *
- Two 40-minute halves; substitutions at own throw-in, goal kicks, and after goal scored
- Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

Under 17-19 Rec & Comp:

11v11 including goalies; roster max = 21; ball = size 5

-Field size is 100-130 yards long by 50-100 yards wide; goals 8' tall x 24' wide *

-Two 45-minute halves; substitutions at own throw-in, goal kicks, and after goal scored

-Other rules and procedures follow USSF, including offsides, throw-ins, direct and indirect free kicks, penalty kicks, etc.

* **Field and goal sizes may vary based on the location of the tournament**

Guest Players

3 guest players for U10 Academy Silver and younger age divisions.

5 guest players for U10 Academy Gold and older age divisions.

Awards

The following age groups will receive individual participation awards only: U5, U6, U7, and U8 Recreational. In all other age groups, teams finishing 1st, 2nd, or 3rd will receive individual awards. The top three teams in each group, except U5-U8 Rec., will also receive a berth in the PrimeTime Sports Cup Championship Tournament, June 2009.

Format

For all tournaments, teams are guaranteed to play three games and the 10 point system will be used for advancement. Each age group will play under a format which is dependent upon the number of teams in the age group: pool and bracket play. Pool games will be played on Fridays and Saturdays and bracket play on Sunday. For tournaments in which play extends to Friday or Monday (holiday only), it may be possible to have only one game per day.

Home vs Away and Jersey

In bracket play, the top team listed will be the home team. In pool and round robin play, the team listed first will be the home team. In case of uniform conflicts, the home team will wear their white or lighter colored jerseys. At most complexes, both teams and their coaches will sit on one side of the field and ALL spectators will sit on the other side. If the facility is set-up with teams on opposite sides of the field, teams and their spectators will sit on opposite sides.

Players are required to have like-colored jerseys/t-shirts with permanent numbers (ironed-on or permanent marker) at least 4 inches tall on the back of their jersey/t-shirt that match the numbers listed on the team roster. **TAPED NUMBERS WILL NOT BE PERMITTED** – No exceptions. Scrimmage vests without numbers may worn only over a permanently numbered jersey/t-shirt.

Scoring and Point System

Score will not be kept and ties will not be broken in the U5, U6, U7, and U8 Recreational age groups.

The point system is as follows:

6 points for a win

4 points for a tie

1 point for every goal, up to 3 goals

1 goal awarded for shootout victory

1 point for a shutout

1 point loss for a red card

10 points for a no-show forfeit, marked as a 0-3 win to the opposing team for all games played by forfeiting team

Tie breakers are as follows:

1 – Head to head result

3 – Most goals scored (6 goals max per game will be counted)

4 - Least goals against

5 – Red cards

6 – coin toss

Conduct

Any coach or player who is ejected from a game by a game official or the Tournament Director will not be allowed to participate in the next scheduled game for that team. Additional penalties may be enforced

based on the seriousness of the incident. Players, coaches, and/or spectators ejected for fighting are to leave the complex and not return for the remainder of the tournament. Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of his/her players and spectators on and off of the field and must promote sportsmanship, win or lose. The Tournament Director may remove a player, coach, and/or spectator from a game or the tournament for unacceptable conduct and/or actions that endanger the safety of others. In the course of tournament play, a player receiving a total of three yellow cards will “sit-out” the next game for their team. If the third yellow card occurs in their team’s final game of the tournament, that player will be allowed to continue the game. The Tournament Director may also remove an entire team for accumulating an unacceptable number of yellow and red cards. The Tournament Director may modify the Tournament Rules when the Tournament Director deems it in the best interests of the tournament to do so. All teams will be bound by any such change.

Forfeit Policy

Teams participating in a tournament expect their opponent to be as diligent and consciences as their own team in being on time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, PrimeTime Sports has adopted these Game Forfeiture Rules

When a team forfeits a game in a tournament, the following rules apply:

- a. The team receives a loss for the scheduled game, scored 0-3
- b. A team forfeiting any game is still expected to play any and all subsequently scheduled games.
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or Tournament Director due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.
- e. When a team forfeits a game, the team will be required to pay a Forfeit Penalty for each forfeited game. The amount of the Forfeit Penalty is \$25 in the U5, U6, U7, and U8 Recreational age groups and \$50 in all other age groups. Payment of the Forfeit Penalty is due prior to the team’s entry in any subsequent PrimeTime Sports soccer tournaments.
- f. In the event of a subsequent forfeit by the team within one (1) year, an additional Forfeit Penalty of \$100 per forfeited game will be assessed. Any team forfeiting a game in 3 or more events will not be eligible to participate in any future PrimeTime Sports events for a period of not less than six (6) months and may participate thereafter only upon such terms and conditions as may be required by the National Director.
- g. Teams who forfeit a game(s) will be reported to their governing home association and are subject to any forfeit penalties, if any.

