

2026 TOURNAMENT RULES AND SCORING

(IHSA Soccer Laws of the game apply unless otherwise noted)

1. There is a limit of 15 players per team for U8 & U10 and 18 players for U12 & U14. Eight players are allowed on the field at one time for all U8, U10, U12 teams, one of which must be a keeper. Eleven players are allowed on the field at one time for U14 Boys/Coed teams and seven for U14 Girls teams, one of which must be a keeper. You must have seven players to start or continue play. Any team, which cannot field at least seven players within five minutes of the scheduled starting time, will forfeit that game by a score of three to zero. Each team may have up to three coaches on the team sideline.
 2. Players should be limited to the school district of the town being represented or play for the town of the recreational league they played in this fall season.
 3. Each team has the option of utilizing a limited number of club/traveling players not to exceed 3 for U8 & U10 or 4 for U12 & U14. A club/traveling player is defined as being active on a club or traveling team anytime **August 1 – October 24, 2026**. Active means either playing or being rostered with a player card during the noted time period. The player's status per this definition, either non-club/traveling or club/traveling, will need to be properly indicated by their parents on the waiver form and confirmed by their parents' signature. The coach is still responsible to ensure that the proper number of club/traveling players is not exceeded. A team will forfeit any games played in violation of this rule by a score of 3 to 0, pursuant to OMSA Board review.
 4. The home team for each contest is required to provide the game ball. A size 4 ball will be used for U8, U10 & U12 while a size 5 will be used for U14.
 5. Header Rule - Deliberate heading is not allowed for all U8, U10 and U12 teams but is allowed for the U14 teams. If the player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
 6. The order of finish Sunday for all teams, with the exception of those games noted in point 7 below, will be determined by a point system as follows:
 - Win = 6 points
 - Tie = 3 points (for each team)
 - Goals = 1 point for each goal scored (maximum of 3 per game)
 - Shutout = 1 point
- In case of a tie after the four games played, the following tiebreakers will be used (in order):*
1. Head-to-head competition
 2. Goals allowed
 3. Goal differential (maximum of 3 per game)
 4. State Series shootout.
7. For Sunday "Pool Play Games" deciding 1st & 2nd place and 3rd & 4th place only, the following tiebreaker process will apply. If tied after regulation play, the game will be decided by a State Series shootout. This will consist of 5 penalty kicks alternating by team and sudden death penalty kicks thereafter. You may use any eligible team player for the shootout. (State Series.)
 8. Games will consist of two 20-minute halves with a 5-minute halftime for U8, U10 and U12. Games will consist of two 22-minute halves with a 5-minute halftime for U14.
 9. Each coach is responsible for the conduct of themselves, their assistants, players, and their parents. The referee must be treated with respect at all times.
 10. As a point of emphasis, we are requesting that coaches and their teams stay within their designated areas during games.
 11. Spectators may be removed from the field at the referee's discretion for unsportsmanlike behavior. If the coach is unable to have the spectator leave, that game will be forfeited to the other team by a score of 3 to 0.

Please see an OMSA Tournament Official at the registration tent for any clarifications.

Last Revised Jul. 26, 2026