



Laguna United Football Club welcomes the players, coaches, referees, parents and friends to our tournament. Thank you for participating.

Tournament Rules

Team Check-in & Registration

Teams must check-in at Registration one full hour before the start of their first game with all required credentials by a team manager or coach. Players do not need to be at check-in. Failure to check-in will result in automatic disqualification (without a refund of the registration fee) from the tournament. Games not played will be classified as "Forfeits".

A designated Field Marshal tent will be set-up at each venue for team check-in.

Any additional players MUST be added to the team roster at check-in with required credentials. If a player is not attending the first game, they must be added to the roster at this time or they are ineligible for all tournament play. Once a roster is deemed final, a tournament representative and the team representative will sign the bottom of the tournament game card to confirm agreement on this final roster. Once the player identification cards and paperwork have been verified, the team manager or coach will be given a tournament game card to present to the Referee at each game.

Player Identification Cards

Virtual or laminated player identification cards with pictures from USYSA, US Club Soccer and AYSO for 2026/27 will be required of all players as proof of age. Player ID cards are only needed at the initial tournament check-in, or unless the Tournament Director or Tournament Staff asks to see the cards. NO MIXING of Player ID cards. NO Player ID card = NO PLAY.

Travel Papers and Player Loan Forms

USYSA Teams from outside USYSA Region IV must also provide approved Travel Papers, which must include a roster listing all players authorized to travel by the team's State Association. All Travel Papers must be submitted to the Tournament Director prior to check-in. Any player not listed on the Travel Papers, including any amendments, properly executed by the team's State Association will not be allowed to play in the tournament. Proper Player Loan Forms will be required at Registration along with other required credentials, as required by the team's State Association.

Medical Release Forms

All players must have signed Medical Release Forms at initial tournament check-in and will be required to keep medical releases on hand at all times.

Roster Size

Roster size is age-dependent and teams may register/roster a maximum of:

20 players for U15, U16, U17, U18, U19

18 players for U11, U12, U13, U14

14 players for U7, U8, U9, U10

A team may use up to five (5) guest players still limited to their maximum roster size.

No Field Player may be registered and play for more than ONE team participating in Laguna Classic. Any team that does this, forfeits all of their matches AND forfeits any kind of refund. An exception applies to a Goalkeeper. A Goalkeeper can play for a second team from the same club, if that team does not have a Goalkeeper OR their Goalkeeper was injured during a game at Laguna Classic. An exception can also be made if approved by the Tournament Director OR designated Official via email or text, and state the reason why a player(s) needs to be rostered on two teams. Email: tournaments@lagunaunited.org OR text: 949-606-2428.

Game Check-in

The tournament game card received at check-in will be presented by the team representative to the Referee prior to the match. Any player not appearing on the roster presented to the Referee is ineligible to play. Player identification cards are to be present and available at all matches.

The Referee has the final determination to clear the safety of each player's equipment prior to the match. All players are required to wear shin guards. No jewelry, watches, metal objects, or hard headbands may be worn. No casts, hard or soft, will be allowed to play.

The shirt number of each player must be the same as the player's shirt number listed on the tournament game card. Due to loan players being accepted, duplicate numbers are acceptable but only at the Referee's discretion and approval. If needed, it will be the responsibility of the team to satisfy the Referee's concerns prior to a player taking the field.

Competition Format

The Tournament Committee reserves the right to alter the game formats to enhance competition and to improve the overall quality of the Tournament.

Game Format

Each team will play a minimum of three (3) games. Preliminary bracket games can end in a tie. Finals games tied after regulation will go straight to FIFA Penalty Kicks, immediately following the game. The winner of the kicks will determine who is awarded the championship. Brackets where there are two

groups of three teams that cross play will have the top two overall point achievers going to the Final from all six teams.

Home Team

The home team will be designated on the tournament game card and appear first on the game schedule. The home team will pick the side of the field they wish to defend in the first half and have the kickoff in the second half. If there is a color conflict in jerseys, the home team must switch to an alternate jersey. The home team is responsible for supplying three (3) game balls, properly inflated and appropriate for play, subject to the Referee's approval.

Playing Time

Duration of games (by halves) and ball size are as follows:

Division	Birth Year	Halves	Game Length	Ball Size
11v11				
U19	2007/2008	35 mins	70 mins	5
U18	2008/2009	35 mins	70 mins	5
U17	2009/2010	35 mins	70 mins	5
U16	2010/2011	35 mins	70 mins	5
U15	2011/2012	35 mins	70 mins	5
U14	2012/2013	30 mins	60 mins	5
U13	2013/2014	30 mins	60 mins	5
9v9				
U12	2014/2015	30 mins	60 mins	4
U11	2015/2016	30 mins	60 mins	4
7v7				
U10	2016/2017	25 mins	50 mins	4
U9	2017/2018	25 mins	50 mins	4
U8	2018/2019	25 mins	50 mins	4
U7	2019/2020	25 mins	50 mins	4

Halftime

Halftime will be exactly five (5) minutes.

