

This is a very large tournament - please arrive 45 minutes prior to game time to allow for parking issues. There will be overflow parking at the High School all 3 days and the church lot behind JI Main on Friday and Saturday only. Tournament volunteers should be stationed at the high school directing traffic. Reach out to a volunteer when you are parking, and they will radio for a golf cart to assist you in getting to your field. If you have to move between fields, contact

Kris 843-467-2858 or John 843-475-9625 to schedule a ride for you.

Tournament Rules and a field map can be found at:

<https://soccer.sincsports.com/TTCheckList.aspx?tid=JIC&tab=6&sub=0&Page=1>

All games will be played in accordance with the FIFA laws of the game, except as specifically superseded by tournament rules.

Key Highlights

Running clock — *No stoppage time added.*

Match durations:

- **7v7:** 25-minute halves, 5-minute halftime
- **9v9:** 30-minute halves, 5-minute halftime
- **11v11:** 35-minute halves, 5-minute halftime

Please work to **keep games on time.**

Player check-in is not required; simply ensure all players are **legally equipped.**

Uniform Requirements

Home: Light colors

Away: Dark colors

All players must have **unique jersey numbers.** Goalkeepers must wear colors that clearly distinguish them from players and referees (a **pinnie** is acceptable).

Player Equipment

Shin guards must be worn and **fully covered** at all times, including during **kicks from the mark.**

No jewelry (rings, earrings, watches, etc.), except **medical ID**, which must be **taped to the body.**

Any protective device or cast must be **approved by the referee, padded and wrapped.** (*Bubble wrap is not allowed.*)

Small-Sided Rules

7v7: Punting is prohibited.

7v7: Build-out line is used for both **offsides** and **keeper release.**

Heading: Not allowed in **U12 and younger.** Treat any deliberate header as **dangerous play** → IFK to the opponent.

Slide tackling is permitted in **all age groups** per SCYSA.

Head Injury Protocol

Stop play immediately if you suspect a **head injury.**

If play is stopped for suspicion, the coach **must remove the player.**

Players suspected of concussion may **only return** if cleared by a **medical trainer** — *not a coach or parent.*

Substitution Rules

On **any throw-in** if the team in possession is substituting.

Before **any goal kick**.

After a **goal**.

For an **injured player**.

At **halftime**.

Before **either overtime period**.

Yellow card: The cautioned player **must be substituted** but may return later.

Red card: Player is removed, no substitution, team plays short, and player is suspended for the **next match**.

Spectator Management

If there is an issue with a spectator, **do not approach or directly interact with them**.

Pause the match and ask the **coach** to address the issue. If he refuses to address the spectator, tell the coach you have the authority to terminate the match. Before you terminate, the match alert a tournament staffer. Referees are NOT allowed to address spectators in South Carolina. We have a Zero Tolerance policy that requires you to go through the coaches for spectator issues and removals.

Send-Offs/Head injury

If you issue a red card to a **player or coach**, **have a spectator removed or initiate Head injury protocol for a player that does not return to the pitch** - please text Kris at **843 - 367-2858** or John **843-475-9625** immediately so the report can be filed before the associated team's next match (most teams have doubleheaders). We want to ensure removed players, coaches or spectators do not return to the pitch without a follow up on the situation.