

Resolute



Tournament Location and Tournament Director:

- Resolute Athletic Complex (3599 Chiller Lane)
- February 13 – 14, 2027
- Tournament Director: Andrew Curry, acurry@resoluteac.com

Team Check-In:

A maximum of 14 players can be on any one team roster. A roster must consist of at least the number of players required to play a game. Rosters are created online through the RAC's team management system. Team Admis/Coaches will send team invites through the system to each player, or parent/guardian of a minor player. Once the invite is accepted, the player or player's parent/guardian must sign the online waiver before they can participate in the league. A player cannot be on more than (1) team in an age group. ROSTERS NEED TO BE COMPLETED BY February 1st.

Age Groups:

Resolute Winter Classic will offer divisions for players U8 – U12. Resolute will follow US Youth Soccer, AYSO, and US Club Soccer age group player formation cycle that runs from August 1 to July 31, starting with the 2026-27 season/registration year.

Click [here](#) to find your correct age group.

Divisions:

We offer both A and B divisions for each age group to ensure groups are formed with teams to similar skill levels. The A division is our most competitive level, while the B division is more recreational. Please note that divisions are determined by the number of registered teams. If there are insufficient registrations for a specific division, the RAC reserves the right to combine them. Teams are guaranteed three games.

Game Duration:

All Saturday Group Games will be 30-minute games. If your team qualifies for Sunday Championship; those games will be 50 minutes (25-minute halves). The clock is continuous and will not stop unless the referee determines an extended delay has occurred. Please note that injuries are considered a part of the game and do not stop the clock.

Players Per Side:

The Resolute Winter Classic will be 7v7 format for ages U8 – U12

Heading:

- Ages U8 – U11 are not permitted to head the ball intentionally
- U12 age groups are allowed to head the ball

Player's Equipment

- All players must wear shin guards.
- Cleats or Turf Shoes are acceptable. No metal studs.
- No jewelry of any kind will be allowed.

Rules for Advancement:

- Three (3) points for a Win
- One (1) point for a Tie
- Zero (0) points for a Loss
- Max Goal Differential is +5

If two teams are tied on points:

1. Most wins
2. Head-to-head
3. Least goals conceded
4. Goal differential

Resolving Ties in Semi-Final and Final Match:

If the Championship match is tied at the end of regulation time, the game will be decided by Penalty Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game.

Home Team:

- Team listed first is the designated Home Team and shall wear light colored uniforms. The away team will wear dark colored uniforms.
- Home Team **must change jerseys** if there is a conflict

Protest:

There will be **no protests**. All officiating decisions are final.

Awards:

Medals are only awarded to the winners and finalists of the tournament.

SUBSTITUTION:

Teams may sub at any time during play, at their own risk ("free substitution"). Players should leave the field before being replaced. It is an illegal substitution if the substitute becomes involved in play before the departing.

YELLOW CARDS:

When a yellow card is issued, the offending player must leave the field with the team playing down one player for 2 minutes. If during the 2- minute penalty, the opposing team scores, then the penalty time is over and the team can replace the player, going back to full strength.

RED CARDS (EJECTIONS):

A player that receives a Red card will not be able to play for the remainder of the tournament. Anyone who receives a red card will need to leave the bench and facility immediately. When a red card is issued, the offending player (or coach) must leave the field and must also leave the bench area with the team playing down one player for 5 minutes. The offending player is not allowed to return to the game. If during the 5-minute penalty, the opposing team scores, then the penalty time is over and the team can replace the player, going back to full strength.

EXTRA PLAYER:

If at any point during the game, the goal differential is 5 or greater, the losing team may add a field player. The extra player must be removed if the goal differential becomes less than 5.

FIVE POINT MAXIMUM SCORE DIFFERENTIAL:

The official game score will reflect no more than a five-point score differential.

FREE KICKS:

All kicks are direct– there are no indirect kicks. This includes:

- All kicks resulting from misconduct and penalties
- The inbounds kick
- Kickoff
- All other kick restarts

ADDITIONAL RULES:

- The five-second rule starts when the ball is placed on the restart spot.
- The ball may be three feet off the wall for re-started kicks.
- NO SLIDING, and NO SLIDE TACKLING. However, the goalkeeper may slide within the penalty area, as part of a legal attempt to play the ball.
- The goalkeeper may not punt the ball.
- No 2 point goals.....ALL GOALS will be scored as ONE POINT.
- When the ball hits any part of the ceiling, lights, or nets, it is restarted at the point where the ball last crossed the out of bounds plane or where it hits the ceiling. This rule applies in the same way to the goalkeeper when he/she is outside of the goal box. If the ball hits the ceiling directly above the penalty area, the restart is at the top of the arc. This is a direct kick.