



**Atascadero Freeze
Tournament Rules
Jan. 10th and 11th 2026
Rules of Competition**



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

| | U10 | U12 |
|-------------------|-------------|-------------|
| (School Year Reg) | 2016 & 2017 | 2014 & 2015 |
| Format | 7 v 7 | 9 v 9 |
| Roster Max | 12 | 16 |
| Heading | No | No |
| Match Duration | 2 x 20 | 2 x 25 |
| Half-Time | 5 Min | 5 Min |
| Ball Size | 4 | 4 |
| Offside | Yes | Yes |

Tournament Format

- The number of brackets and format for each division will depend on the number of registered teams.
- All matches will be played in accordance with the current FIFA Laws of the Game with the exceptions listed in the “Modified Laws of the Game” below.
- Each team will play a minimum of 3 games.
- All matches will begin at their scheduled times.
- Tournament Schedules will be released no later than the Monday prior to the tournament through an email link sent by the Tournament Director. All reasonable attempts will be made to avoid coaching conflicts during pool play. Specific coaching requests are not guaranteed.
- All registered players will receive a participation gift.
- 1st, 2nd, and 3rd place teams receive awards.

Registration & Pre-Match Check-in

- Registration must be completed prior to a team’s first match.
- Players must have valid players ID cards w/ pictures. (No Digital ID Cards/passes allowed)
- The registration table will be open starting Saturday, January 11th 7 AM.
- Teams must check-in with the Field Marshal at 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 Marshal pick up player cards and verify the game score.

Entry Fees: U10 (\$600), U12 (\$650)

Scoring System:

| 10 point system of scoring | |
|----------------------------|---------------------------------|
| Win | 6 |
| Tie | 3 |
| Shutout | 1 (0-0 is a shutout) |
| Forfeit | 8 (1-0 score) |
| Goal Scored | 1 per goal up to 3 max per game |
| Loss | 0 |
| Yellow Card | -1 per card |
| Red Card | -2 per card |

- 1st, 2nd, and 3rd place determined by championship match and either consolation match or number of points earned. Please consult the match schedule for details.
- To break a tie to determine playoff qualification or placement, the following are considered in order of priority:
 1. Head-to-head competition
 2. Goal differential (goals scored minus goals allowed)
 3. Fewest penalty points received overall – Fewest cards.
 4. Least goals allowed.
 5. Most goals scored.
 6. Kicks from the mark, or coin flip if teams are not available.

Terminated Game: The team/spectators responsible for termination will be awarded loss 1-0 if winning or score during the match will stand as result if losing the match.

Forfeited Game: Any team not ready to participate in a match at the scheduled match time will be considered in default and will forfeit the match. The opposing team will then be awarded 8 points.

Match Guidelines

- “Home” team (i.e., the team listed first in the match schedule) will be located on the WEST or SOUTH side of the field.
- The home team will need to have alternate uniforms if both teams are the same color. (Pinnies will be available if needed).
- Teams must be located on opposite sides of the field.
- Spectators supporting a team must locate on the same side as the team they are supporting.

- NO spectator may occupy a space anywhere along the goal line or within 18 yards of the goal line along a touch line. Please note: The goal line extends from touch line to touch line from one corner flag to the other.
- Coaching is limited to 10 yards on either side of the halfway line; technical direction or coaching shall only be done by team officials. (coach, and/or assistant coach) Only two team officials can provide technical direction during a match.
- Referees will be instructed to not add time for injuries to a game except in the most extenuating of circumstances.
- Unlimited substitutions will be allowed at any stoppage of play at the discretion of the referee.
- 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 Director has 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 Director.
- Pool play games may end in ties and elimination games will go directly to FIFA penalty kicks to decide a winner.
- No dogs are allowed on the field.
- The referee can terminate a match due to the irresponsible action(s) of players, coaches, managers, or team spectators.

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.

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 Director. The Tournament Director's decision will be final and there will not be an appeal process. Protests regarding referee judgment calls and subjective decisions will not be accepted.

Modified Laws of the Game:

Law 1 – The Field of Play

- U12 - 70-80 yards (length) with 45-55 yards (width) Goals - 7 x 21 feet
- U10 - 55-65 yards (length) and 35-45 yards (width) Goals - 6.6 x 18 feet
- **Build-Out Line.** A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half. They should be equidistant between the penalty area line and the halfway line.
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (*punts and drop kicks are not allowed*).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

Law 2 – Ball

- Size 4

Law 3 – The players

- U12 - 9v9 (8 field players and 1 goalkeeper) The game may not start or continue if there are less than 6 players on the field.
- U10 - 7v7 (6 field players and 1 goalkeeper) The game may not start or continue if there are less than 5 players on the field.
- Substitutions are unlimited and can occur at any stoppage, at the discretion of the referee.

Law 7 – Duration of the Match

- U10 matches will consist of 20 minute halves with a 5 minute halftime.
- U12 matches will consist of 25 minute halves with a 5 minute halftime.
- No added time

Law 8 – The Start and Restart of Play

- If a player is struck in the head by the ball accidentally, the referee will assess the force of the impact and if the referee stops the game because of the strike/blow to the head,– The referee restarts the game with a dropped ball in accordance with Law 8.
- The hit to the head will be considered accidental if when the ball hits the player's head, it occurred in a way that was not planned or intended; happening by accident. The player may be standing still or in motion but not in either case playing the ball. The player may not even be aware that the ball is coming in a direction from which contact is imminent.

Law 11 – Offside (*U10 only*)

- The build out line will be used to assess where offside offenses can be penalised.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and the goal line.

Law 12 – Fouls and Misconduct

- No deliberate heading of the ball. For deliberate heading, the restart is an IFK to the opponent.
- If the deliberate heading by a defender occurs inside the defender's penalty area, the IFK will be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

Law 13 – Free Kicks (*U10 Only*)

- If a goalkeeper punts or drop-kicks the ball within the penalty area, an IFK will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.
- If a goalkeeper punts or drop-kicks the ball outside the penalty area, a DFK will be awarded for handling to the opponent from the location of the offense. (This punishment will only be

considered by the referee if the goalkeeper steps outside the penalty area holding the ball in his/her hands before punting or drop-kicking the ball).

- In a defending team free kick in the penalty area, the ball is in play once it is kicked and does not have to leave the penalty area to be in play. Opponents must remain outside the penalty area and at least 10 yds away until the ball is in play.

Law 16 – Goal Kick (*U10 Only*)

- Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
- Players on the defending team must move beyond the BOL and may not cross the BOL until the ball is in play.
- The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area) and defenders may cross the BOL.

Standard Laws of the Game (No Modifications)

Law 4 - Players Equipment

Law 9 - The Ball in and Out of Play

Law 10 - Determining the Outcome of a Match Law 11 - Offside

Law 11 - Offside (*U12 only*)

Law 13 - Free Kicks (*U12 only*)

Law 14 - The Penalty Kick

Law 15 - The Throw-in

Law 16 - The Goal Kick (*U12 only*)

Law 17 - The Corner Kick

Tournament Cancellation

In the event the tournament is cancelled in its entirety, the Atascadero Youth Soccer Association Board of Directors will determine the amount of refunds to be provided to all teams within three weeks of the date of cancellation. A portion of all fees will be kept by the tournament to cover all expenses.

Atascadero Youth Soccer reserves the right to amend the tournament rules as conditions may warrant.