

SPORTING CALIFORNIA SUMMER CLASSIC 2026

Tournament Rules

FIFA Laws of the Game will apply, as modified by US Club Soccer and as further modified by these tournament rules.

GENERAL

- Canopies and benches are provided for all games.
- The Tournament Director has final authority on all tournament matters, including rule interpretation, scheduling, field conditions, and discipline.

CREDENTIALS

Each team must provide an official 2026-2027 team roster and valid player passes/cards at check-in. US Club Soccer, USYS/USYSA, and USSSA player passes will be accepted.

ROSTERS

- U10 and younger: maximum roster size of 14 players.
- U11-U12: maximum roster size of 16 players.
- **U13-U19 11v11: maximum roster size of 25 players. Due to heat, teams may suit up and declare up to 20 eligible players for each game.**
- Teams may add unlimited loan players as long as the final roster remains within the roster limits above.
- **Players double rostering must first be approved by the Tournament Director. Requests will be reviewed and approved or denied on a case-by-case basis.**

CHECK-IN

The team manager or coach must check in at least 60 minutes before the team's first game. At check-in, the manager or coach must provide a printed roster and valid player cards/passes.

HOME TEAMS

The home team is listed first on the game schedule. The home team must wear a light-colored jersey. The away team must wear a darker-colored jersey. The home team will provide the game ball, subject to referee approval. The home team will have first choice of touch line. If space is restricted on one or both touch lines, teams may share the same touch line at the discretion of the site coordinator.

FORFEITS AND BYES

Games not played will be classified as forfeits or byes. A forfeit will be recorded as a 3-0 loss, with the winning team receiving 10 points.

- 7v7 teams must field at least 5 players.
- 9v9 teams must field at least 6 players.
- 11v11 teams must field at least 7 players.

A team may forfeit if it fails to check in, fails to comply with the required jersey colors, or fails to report ready to play within 5 minutes of the scheduled kick-off time.

PLAYING TIMES

Format / Age Group	Preliminary Games	Finals
7v7 - U7-U10	25-minute halves	25-minute halves
9v9 - U11-U12	25-minute halves	30-minute halves
11v11 - U13-U15	30-minute halves	35-minute halves
11v11 - U16-U19	35-minute halves	35-minute halves

- All games will use a running clock with no added injury time, unless tournament officials approve added time in semifinal or final matches.
- Time begins at the scheduled game time, whether teams are ready or not.
- Halftime will be no more than 5 minutes. The second half will begin 5 minutes after the first half ends.
- All preliminary games must end 5 minutes before the scheduled start of the next game, regardless of the amount of time played.
- A game is official after one half has been completed. Results will be based on the score at termination unless termination was caused by misconduct or a willful act by a team, coach, or spectators. In that case, the offending team may forfeit and be removed from the tournament.
- Preliminary games may end in a tie.

- Quarterfinal and semifinal games tied at the end of regulation will proceed directly to kicks from the mark.
- Finals tied at the end of regulation will proceed directly to kicks from the mark.

SUBSTITUTIONS

Unlimited substitutions are allowed in all age groups. Teams may substitute on any dead ball situation with the referee's permission.

DETERMINING WINNERS

Teams will be awarded points as follows:

- 6 points for each win.
- 3 points for each tie.
- 0 points for each loss.
- 1 point for each goal scored, up to a maximum of 3 points per game.
- 1 point for each shutout.
- A 0-0 tie will be scored as 4 points.

If teams are tied in points, the winner will be determined in the following order:

- Head-to-head result.
- Best goal differential, up to 4 goals per game.
- Fewest goals against.
- Most shutouts.
- If still tied, kicks from the mark will be held 15 minutes before the scheduled quarterfinal or semifinal game, or as directed by tournament officials.

If more than two teams are tied, apply the tie-breakers in order to eliminate team(s). Each time a team is eliminated, return to the first tie-breaker and repeat the process.

9V9 RULES

- U11: no heading.
- U12: heading is allowed.
- Goalkeepers are allowed to punt beyond the midfield line.
- A goal may be scored directly from a kick-off.

CONDUCT

Coaches are responsible for the conduct of their players, bench, friends, and spectators at all times.

SUSPENDED OR TERMINATED GAMES

If game officials determine that a game must be terminated due to misconduct by players, coaches, bench personnel, or spectators, the offending team may be suspended from further play and may forfeit all points and standings position previously earned. The team's home league and state association may also be contacted when appropriate.

CAUTIONS AND EJECTIONS

A player or coach receiving two yellow cards in one game will be treated as having received a red card. A player receiving a red card or two yellow cards in one game will be expelled from that game, may not be replaced, and must serve at least a one-game suspension at the team's next tournament game. A coach expelled from a game must serve at least a one-game suspension at the team's next tournament game. For flagrant violations, additional suspensions may be enforced after review by the Tournament Director.

PROTESTS

No protests will be allowed. All disputes will be settled by the Tournament Director, whose decision is final.

INCLEMENT WEATHER

If a referee terminates a match because of weather, field conditions, or misconduct, the Tournament Director will determine the impact on tournament standings. By entering the Sporting California Summer Classic, teams acknowledge that adverse weather is an Act of God and accept all decisions by the Tournament Director regarding use of facilities, scheduling, standings, and competition outcomes as final, without objection, appeal, or compensation. Games will not be rescheduled.