



CYSA Summer Kickoff Classic

June 6-7, 2026

Tournament Rules

TEAMS

- Teams shall consist of a maximum of **eight players**.
- A player's age determines the division in which they may compete.
- The minimum number allowed on a roster is four. If the number exceeds the maximum eight-player roster, more than one team must be submitted.
- All divisions are recreational only.
- All players must be currently registered with NTSSA through their home associations. All teams must consist of players from the SAME outdoor recreational team as per your Spring 2026 registration.
Teams are permitted a maximum of two (2) guest players.
- A copy of your official Spring 2026 roster signed by your Association's registrar must be submitted with your entry form.
- Medical release forms are required for each player and must be held on the field by the coach. A signed waiver stating the coach has all participating player's signed medical release forms must be submitted with the application, 4v4 roster, and fee on or before the entry deadline.
- Players **MAY NOT** compete on more than one team in the tournament. (Violating this rule will result in the suspension of both teams.)
- Choose a team name, color, and include the coach's name to avoid conflicts.
- Home Teams: a. The home team is the first team listed on the schedule. b. Responsible for changing jerseys/wearing pinnies in the event of a color conflict. c. Must provide the game ball if a tournament ball isn't available.
- "Dropped Team" is a team that dropped after final schedules were posted but prior to the tournament day. They will not be scored as a forfeit game.

PLAYING FIELD & EQUIPMENT

- Playing fields shall be 26 yards long and 22 yards wide.
- The size of the goal will be 4 ft. by 6 ft.
- A "DEAD ZONE," an 8 ft. semi-circle, will be marked in front of each goal.
- Ball sizes are specific to age: **Size 3 for 7U–8U and Size 4 for 9U-12U, and Size 5 for 13U-16U.**
- Shin guards and cleats (no metal studs) are required. Sleeveless shirts are allowed, but no narrow or spaghetti straps. Hoods from sweatshirts/pullovers are not permitted.

Canton Youth Soccer Association volunteers have made every reasonable effort to ensure the facility's safety but assume no liability for injury, lost or stolen property of either participants or spectators.

- Canton Youth Soccer Association reserves the right to delay games or cancel the tournament in the event of severe weather conditions.

INCLEMENT WEATHER AND REFUND POLICY

- The rescheduled weather makeup date will always be the following Saturday. This 2026 weather makeup rescheduled day will be 6/13/2026. All participating teams must be prepared to play on the rainout rescheduled date. No refunds will be issued if the tournament is able to play on the rainout date. The tournament will not be played if that day is canceled due to weather conditions as well. If inclement weather cancels the tournament prior to the completion of team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to recover the start-up costs of the tournament.

THE GAME

- Each game will be 20 minutes long (two 10-minute halves with a 5-minute halftime).
- All age divisions will play 4v4.
- All games will start EXACTLY on time. Be sure to have your team there and ready to play.
- The coin toss winner will determine which goal to attack or take the kickoff to start the match. The kickoff is when the ball moves forward or backward.
- The team who scores the most goals during regulation time will be declared the winner.
- Regulation games may end in a tie.

RULES ENFORCEMENT

- One referee will officiate each game. The referee will call fouls and keep the time. The referee has the **FINAL** say in all disputes.
- There will be **NO** slide-tackling where contact is made with another player.
- Intentional stoppage of a goal, when the referee calls it a foul, will result in a penalty kick taken from the center of the circle.
- All IFAB laws not specifically altered by these tournament rules remain in effect.
- If a player receives a red card, the player is suspended from further play in the tournament. All red cards will be reported to the player's home association, which may warrant additional sanctions. If the player received a red card while playing in the game, their team must play short a player for the duration of that game.
- If a referee or tournament official ejects a coach or spectator, they must leave the field and the area around the field before play will continue. If a coach or spectator refuses to leave, the game will be forfeited in favor of the other team. An ejected coach or spectator is suspended for the duration of the tournament.
- Protests must be filed within 10 minutes after the game, with a \$50 fee. No referee judgment calls are grounds for protest.

- There is NO 50% play time rule required in this tournament
- Protests will go to the tournament director/committee. Their decision is final.

PARTICIPATION

- Only **four** players from each eight-member team will be allowed on the field at any one time.
- The remaining players will be available for free substitution made only when play is stopped, regardless of possession. The team must get the referee's attention.
- If players are absent from the event, teams may elect to play with only three players, but **no less than three**.
- No player may act as a goalkeeper, but the defense may guard the "DEAD ZONE" from outside the circle.

