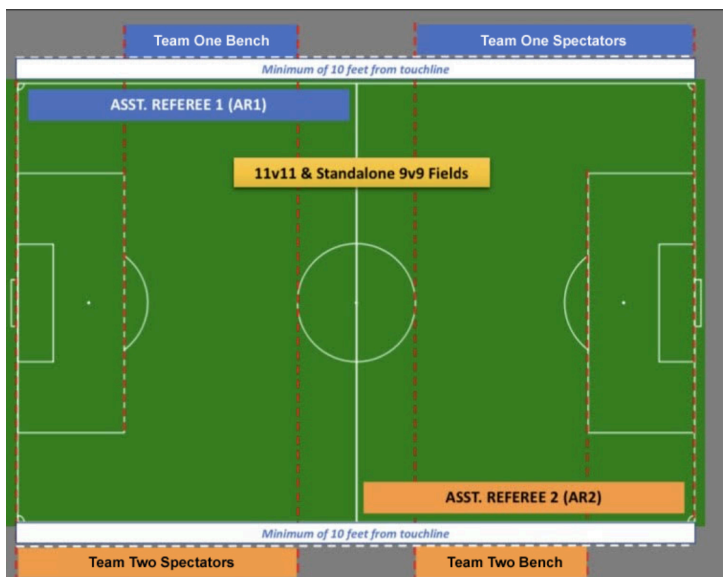


“Shoot the Moon”
U10-U16 – Youth Recreational Soccer Tournament
October 25th – October 27, 2024
Adel, Iowa
Hosted by: Adel-DeSoto-Minburn Soccer Club

Tournament Rules

1. Game balls will be furnished by ADM Soccer Club. U10-U12 a #4 ball, U14 and above a #5 ball. Tournament game balls will be provided and used for all matches.
2. Officials will be provided by the host club. Officials will be compensated for their time by the ADM Soccer Club.
 - a. **We have a Zero Tolerance policy for verbal abuse of the officials.** If your team/sideline is acting in an unsporting manner towards the official, the individuals involved may be expelled from the tournament. If a team is disqualified from the tournament for abusing officials, there will be no refunds.
3. This tournament will be for U10 thru U16 Coed and Girls Teams. There will be separate divisions where possible. U10 play 7v7, U12 play 9v9, U14 and up play 11v11. We will take registration for the tournament as follows:
 - a. Maximum of 16 U10 Coed/Girls Teams per age group
 - b. Maximum of 16 U12 Coed/Girls Teams per age group
 - c. Maximum of 8 U14 and above Teams per age group
4. Games will be played as follows:
 - a. One game Friday or Saturday evening, at Island Park Soccer Fields in Adel
 - b. Two/Three games Saturday or Sunday at Island Park Soccer Fields in Adel
 - c. Maximum of 3 guest players per team U14 and up (ISL Level 3 recreational player or equivalent) exception must be approved by Tournament Director
 - d. Maximum of 2 guest players per team for U10 and U12 (ISL Level 3 recreational player or equivalent) exception must be approved by Tournament Director
 - e. The home team is always the first team listed.
5. Each team should be prepared to provide another color uniform. It is the responsibility of the home team to change to a distinctive alternate shirt or penny if necessary. **No jewelry or taped earrings will be allowed.**
6. All teams must have a coach or team manager 21 years of age or older. (3) coach maximum.
7. **First time check in:** Arrive 45 minutes prior to game time to allow enough time to have the team roster, players and player ID (current 2019 ISL Level 3 recreational player or equivalent player pass is the ONLY accepted identification) checked by the venue coordinators before the first game is played. If a coach fails to check in, the team will be disqualified from the tournament.
8. All teams should be at the field at least 30 minutes before each game. No team may be more than 5 minutes late to its scheduled game. Violations of this rule will result in the team present being awarded a forfeit by the score of 4-0 to give that team a 4-goal differential with 3 points for a win.
9. When your game is over, please move off the soccer field as soon as possible and clean up your area.
10. Both teams will bench themselves on the opposite sides of the field. Spectators will be on the corresponding touch line as their team but on the half of the field. Spectators must be a minimum of 10 feet from the touch line. [View Tournament Seating Protocol](#)



