2026 March Mayhem

Tournament Rules

Registration:

Teams must register 30 minutes prior to scheduled kickoff of their first match.

Teams absent at the start of a scheduled match will be forfeited and be charged with a loss with zero goals scored.

Teams winning by forfeit will be awarded 4 points for a win.

Players Passes:

Only registered players with valid player passes will be allowed to participate. A GotSport Team Roster with player photos, player passes (if roster with no photos), medical release forms and approved Guest Player Release forms, if appropriate, must be uploaded prior to tournament. Please use the link provided below to assist with uploading rosters.

Provided is a link with a step-by-step tutorial, from GotSport, entitled "How do Upload Documents for Online Check-in?"
<https://gotsport.zendesk.com/hc/en-us/articles/4408013292183-How-do-I-Upload-Documents-for-Online-Check-In->

Players may not play for more than one team per session (AM, PM, or Evening) at the same time.

A maximum of three (3) Guest players are allowed per team. Exceptions may be granted at the discretion of the Tournament Director.

Rosters are frozen after the first match played.

Team rosters

U8-U10- 14 max players

U11-U12- 16 max players

U13 and up- 16 max players

Weather:

The tournament will be held snow, rain, or shine. There will be no refunds for nonappearance due to weather.

Laws of the Game/Tournament:

All rules are F.I.F.A. rules except where stated otherwise.

Hudson Valley Sports Dome does not allow cleats. Please wear Turf shoes or sneakers

Casts of any type and ALL jewelry are prohibited. Long pants are allowed.

Each team will play a maximum of four (4) matches. All matches are twenty-five (28) minutes in length with a continuous clock (no stoppage time for any reason) and there are no halftime breaks. Teams will not switch sides (goals). There will be a minimum of two (2) minutes in between matches.

**All matches will start and end with a horn by the Tournament’s timekeeper.**

Coaches are responsible for having their team ready to play within one minute of the finish of the previous match.

The home team is the team listed on the left side of the schedule. **In the event of a conflict of colors, the** **home team must change jerseys.**

The Home team will kick off.

**U8-u12 will play 8 v 8 (7 players plus goalie)**

**U13 and up will play 7 v 7 (6 players plus goalie)**

Substitutions shall be unlimited and may be on the fly from the center line.

Substitutes may not enter the field of play until the exiting player is off the field. There is no offside.

Balls over the touchline will be a throw in.

On all restarts the opposing team must be at least five (5) yards from the ball.

Keeper Play:

After taking possession of the ball in the penalty area, a goalkeeper may not play the ball over the midfield line. An infraction of this rule will result in an indirect free kick to the opposing team at the center midfield spot. The goalkeeper is free to play the ball anywhere on the field when playing the ball outside the penalty area.

Goal kicks may not be played over the midfield line. An infraction of this rule will result in an indirect free kick to the opposing team at the center midfield spot.

Balls hitting the ceiling or fixtures which are within the boundaries of the field of play will be whistled dead and the referee will determine the place of an indirect kick for continued play.

Slide tackling is prohibited and will be considered Dangerous Play, and will result in an indirect free kick for the opposing team. However, if sliding is used, for example, to keep a ball in play, and it is not near an opposing player, this would be allowed.

Heading, by any U8, U9, U10 and/or U11 player will be considered Dangerous Play, and result in an indirect free kick for the opposing team.

Tournament Scoring:

Scoring - For round robin and preliminary rounds the ranking will be determined by the total number of points earned. The team with the highest number of points will be ranked first, the second highest second, and so forth. Points will be earned as follows:

Win = 3 Points

Tie = 1 Point

Loss = 0 Points

Goals= 1 Point for each goal, up to 3 goals (3 points)

Shutout= 1 Point

Yellow Card= -1 Point per occurrence

Red Card= -2 Points per occurrence

If teams are tied, ties will be broken in the order listed below:

1. Winner of the head-to-head game. (If more than two teams are tied, this Tie Breaker is eliminated.)

2. Goal Differential (Max 4 Per Match)

3. Fewest goals against

4. Most Wins

5. Most Shut Outs

6. Coin Toss

In the case of a three-way tie, after a determination has been made with respect to first place, second place will then be determined by using the same order listed above, starting with the first tiebreaker for the remaining 2 teams.

4 Team Divisions:

If due to registrations it is necessary to create a division with four (4) teams, the following special rules will apply:

Each team will play three (3) scheduled matches for points.

After three (3) matches, the teams will be ranked using the point system above.

The third (3rd) and fourth (4th) place teams will play a consolation match, which may end in a tie.

The first (1st) and second (2nd) place teams shall play a championship match If the championship match is tied, the tie breaker will be:

 1. Winner of the head-to-head game. (If more than two teams are tied, this Tie Breaker is eliminated.)

2. Goal Differential (Max 4 Per Match)

3. Fewest goals against

4. Most Wins

5. Most Shut Outs

6. Coin Toss

A player who receives a RED CARD is AUTOMATICALLY EJECTED FROM THE ENTIRE TOURNAMENT, and the team must play short for the remainder of that match. The Player MUST leave the facility.

If a coach receives a red card, they too, must leave the facility.

Two (2) YELLOW CARDS to any player or coach during a match will result in a RED CARD.

The Tournament Director shall have final say over anything not covered in these written rules. Decisions of the referee are not subject to appeal.

All participants and spectators will be expected to observe the game in progress from the stands or back off the green carpet on the red painted concrete floor, and not block entrances, exits, etc.

Each team and player participating in the tournament does so at his/her own risk and agrees to accept all responsibility for any injuries. The Hudson Valley Youth Soccer League, its directors and officers and any tournament official and the Hudson Valley Sports Dome accept no responsibility for any injuries.

Additional information, material and/or corrections may be issued on tournament day.