



2026



MEMORIAL
DAY
CLASSIC TOURNAMENT

PRESENTED BY: HDYSL

TOURNAMENT RULES
& REGULATIONS

HDYSL Annual 5v5 Memorial Day Classic

PLAYER REGISTRATION: All players must be registered on their teams' registration form before the tournament begins. Any team or player determined by the event director to have falsified age will be dismissed from the tournament. All players must carry proof of age.

ROSTERS: All rosters are final upon arrival to first game.

NUMBER OF PLAYERS: EIGHT (8) is the maximum number of players on a team; FIVE field players at one time. Players may only play on one team per division. Players are not obligated to play on the team on which they played during the regular season. There are no goalkeepers. Substitution may occur at any dead ball situation, but coaches must get referees attention and players must enter and exit at the half-field mark only.

– There will be no free substitution in the U6, U8 division. Substitutions will only be allowed at quarter breaks). Play will be 4v4 play for group play only.

*Four (4) is the maximum number of players on the field for U6-U8.

GENDER: No male will be allowed to participate in any female divisions, but may play in coed division. Females CAN play in coed divisions or female divisions.

EQUIPMENT: All players must wear uniformed jerseys and socks, shin guards, and soccer cleats. Any player without proper equipment will not be allowed to play. Home teams are responsible for providing game balls. Ball Size for U6-U8 = #3; U10-U12 = #4; U14-U18= #5. In the event that opposing teams are wearing the same color uniform, the home team will be required to wear pennies.

GOAL BOX: No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box; a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

GAME DURATION: Under 6 & 8 – The game shall consist of four 6-minute quarters, halves separated by a 5-minute halftime period. Under 10 & 12 – The game shall consist of two 15-minute halves, separated by a 5-minute halftime period. Under 14 & up – The game shall consist of two 17.5-minute halves, separated by a 5-minute halftime period. Games tied after regulation play shall end in a tie, except Semifinals/Finals.

GOAL SCORING: A goal may be scored from a touch on the offensive half on the playing field. A goal will not count if shot from the defensive side. SCORING (IN POOL PLAY):

Games will be scored according to the following: 6 points for a win; 3 points for a tie and 0 points for a loss, 1 point per goal (maximum of 3 goals), 1 point for a shutout. A forfeit will be score 2-0.

TIEBREAKERS: In pool play, ties between two or more teams will be broken by; 1) head-to-head; 2) fewest goals allowed; 3) Number of goals scored; 4) Coin toss

SEMIFINAL & FINAL OVERTIME: 5 minutes will be added to each semifinal and final game (with the exception of u6 & u8). There will be 2.5 extra minutes in the first half as well as an extra 2.5 minutes in the second half. Ties will be broken using the following rules: two 5-minute, consecutive sudden death overtime periods will be played. The first team to score is the winner. There are no substitutions allowed in overtime (players on the field at the final whistle will remain on the field for overtime), unless an injury occurs. If there is no score in the first overtime; play is stopped, teams switch ends of the field, and possession changes as if starting a new half. There will be no intermissions, either between the end of the second half and the first overtime, or the first and second overtime periods. If there is no scoring in the second overtime, then a shootout (penalty kicks) will be conducted. After the second overtime, each team will select 3 players to participate in the shootout (Players must be on the field at the end of the overtime to participate in the shootout). If after both teams' three kicks there is still a tie, it will become sudden death (meaning each player from each team shoots once until one team scores and the other team does not). The remaining players must shoot first before the original shooters can shoot again.

NO OFFSIDES IN 5-V-5 SOCCER, THERE IS TO BE NO CHERRY PICKING

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.

KICK-INS: The ball shall be kicked into play from the sideline instead of throw in.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

GOAL KICKS: May be taken from any point on the end line, and not in the goal box area.

KICK OFF: May be taken in any direction.

PENALTY KICKS: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from 15ft on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. If a player receives a yellow card, the player must come off the field and cannot return until the next dead ball. If a player is to receive a red card or second yellow card resulting in a red card, that player must leave the field. This player cannot be replaced.

RED CARD suspension = Rest of game PLUS next game. Tournament Director may eject player for rest of tournament.

FORFEITS: A forfeit shall be scored as 2-0.

SPORTSMANSHIP: Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees, other coaches, players or HDYSL officials will not be tolerated. Any instance of such conduct will result in a warning, carding the sideline, carding the coach(es) and/or disqualification of the responsible team from the event.

WEATHER POLICY: In the case the tournament is cancelled before the first game due to weather conditions, that the tournament may keep up to 50% of the registration fee to cover startup costs.

NO SMOKING/VAPING, ALCOHOL, PROPANE, BARBECUES, ETC. WILL BE ALLOWED ON THE FIELDS.

COACH AND PLAYER CARDS: Players must have current approved CALSOUTH Player pass card with a valid photo. Pass will be required of all players at the start of each game and at the official check-in. Each team must have an approved Administrator/Coach with the proper CALSOUTH credentials at all games. Players not having a Calsouth credentials are subject to approval by the tournament director and must present proof of age; player pass, Valid California ID/Driver's License, and/or birth certificate.

SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT DIRECTOR.

ALL APPLICATIONS SUBMITTED FOR THIS TOURNAMENT WILL BE SUBJECT TO APPROVAL.