Substitutions

Unlimited substitutions are allowed in all age groups. Substitution may occur at any stoppage of play, but only at the Referee's direction and permission. Substitutes must wait on the sideline off the field of play at the centerline until the field player has left the field of play and/or the Referee has indicated that the substitute may enter the field of play.

Injury

Delays of the game due to significant injury will result in appropriate time being added to the full game time, based on the judgement of the Referee. In the discretion of the Tournament and Tournament Committee, all Preliminary bracket games will be terminated not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point.

Game Score Reporting

Scores after the completion of each game will be reported by the Referee to the Field Marshal.

Tournament Points System

(3) points awarded for each win

(1) point awarded for each tie

No (0) points awarded for each loss

Tiebreakers

In the event of a tie in points at the end of preliminary bracket play, the teams to advance will be determined as follows in this order:

- 1) Winner of Head-to-Head competition (if a three-way tie, move to the next tie breaker to eliminate one team, then return to Head-to-Head for the other two teams)
- 2) Goal Differential
- 3) Goals For (up to a maximum of 4 goals per game)
- 4) Goals Against (up to a maximum of 4 goals per game)
- 5) Most Shutouts (0-0 tie is considered a shutout)
- 6) Penalty Kicks from the mark (taken prior to the scheduled start of the Final game)

In the case of a three-way tie, we move on from Head-to-Head and continue through the tiebreakers until we either eliminate a team or move a team on; then, it reverts back to Head-to-Head and on through the tiebreakers. If three or more teams cannot be separated through Tiebreakers above, Penalty Kicks (PKs) shall determine 1st, 2nd, and 3rd. A coin toss will determine which team receives a bye from the initial PK shootout. The two remaining teams will participate in the initial shootout. The loser of the initial shootout will become the 3rd place team. The winner of the initial shootout will participate in an additional shootout against the team receiving a bye in the secondary shootout. The winner of the secondary shootout will become 1st in the pool. Losers of the secondary shootout shall become 2nd in the pool.

In the case of a four-way tie, we will have a coin toss to determine who plays who in PKs. This will depend on how many teams we need to play in the Final or determine the winner of a bracket. If only one team is needed, we will have three PK shootouts. Two PK shootouts will eliminate two teams and the winners will play another PK shootout to determine who plays in the Final. If the four-way tie needs to have both opponents for a Final, we will have a coin toss to determine who plays who in PK shootouts and the winners will play in the Final. Please refer to the Tournament Director for direction.

The coin flip and time and location of the FIFA Penalty Kicks will be determined by the Tournament Director at the fields.

Forfeitures

Games not played will be classified as a “Forfeit”. Any team that fails to have the appropriate amount of players eligible and on the field at the scheduled kickoff time will forfeit the game, in addition to the reasons listed below. There is no grace period. The Tournament Director will credit the team present and ready to play a 1-0 score.

Teams will forfeit for any of the following reasons:

- Teams fail to check-in at the required location and are ready to play at the scheduled kickoff time.
- Home team fails to produce an alternate color jersey if Referee determines there is a color conflict.
- Teams fail to produce laminated player and coach identification cards.
- Teams fail to report to the field with the minimum number of players required to start the game: (6) players for U9-U12; (7) players for U13-U19.
- Coach is ejected and fails to leave the field when directed to do so.
- Coach is ejected and there is no other coach or administrator available.
- Game is terminated due to the misconduct of players, coaches, administrators or spectators.

Refund Policy

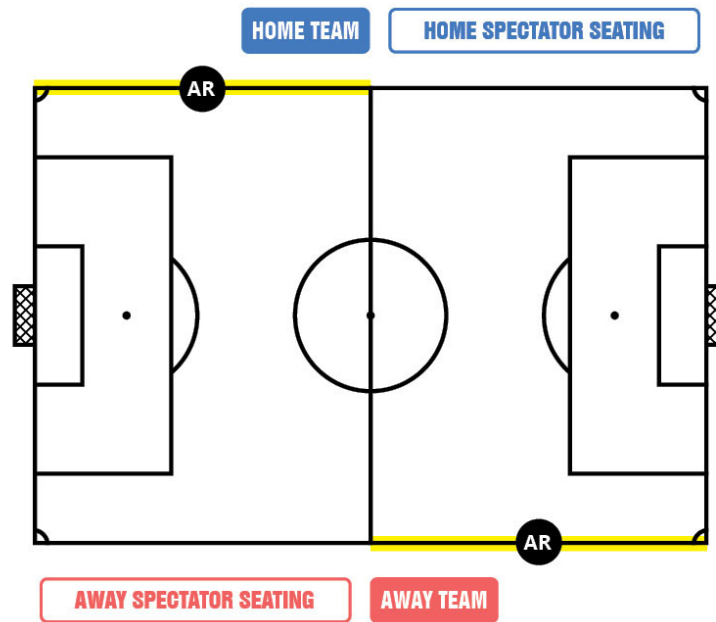
No refunds after the team is accepted. No refunds on game forfeitures. No exceptions. If the Tournament is canceled due to inclement weather or COVID prior to the start of competition, teams will be issued partial refunds as determined by the Tournament Committee, after the deduction for incurred tournament costs.