11. Any team that withdraws from a game in progress will forfeit that game and the following game. If this occurs the remaining team will be awarded a forfeit by the score of 4-0 to give that team a 4-goal differential with 3 points for a win. This will also stand for the next game.
- 12. Following each game, each coach will sign the scorecard and the referee shall submit the scorecard to the Tournament Coordinator.**
13. The referee's decisions are final. There will be no protest hearings and the games will stand as played.
14. Anyone involved in a fight will be immediately expelled from further competition and must leave the complex.
15. Any player who is sent off or coach who is dismissed will be expelled for the remainder of the game and will be suspended from playing or coaching in the next scheduled game. After the player is sent off or the coach is dismissed, they must leave the complex and will not be present at the next scheduled game.
16. The Tournament Coordinator shall have the authority to remove any person from the tournament for unsportsmanlike conduct. This authority shall be exercised only when the action in question is outside the referee's jurisdiction.
17. A game may be played with a minimum of 5 players for U10, 7 players for U12, 8 players for U14 and above. If the minimum number cannot be fielded by 5 minutes past the scheduled start time, then the game will be forfeited. If this occurs the remaining team will be awarded a forfeit by the score of 4-0 to give that team a 4-goal differential with 3 points for a win.
18. Players must be on the team's submitted tournament roster in order to participate. Violation of this rule will result in the forfeiture of all games and removal from the tournament. If this occurs the remaining teams will be awarded a forfeit by the score of 4-0 to give that team a 4-goal differential with 3 points for a win.
19. A player can only play for one team in the tournament.
20. NO PLAYERCARD – No participation. The referee prior to each game will check IDs.
21. Only player passes issued by ISL Level 3 recreational or equivalent will be accepted.

22. **Substitutions:** May be made with the consent of the referee at any of the following times:
- Prior to a throw-in in your favor
 - Prior to a goal-kick by either team
 - After a goal by either team
 - After an injury on either team where the referee stops the play – one for one
 - At half-time or between periods
 - If a player is issued a yellow card, the coach may substitute for that player only during that stoppage of play
23. **Duration of play:**
- Length of half:
 - Under 10: 25 minute halves * 2 = 50 minutes
 - Under 12: 25 minute halves * 2 = 50 minutes
 - Under 14+: 25 minute halves * 2 = 50 minutes
 - 5 minute half-time
 - There will be no overtimes in the preliminary games. Ties will stand. For Medal round games, team will play 2 five-minute sudden victory overtime periods. If the score is still tied, the game will go to kicks from the mark per FIFA rules.**
24. **Kicks from the mark:** In the event that kicks from the mark (as defined in the FIFA rule-book) must be used to determine a winner **in medal round games**, the format will be as follows:
- Each team will select five (5) players to kick. Only players on the field at the conclusion of the 2nd overtime may be selected to kick
 - Teams will alternate kicks. The first team to kick will be determined by a referee's coin toss.
 - Winning team of the coin toss can choose to kick first or 2nd
 - If the score remains tied after five (5) kicks, teams will alternate kicks, one at a time until a winner is determined
 - Goalkeepers may be changed after any shot, with the referee's permission
25. **10U Penalties/Fouls**
- All fouls in a 10U match will result in an indirect kick. There will be no direct kicks, or direct penalty kicks.
 - If the foul or penalty takes place inside the penalty area, the ball will be placed on the penalty area line closest to where the penalty was assessed for an indirect kick
 - The ONLY time direct penalty kicks shall be used in 10U is as a 5th tie-breaker
 - The penalty mark will be 10 yards from the goal line in 10U
26. **Points Scoring System:** Advancement to **medal round games** will be based on preliminary games win/loss/tie record with points awarded as follows:
- 3 points per win;
 - 1 point per tie;
 - 0 points per loss.

If based on the preceding system, two or more teams are still in a tie, then the following tiebreakers will be used in the order given.

- 1st Winner of most games
- 2nd Head to head competition – If the two teams did not play in previous tournament competition or if more than two teams are tied, this criterion will not be used
- 3rd Highest Goal Spread – Goals FOR minus Goals AGAINST maximum of 4 goals per game
- 4th Fewest goals allowed
- 5th Kicks from the mark – Referee coin toss will determine who kicks first

27. Other than defined, all FIFA and USYSA rules will apply to the playing of the tournament.
28. Injury: **EVERY PLAYER IS PARTICIPATING AT HIS OR HER OWN RISK.** All volunteers connected with this tournament will be released from any and all liability for injuries or illnesses during this soccer tournament.
29. **OTHER CONDITIONS:**
- a. All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by the spectators will not be tolerated! The referee has the power to verbally warn, caution or dismiss the team coaches for the conduct of spectators during this soccer tournament
 - b. Every team is requested to help ensure that the fields and surrounding grounds are left clean and litter free
 - c. Alcohol and tobacco (in any form) will not be allowed on any playing field or adjacent playing areas
 - d. Please park **ONLY** in designated parking areas
30. The Tournament Director reserves the right to adjust games starting time, game length or eliminate games due to weather conditions.
31. Following the start of the tournament, if weather conditions warrant cancellation of the tournament, only a partial refund of tournament registrations will be returned to participating teams after tournament expenses have been paid.
32. If you have any questions about these rules, contact Tournament Director Brett Williams at president@admsoccer.net
33. **ON BEHALF OF THE ADM SOCCER CLUB AND THE TOURNAMENT VOLUNTEERS, HAVE FUN AND HAVE A GREAT TOURNAMENT!**