The forfeit penalty rules may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the National Director. The National Director’s decision as to the application of the Forfeiture Rules shall be binding upon all parties.

Because of our commitment to competitive excellence, PrimeTime Sports gives the team who was forfeited to a credit for each forfeited game, which can be applied toward the entry fee of any future PrimeTime Sports soccer tournaments, except the Cup Championships. This credit must be used within one year and is available for fully paid entries only. The amount of the credit is \$25 in the U5, U6, U7, and U8 Recreational age groups and \$50 in all other age groups.

Rain Out Policy

In the event that inclement weather forces the cancellation of all or part of a qualifying tournament, teams will receive a credit of a percentage of their entry fee. This credit is to be used in future PrimeTime Sports soccer tournaments, including the Cup Championships, and will be given in the following increments:

- a. No games played = 75%.
- b. One game of three played = 50%
- c. Two games of three played = 25%

Eligibility Rules

USSF and USSF eligibility requirements will be strictly adhered to. Signed, official team rosters and guest player release must be submitted to PrimeTime Sports by the tournament entry deadline. Any rosters or guest releases received after the entry deadline are subject to a \$25 late fee. The USYS teams in the Recreational division are allowed a maximum of three (3) guest players, with proper and complete USSF Guest Player Release forms. USYS teams in the Competitive divisions are allowed a maximum of five (5) guest players, with proper and complete USSF Guest Player Release forms.

Age groups and player eligibility are based on birthdays August 1-July 31. See age chart on US Club website.

Players and teams are allowed to “Play-up”, which means participate in an older age group, but may not play in a younger age group where they exceed the age eligibility. If even as few as one player is too old for a specific age group, the entire team is too old for the age group. Girls may play on boys teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may not play in a girls division. Players are allowed to play on multiple teams, provided the teams are in different age groups and/or skill divisions.

Protests to a player’s eligibility should be reported immediately to the Tournament Director, so that it may be heard in a timely manner. Any protest of player eligibility must be made **PRIOR** to a game where that player’s team is scheduled to play. Failure to protest eligibility prior to a game will waive a team’s opportunity to protest any player’s eligibility for that game.

All protests must be in writing and accompanied by the official protest fee of \$50 cash. This fee is refundable only if the matter is ruled in the favor of the protesting party. If the protest is ruled against the protesting team, the fee is not refunded. Rather, it will be donated to the PrimeTime Sports Charitable Foundation, which supports youth sports teams and events. The ruling on a protest will be made by the Tournament Director and is final and binding on all participants in the event.

We recognize that rosters change from season to season. When a team qualifies for the PrimeTime Sports Cup Championship Tournament, their team is required to bring no less than 50% of those same players to the Cup Championships.

Team Entry Withdrawal Policy

One of the biggest challenges to managing events is late entry withdrawals by teams. Such entry withdrawals shift energies and resources away from preparing for future events to “damage control” for a late change in a division. PrimeTime Sports events are among the lowest cost tournaments available. To continue to offer this outstanding value to teams, PrimeTime Sports has this Tournament Entry Withdrawal Policy.

Entry Withdrawal - A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to soccer@primetimesportz.com or by fax to (972)874-2565.

Late Withdrawal - Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows: If a fully paid entry is found to replace the withdrawing team, the withdrawing team will be assessed a \$20 per game Withdrawal Fee and the balance of the Entry Fee will be a credit forward to be used by the withdrawing team for any future PrimeTime Sports tournament.

If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited.

Any withdrawal from an event by a team within 48 hours of the event will also be assessed a Forfeit Fee in accordance with the Game Forfeiture Rules.

If a team's entry has been accepted without full payment of the Entry Fee, any amount due must be paid prior to the acceptance of the team's entry in a subsequent tournament.

PrimeTime Sports assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

The Late Withdrawal policy may be modified or waived by the National Director in the event of extenuating circumstances. Factors considered will include communications from the teams as to their entry withdrawal, the timing of such communications, the circumstances causing the entry withdrawal and such other considerations deemed relevant by the National Director. The National Director's decision as to the application of the Team Entry Withdrawal Policy shall be binding upon all parties.

USSF policies regarding USSF teams withdrawing from a USSF-sanctioned tournament will also apply.