SCORING

- A goal is scored when the ball's entire diameter passes COMPLETELY over the end line while it is between the goal posts and below the crossbar.
- Goals may only be scored from the offensive half of the field (DIRECT shots taken from beyond or touching the mid-field line are no good.)
- The Referee must turn in the scorecard after the game to the scorekeeper's tent. Scores will be posted every 30 minutes.
- Games may end in a tie, excluding playoff games.

DURING THE GAME

- The ball is out of bounds when its entire diameter passes COMPLETELY over the touchline or the end-line while it is not a goal.
- If the ball goes out of bounds over the touchline, the opposing team will be awarded an **indirect kick** from that point. There will be **no throw-ins**.
- If the offensive team kicks the ball out of bounds over the end-line, the defensive team will be awarded a goal kick, an indirect free kick from the end line.
- The offensive team will be awarded a corner kick if the defensive team kicks the ball out of bounds over the end line. **Corner kicks are DIRECT**.
- All kicks, except corner kicks, are indirect. Kicking results from a foul are indirect from the spot of the foul. Kicks must be at least 3 yards from the arc, and defenders must be at least 2 yards from the ball.
- If the ball comes to rest in the "DEAD ZONE," the defensive team will be awarded an indirect free kick from the end line.
- Breaching of the "DEAD ZONE" shall occur when any portion of a player's body comes in contact with the ball while the ball is inside the "DEAD ZONE."
- Breaching of the "DEAD ZONE" by the offensive team will nullify any goals scored due to breaching the "DEAD ZONE"; the defensive team will be awarded an indirect free kick from the end line.
- If the defensive team breaches the "DEAD ZONE," the offensive team shall be awarded an automatic goal.

- Intentional stoppage of a goal, when the referee calls it a foul, will result in a penalty kick taken from the center of the circle.

NO SHOWS, FORFEITS, TEAM DROPS

- If a team drops after the schedule has been published but before the start of the tournament, they will be listed on the schedule as “Dropped Team.” The opponent is not required to show up for this game.
- If a team does not show up for any game of the tournament, that team WILL NOT be allowed to advance from pool/bracket play. This includes failing to show up and play the third game of pool/bracket play, thinking they already qualify for advancement.
- If a team does show up but is not able to field the minimum players, or during the game, their numbers fall below the required minimum to continue, the game will be considered a forfeit. It will be scored as 3-0 and included in the calculation for advancement.

ADVANCEMENT

- 7U-8U does not advance.
- Advancement for all other age brackets will be determined by A POINT SYSTEM:
 1. WIN: 6 points
 2. TIE: 3 points
 3. SHUT OUT DURING REGULATION: 1 point
 4. EACH GOAL DURING REGULATION: 1 point (Max: 3)
 5. Forfeits score a 3-0 win. “Dropped Team” forfeits will not be scored. No games involving the “Dropped Team” will be included in calculations for advancement.
 6. MAXIMUM POINTS PER GAME EQUALS 10.
- In brackets with 3, 4, or 5 teams that play each other within the same bracket, the team with the highest total points advances from that bracket. In a bracket where three teams crossover and play another set of 3 teams, the top two teams in points combined from those six teams will advance.
- When determining “wildcard,” if needed, the team(s) from all brackets with the next highest number of points will be selected after all bracket winners have been chosen. Age brackets that contain flights with different numbers of scheduled games, points will be determined on a 10-point system, then all teams will divide points by the total games scheduled in order to obtain equality with all brackets.
- If two teams accumulate the same number of points during Saturday play the following tiebreakers will be used as needed:
 1. Will be Head-to-Head
 2. Goals Scored (max 3 per game)
 3. Goals Allowed (team with fewest allowed advances)
 4. If teams are still in a tie, a shootout will occur immediately on an available field (decided on by the tournament director) to determine which team advances to the playoffs.

- For seeding semi-final playoff games, if any advancing teams have the same number of points, the following tiebreakers will be used as needed:
 1. Previous Head-to-Head
 2. Goals Scored (max 3 per game)
 3. Goals Allowed (max 3 per game) team with fewest allowed advances
 4. The final decider will be a coin flip to determine their seeding order.

PLAYOFFS

1. No playoff game shall end in a tie.

2. **Playoff Overtime** shall consist of a 3-minute “golden goal” overtime period with a coin toss. The coin toss winner decides which goal to attack or take the kick-off. The first team to score in overtime is the winner. If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to be decided at which goal the kicks will be taken, which may only be changed for safety reasons or if the goal or playing surface becomes unusable. Then, the referee tosses a coin again, and the winning team decides whether to take the first or second kick. The four players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining four field players, after overtime regulation, will rotate alternating teams with each kick. All shots will be taken from the center of the circle at an uncontested goal. The team with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the same four players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team received a red card during the game and finished with three players on the field, a remaining roster player (other than the red-carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the three field players must kick twice.