

Shoot the Moon - Tournament Rules & Regulations

1. General Information

- On behalf of ADM Soccer Club and our volunteers—have fun and enjoy the tournament!
 - If you have any questions, contact Tournament Director Brett Williams at president@admsoccer.net
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2. Eligibility

- Teams must be registered with a recognized governing body (USYS, US Club, etc.).
 - Players must be listed on the official team roster and present proof of age if requested.
 - All must be ISL Level 3 recreational player or equivalent
 - Coaches must be listed on the official team roster
 - Guest players allowed per governing body rules (maximum of 3 per team).
 - **First check-in:** Arrive 45 minutes early for roster, player, and ID verification.
 - Failure to check in results in disqualification and forfeits of all games.
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3. Rosters & Player Cards

- **Roster Size:**
 - U9–U10 (7v7): Max 14 players
 - U11–U12 (9v9): Max 18 players
 - U13 and older (11v11): Max 22 players
 - Player/Coach cards/rosters must be presented at check-in.
 - Players must be on the submitted roster/player cards to participate and may not be rostered on more than one team. Violations result in forfeiting all games, removal from the tournament, and opponents awarded 4 - 0 wins.
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4. Match Duration

- All Ages: 2 × 25 min halves
 - **Halftime:** 5–10 minutes
 - Running clock; games may end early to maintain the schedule.
 - No extra time (even if tied)
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5. Field & Ball Sizes

- U9–U10: Size 4 ball, 7v7 field
- U11–U12: Size 4 ball, 9v9 field
- U13 and older: Size 5 ball, 11v11 field

6. Scoring & Standings

- **Win:** 3 points
 - **Draw:** 1 point
 - **Loss:** 0 points
 - **Tiebreakers:**
 1. Head-to-head result
 2. Goal differential (max +4 per game)
 3. Goals scored (max 4 per game)
 4. Goals against (lowest - max 4 per game)
 5. Penalty kicks
 - Penalty Kicks - Each team selects five players. Teams alternate kicks; a coin toss winner chooses to kick first or second. If still tied after five kicks, teams alternate one at a time until a winner is decided. Goalkeepers may be changed after any shot with referee approval.
 - After each game, coaches sign the scorecard, and the referee submits it to the Tournament Coordinator.
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7. Inclement Weather

- Tournament committee may shorten, reschedule, or cancel games as needed.
 - Lightning policy: Minimum 30-minute delay after last strike.
 - No refunds for games canceled due to weather unless otherwise stated.
 - If the tournament is canceled after it begins due to weather, teams will receive only a partial refund after expenses are covered.
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8. Game Balls

- The tournament provides match balls.
 - Teams should have a backup ball available.
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9. Uniforms

- Home team wears light jerseys; away team wears dark.
 - If a color conflict exists, the home team must change.
 - All players must wear shin guards.
 - Goalkeepers must wear a jersey that distinguishes them from both teams and referees.
 - **No jewelry or taped earrings will be allowed.**
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10. Referees

- All referees are USSF certified.
- Referee decisions are final; no protests based on judgment calls.

11. Discipline

- **Yellow Card:** Caution
 - The player may continue playing.
 - **Red Card:** Ejection
 - Player
 - must leave the field and may not play in the remainder of the tournament.
 - Coaches or spectators
 - must leave the facility for the remainder of the tournament.
 - All misconduct will be reported to the appropriate governing body.
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12. Misc Rules & Substitutions

- Unlimited substitutions allowed at the referee's discretion.
 - All matches will be played under FIFA Laws of the Game unless otherwise stated below.
 - In 10U & younger matches
 - all fouls result in an indirect kick—no direct or penalty kicks. If a foul occurs in the penalty area, the kick is taken from the nearest spot on the penalty area line.
 - A build-out (half) line will be enforced on all goal kicks. The defending team must retreat beyond the line until the ball is in play.
 - Goalkeepers must distribute the ball by rolling or playing it on the ground; no punting.
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13. Forfeits

- Teams must be ready to play 20 minutes prior to their scheduled time.
 - Minimum number of players:
 - 7v7: 5 players
 - 9v9: 6 players
 - 11v11: 7 players
 - Any team that withdraws from or leaves a game in progress will forfeit that game and the next.
 - Forfeit score: 4–0 win to opponent.
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14. Protests

- The referee's decisions are final. There will be no protest hearings, and the games will stand as played.
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15. Sportsmanship

- Coaches are responsible for the conduct of players, parents, and spectators.
- **Zero Tolerance:** Harassment of referees, players, or coaches will not be tolerated.
- The tournament reserves the right to remove any team or individual for unsportsmanlike conduct.
 - Teams disqualified for such conduct will not receive refunds.