

# 2024 Kick Hunger All-Star Tournament

## Rules

### Registration

- All **Team Managers or Coaches** must report to their field site's Field Marshal registration table **ONE HOUR** prior to their first scheduled game for team check-in.
- **Player Cards:** Current player cards are required for all players as proof of age and must be available for inspection during initial check-in and at the start of each game.

### Rules of Play

All games will follow FIFA rules with US Club adjustments for youth competition, along with the following clarifications:

### Game Format

- Each team will play a minimum of **three (3) games**.
- **Preliminary Games:** May end in a tie.
- **Final Games:** Ties after regulation will go straight to FIFA Penalty Kicks, which will immediately follow the game.

### Game Duration and Ball Size

Division	Preliminary & Quarterfinals	Semifinals	Finals	Ball Size
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U14 (2011)	35 minutes	35 minutes	35 minutes	5
U12 (2013)	30 minutes	30 minutes	30 minutes	4
U10 (2015)	25 minutes	25 minutes	25 minutes	4
U8 (2017)	25 minutes	25 minutes	25 minutes	4

- **Running Clock:** No stoppage time for injuries.
- **Halftime:** 5 minutes.

## Determining Winners

Teams will earn points as follows:

- **6 points** for a win.
- **3 points** for a tie.
- **0 points** for a loss.
- **1 point** per goal (maximum of 3 per game).
- **1 point** for a shutout.
- **-1 point** for each player or coach ejected.
- Example: A 0-0 tie results in **4 points** (3 for the tie + 1 for the shutout).

## Tiebreakers (in order):

1. Head-to-head results.
2. Total goal differential.
3. Goals against.
4. Goals for.
5. FIFA Penalty Kicks (time/location determined by the Tournament Director).
6. For a three-way tie, a coin flip will determine the order, followed by FIFA Penalty Kicks.

# Final Games

## Advancement Rules:

- **4-Team Flight:** Top 2 teams with the most overall points advance to the championship game.
- **6-Team Flight:** Top 2 highest point-scorers from all six teams advance to the championship game.
- **8-Team Flight:** Winners from each of the two brackets advance to the championship game.

## Game Day Check-In

- All teams must check in at least **30 minutes** before each scheduled game.
- Present **player cards** and **game card** to the Field Marshal.
- The Field Marshal will hold the game and player cards during the game. Team representatives must initial the game card after the match to retrieve their cards.
- **Failure to check in** results in forfeiture.

## Player Safety

- **Shin Guards:** Mandatory for all players.
- **Equipment Approval:** The Tournament Director and referee assignor have final say on equipment suitability (e.g., hard braces/casts).
- **Weather Conditions:** Referees will determine if playing conditions are safe.

## Home Team Responsibilities

- **Game Ball:** Provided by the home team and subject to referee approval.
- **Jersey Conflicts:** The home team must switch jerseys if there is a color conflict. If they cannot, the game will be forfeited.

- **Sideline Seating:**
  - Coaches and teams will be on one sideline.
  - Spectators will be on the opposite sideline.

## Substitutions

- Unlimited substitutions are allowed with referee permission.

## Cautions and Ejections

- Two yellow cards in one game equal a red card (ejection).
- Ejected players/coaches must leave the field and cannot return for that game.
- Violent conduct results in suspension from the next scheduled game.
- Referee assault results in tournament expulsion.

## Protests and Forfeits

- **Protests:** Not allowed. Referee decisions are final.
- **Forfeits:** Scored as a **0-1 loss**. The opposing team earns 8 points (6 for the win, 1 for a goal, and 1 for a shutout).

## Field Safety/Inclement Weather

- The Tournament Director or referee will determine if fields are safe for play.
- Rain or poor conditions may lead to shortened games, penalty kicks, or cancellations.
- **Refunds:** If two games are completed, no refund will be given. The Tournament Director may retain up to 1/3 of the team fee to cover expenses.

## Conduct

- Players, coaches, and spectators must demonstrate good sportsmanship.
- Coaches are responsible for the behavior of their team and spectators. Misconduct may result in forfeiture or tournament bans.

### Strict Rules:

- **No Alcohol:** Prohibited at tournament sites.
- **No Pets:** Pets are not allowed on fields.
- **Smoke-Free Environment:** Smoking is prohibited at all sites.
- **Synthetic Turf Rules:**
  - No food, gum, or seeds allowed.
  - No sharp objects on the turf.

## Small-Sided Games Rules

### Heading Rules (U11 and Younger)

- **No deliberate heading** in U11 and younger games. Violations result in an indirect free kick.
- U12 games: Heading is permitted.
- U11 players playing up to U12 may not head the ball.

### 7v7 Build-Out Line

- Used to promote playing out from the back with less pressure.
- Opponents must retreat behind the line until the ball is in play.
- No punts/drop kicks by goalkeepers. Violations result in an indirect free kick.

Thank you for your cooperation and support in making the tournament a success!