



YOUTH DIVISION

Formats

U8= 5 v 5 (4 field players, no additional field player without a GK)

U10= 7 vs 7 (6 field players, no additional field player without a GK)

U12= 7 vs 7 (6 field players, no additional field player without a GK)

Rule Modifications

No Corners

- An awarded corner will be given a free hit at the 25 yd line

No hitting

- All passing and shooting skills must be a sweep, push or slap
- Aerials are allowed

Sideline exception

- Where the circle meets the sideline, if there is a side-in inside the circle area, the free hit will be taken outside the circles edge

Free hits

- Any free hit inside the attacking ½ of the field, the ball must travel 3 meters

Roster size

- 12 players and 2 Coaches
- Coaching Staffs may rotate who is on the bench

Team colors

- Team listed first in Tourney Machine is the HOME team and will wear DARK
- Team listed second in Tourney Machine is the AWAY team and will wear WHITE

Cards

- Green = 1 minute
- Yellow= 2 minutes

Standings and Results

Tourney Machine by Sports Engine will have both the schedule and results

Points:

Win = 3 points

Tie= 1 point

Loss= 0 points

Crossover or Championship Games

For tied games, a shootout will happen

- Each team selects 3 players
- Sudden Victory
- Order can change after 1st round
- Continue until there is a winner

Tie Breaker Process

- Head-to-Head
- Goal Differential
 - (max 8-goal difference)
- Goals Allowed

Notables

- U8 & U10 with no Gk= pup goal inside the regulation goal
- No "pup- goal defending" is allowed

Umpire

There will be one umpire/field

Questions?

Email info@performancesportevents.com