Conduct

All teams, including all players, coaches, spectators and officials, will participate in the spirit of FAIR PLAY and demonstrate good sportsmanlike conduct in accordance with Tournament Rules. Coaches have total responsibility for the conduct of their teams and sidelines, including players and spectators at all times. Inappropriate conduct by a team’s spectators can jeopardize the coach and/or team.

Sidelines

On all fields, teams and coaches will set-up on opposite sides of the field at the midfield with their respective spectators sitting to the left of the team on their same sideline. The area to the right of the team (the sideline between the midfield centerline to the corner flag) must be left clear of spectators for the Assistant Referee (AR).



Protests & Disputes

All decisions, judgments and calls of tournament Referees and the Tournament Director or designated Field Marshall are final. No protests will be allowed. The Tournament Director will resolve any situation not explicitly covered by the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the Field Marshal and Administrators/Coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an Administrator/Coach with the involved team(s).

Cautions & Ejections

A player or coach receiving two (2) cautions (yellow cards) in a single game is considered to have been given an ejection (red card). Ejected players or coaches may not be replaced in the current game and must leave the field of play immediately. Suspended coaches must be “out of sight and sound of the field.” They shall serve a minimum one game suspension at their next scheduled game. Any player or coach who assaults a referee will be expelled from the Tournament. For flagrant violations and violent conduct, longer suspension and/or disciplinary action may be enforced upon review of and by the Tournament Director. Identification cards of the player or coach will be held by the Tournament Director until the suspension(s) is served. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. All red cards are reported within a USYSA Referee’s Report form.

Termination

If, in the opinion of game officials, a game must be terminated due to misconduct of players, bench or spectators, the offending team may be suspended from further play and forfeit all points and position previously earned. The Tournament Committee will determine what course of action is to take place and the possible impact on the standings.

Acts of God

It is understood and accepted that inclement weather or other natural occurrence is an act of God. Should conditions occur during the tournament where the Referee determines the field to be unsafe for play, play may be postponed or ceased.

If necessary, games may be shortened, go directly to FIFA Penalty Kicks, or be cancelled. If a game is terminated due to problems associated with the fields, including lighting for a night game, the team in the lead at the time of stoppage wins. If a Quarter-Final or Semi-Final game cannot be played, FIFA Penalty Kicks will determine the winner. If the Final game cannot be played, the teams will be co-champions.

If games cannot resume or be rescheduled, there will be no refund or credit of fees.

Rules of Play

All games will be played under FIFA Laws of the Game with USYSA and CalSouth modifications for youth competition as described within.

7v7 Games

A build out line in 7v7 games will be recognized to promote playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his/her hands during play from the opponent or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play. Punts and drop-kicks by the goalkeeper are NOT allowed. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

If a goalkeeper punts or drop-kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop-kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he/she does so accepting the positioning of the opponents and the consequence of how play resumes.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players; referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the six-second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Deliberate heading is NOT allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. Non-intentional heading of the ball will result in a drop ball where the offense occurred.

9v9 Games

There is NO build out line in 9v9 games. Punting or drop-kicking the ball by the goalkeeper IS allowed.

Deliberate heading is NOT allowed in 9v9 games for U11 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. Non-intentional heading of the ball will result in a drop ball where the offense occurred.

Deliberate heading IS allowed in 9v9 games for U12 games.

Other Facilities Rules

The following Facilities Rules must be strictly adhered to:

At no time is there to be any alcoholic beverages at the tournament sites.

Pets are not allowed on any of the fields at any time.

This is a smoke-free environment; no smoking is allowed at any of the fields.

At synthetic turf fields, no sharp or pointed umbrella, canopy, or shading anchors are allowed to penetrate the turf.

At synthetic turf fields, no food, gum, or seeds of any kind allowed on the turf surface.

After each game, please pick-up the trash on your sideline and place it in one of the provided receptacles.

Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game. Thank you for your cooperation.