

Soccer de Mayo Tournament Rules

Each team will play a minimum of 3 games.

The tournament divisions, match duration, maximum roster size are displayed in the table below:

	2018	2017	2016	2015	2014	2013	2012	2011-10	2009-07
	U8	U9	U10	U11	U12	U13	U14	U15-U16	U17-U19
Format	7v7	7v7	7v7	9v9	9v9	11v11	11v11	11v11	11v11
Roster Max	8	14	14	16	16	18	18	18	18
Heading	No	No	No	No	Yes	Yes	Yes	Yes	Yes
Build Out Line	No	No	No	No	No	No	No	No	No
Match Duration	2x 25	2x 25	2x 25	2x 30	2x 30	2x 30	2x 30	2x 30	2x 30
Half-Time	5 Min	5 Min	10 Min	10 Min	10 Min	10 Min	10 Min	10 Min	10 Min
Ball Size	3	4	4	4	4	5	5	5	5
Offside	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Number of brackets for each division will depend on the numbers of teams that register for the tournament.

Team/Player Eligibility:

Teams must be properly registered with any U.S. Soccer National Member Organization including USYS, US Club, AYSO, etc.

Cal South Registration System will be used to register teams and create roster.

Players must have valid players ID cards with any US Soccer National Member Organization and coaches must be in full compliance of Risk Management policies in California. Players may only be rostered with one team participating in the Tournament.

Laminated current year State Player/Coach Passes from US Club Soccer, US Youth Soccer, USSSA, AYSO are accepted. Any player who fails to provide a player pass before the game will be unable to play. Player passes will be cross checked against the roster before each game during team check-in by the field marshal.

Team Check-In:

It is the responsibility of team administrator(s) to add and verify all active players in the Cal South Registration System by May 1st by 6:00PM PST. [CLICK HERE](#) to See "Managers Checklist" or visit Cal South Website and search Soccer de Mayo.

Teams must check-in with the Field Marshal at the Field Marshal Tent next to your assigned field thirty (30) minutes prior to the scheduled game time. The Field Marshal will inspect player equipment, check players against the player passes and game cards, and issue any other necessary instructions. Teams are not permitted to participate in the game without conducting game check-in.

The Field Marshals are at the games to assist you with anything you might need and to handle the administrative concerns of the games. They do not have authority over any decision made by a referee. The Field Marshals will hold the player, coach, and team official passes for both teams in their possession during the game.

At the conclusion of the match, please head to the Field Marshall Tent to pick up player cards and verify score.

Cheating:

Any team caught cheating will result in the forfeit of ALL games, whether played or not, in the tournament. A refund will NOT be issued in any circumstance. Letter of cheating will be sent to Club Directors and State Association.

Entry Fees:

Entry fees per team are determined by the age group in which the team is playing.

Early Bird Entry Fee- Dec 30th - Feb 21st: **(Best Value)**

U8-10 (\$595), U11-12 (\$695), U13-19 (\$795).

Regular Entry Fee- Feb 22nd - April 4th:

U8-10 (\$695), U11-U12 (\$795), U13-19 (\$895).

Registration Ends April 4th. Teams placed on the waiting list will be communicated to by April 11, 2025, if they will be accepted to the event or no open spot are available.

Referee Fees:

Referee fees are determined by the age group the team is playing in and the number of referees officiating the game. Referee fees are to be paid directly to the referees before the start of the game by each team in cash (no coins allowed).

	2018	2017	2016	2015	2014	2013	2012	2011-10	2009-07
	U8	U9	U10	U11	U12	U13	U14	U15-U16	U17-U19
Format	7v7	7v7	7v7	9v9	9v9	11v11	11v11	11v11	11v11
# Referees	1	1	1	1	1	3	3	3	3
Fee	\$54	\$54	\$54	\$64	\$64	\$120	\$120	\$120	\$120
Cost Per Team	\$27	\$27	\$27	\$32	\$32	\$60	\$60	\$60	\$60
Total minutes	50	50	50	60	60	60	60	60	60

Point System:

Win – 3 Points

Tie – 1 Point

Loss – 0 Points

Forfeits – Winning team is awarded a 1-0 win.

Game results will be updated in the tournament registration page.

Tiebreaker for Pool Play:

Ties in points in the preliminary rounds shall use the following tiebreaker rules in order:

1. Head-to-head competition
2. Goal differential (goals scored minus goals allowed)
3. Least goals allowed.
4. Most goals scored.
5. Coin toss

If more than two (2) teams are tied at the end of the preliminary round, the tie breaker criteria listed shall be used in the order shown until one team is advanced or one team is eliminated, or both. If remaining teams are still tied at this point in the tie-breaking process the tournament Director will provide further instructions.

Match Rules:

Soccer de Mayo follows the FIFA/IFAB current laws of the game except adjusted rules stated in this document. The spirit of the game and safe environments for the players, coaches, referees, and staff is our priority.

Unlimited substitutions will be allowed at any stoppage of play at the discretion of the referee.

Home team will need to have alternate uniforms if both teams are the same color. (Pinnies will be available if needed).

Home team will need to provide 3 game balls to start the match.

Referees will be instructed to not add time for injuries to a game except in the most extenuating of circumstances.

In 7v7 and 9v9 matches, goalkeepers can punt freely, however, goals can't be scored directly. Offside is called from halfway line to goal line and all other FIFA laws of the game apply.

A player receiving a red card will be suspended for the remainder of the match and for the following team's game (1 game). The tournament directors have the right to extend the player's suspension depending on the reason for the red card.

Send offs for violent conduct or referee abuse may result in the player/manager being banned for the remainder of the tournament at the discretion of the Tournament Committee.

Pool play games may end in ties and elimination games will go directly to FIFA penalty kicks to decide a winner.

The referee can terminate a match due to the irresponsible action(s) of players, coaches, managers, or team spectators.

Protests:

Protests can be submitted before your next match and will incur a fee of \$100 with no refunds. Any situation that arises and is not covered in the rules will be resolved by the tournament directors. The tournament director(s) decision will be final and there will not be an appeal process. Protests regarding referee judgment calls and decisions will not be accepted.

Equipment:

Soccer de Mayo follows "FIFA/IFAB Law 4 – The Player's Equipment" states: A player must not use equipment or wear anything that is dangerous.

All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed.

- All players must wear shin-guards (no exceptions).
- No metal cleats or screw-in studs will be allowed.
- Same jersey and short colors must be worn.
- All jerseys must have numbers.
- Goalies must wear different color jerseys from both teams.

Code of Conduct:

It shall be the responsibility of each team to maintain proper spectator conduct. The coach, manager, and team shall be held primarily accountable for the conduct of the spectators from their respective teams. At no time shall offensive, insulting, or abusive language be permitted.

Harassment towards assigned referees will not be tolerated and coaches, managers, players, are subject to ejections/suspensions. Spectators are subject to being removed from the field for inappropriate conduct.

Refund Policy:

Withdrawal and refund requests must be made before the tournament deadline of April 4th, 2025, to receive a refund. A full refund minus a \$150.00 administrative fee will be processed if request is made prior to entry deadline. A refund will not be issued if the team withdraws at any time after the deadline of April 4th, 2025, or for any other reasons during or after the event.

Cal South reserves the right to amend the tournament rules as conditions may warrant.