



SPORTS
AT WEC

Winter Wonderland 5v5 Youth Soccer Tournament
December 13-14, 2025
World Equestrian Center (Ocala, FL)

1. **Roster:** There is a maximum of 10 rostered players per team. ALL players must be on the roster with appropriate signed waiver and proof of age at check in. Rosters are frozen at the time of check in. The use of an improperly registered player will result in a forfeit of the game and may result in the ejection of the team from the tournament. Players can only be rostered to one team.

2. **ELIGIBILITY/AGE CLASSIFICATION:**

Age Division	Birth Year
U-8	1/1/17
U-9	1/1/16
U-10	1/1/15
U-11	1/1/14
U-12	1/1/13
U-13	1/1/12
U-14	1/1/11

3. **Equipment:**

- It is the policy that no player be allowed to wear ANY jewelry while participating in the Winter Wonderland 5v5 Youth Soccer Tournament. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall decide as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is underway at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation.
- Orthopedic casts are not permitted. However, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.
- Players are required to wear shin guards by FIFA Laws of the Game.
- Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's roster.
- Where uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- Both teams will take the same side of the field. All other supporters will take the opposite side. Only three (3) carded team officials are permitted on the sidelines with their players.

4. **Match Start and Duration:**

Age Group	Ball	Length of Games
U8, U9, U10	4	2x25 halves
U11, U12	4	2x25 halves
U13, U14	5	2x25 halves

- a. Minimum numbers of players to start a game is 3 players.
- b. Teams will be given a 5-minute grace period to field a team. If not, the game will be scored a 10-0 forfeit.
- c. Mercy Rule of 10-goal differential.

5. **Offside Rules:** There is no offsides in the Winter Wonderland 5v5 Youth Soccer Tournament

6. **Heading:** U11 and Younger: Heading the ball, whether deliberate or accidental, **is** not permitted in U11 and younger age groups. If a player deliberately or accidentally heads the ball during play, the opposing team will be awarded an indirect free kick from the spot of the offense. If the header occurs within the goal area, the indirect free kick will be taken from the goal area line, parallel to the goal line, at the nearest point to where the infraction occurred.

7. **Slide Tackling:** There is NO Slide Tackling by field players in the Winter Wonderland 5v5 Youth Soccer Tournament. Field players may however slide to save a ball from going out of bounds or to block or save a shot, however no contact may be made with an opposing player at any time. In other words, sliding where no opponent is present is allowed. A slide tackle infraction results in a Direct Free Kick. Inside the Goalkeeper arc becomes a penalty kick. A second infraction (same player) will result in a Yellow Card, and a third infraction will result in a Red Card.

8. **Direct Restarts:** A Corner Kick and Kickoff are Direct Kicks. The kick-off may go in any direction.

9. **Touchline (Sideline) Restarts:** In place of throw-ins will be kick-ins OR a dribble in with the ball placed stationary on the touchline. A player may not directly kick a ball into the goal from its stationary restart position. A player may also dribble the ball into play and after the ball makes a full rotation may then be kicked into the goal.

10. **Penalty Kick:** PKs will be taken from the top of the arch or 7 yards from the goal. Physical fouls will result in direct free kicks, all others are indirect. Players on the defending team must remain a minimum of 5 yards from the kick.

11. **Goal Kick:** Any time a Goal Kick is required, the goalkeeper will execute a Goal Clearance (ball must leave the Penalty Arc). The goalkeeper will start with the ball in their hands and may either

(1) Throw the ball, (2) Put the ball down and pass/kick, (3) put the ball down and dribble out of the Penalty Arc. Once the ball has been put down, the ball is effectively “live”. The Goalkeeper has 4 seconds to execute the goal clearance. Failure to execute the Goal Clearance within 4 seconds will result in an Indirect kick at the top of the arc for the opposition. A goal may not be scored directly from a goal clearance. Once the ball is OUTSIDE the Penalty Arc, a goal may be scored from anywhere on the field. The ball may not be punted or drop-kicked.

12. **Goalkeeping:** During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but cannot be drop-kicked or punted. The ball must leave the goalkeeper’s penalty arc within four seconds or it’s an indirect free kick from the top of the arc. A Goalkeeper may not Throw the ball directly into an opponent's goal. Players may not initiate contact with the goalkeeper at any time while they are in the Penalty Arc. Infractions will result in a yellow card. A goalkeeper outside of the Penalty Arc is to be treated as a field player.
13. **Substitutions:** Substitutions will be made with the referee’s permission.
14. **Conduct:** Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area and/or the Tournament. Repeated violations may result in the suspension of the team from the Tournament as decided by the Tournament Director.
15. **Determination of Playoff Finalists:** Finalists will be determined through a seeding format or by a division winner’s format. The Tournament Committee will decide which format each age group and bracket will follow. This will be announced before the commencement of the competition. The rules to determine tiebreakers will be the same for either format. Each team will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. At the end of the preliminary rounds, if the finalists for a particular age group and bracket are determined by the division winner, the division winner will be the team with the most points in their division. In the event of a tie within a division, the following criteria will be used to determine who moves forward:
 - a. Head-to-head competition (this criterion will not be considered in the case of a tie among more than two (2) teams) ***
 - b. Goal differential
 - c. Most goals scored
 - d. Least goals allowed
 - e. Number of total shutouts
 - f. FIFA penalty kicks

In the event of a tie between more than two teams

- Scenario 1. If one of the teams have won/defeated all other teams in the tiebreaker, then that team advances as that team has won out versus the other teams in the tiebreaker.

- Scenario 2. If there is not a clear winner, the tiebreaker will begin at the above criteria beginning at Goal Differential and proceeding to tiebreakers until a winner is determined.

16. Playoff Game Tiebreakers: Tied Finals or Semifinals will, after a one-minute break, go directly to a 3-minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by penalty kicks with the 5 players on the field at the end of the golden goal period. There will be NO OVERTIME, GOLDEN GOAL, OR SHOOTOUT in Pool Play or Round Robin games.

17. Forfeits: In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 10-0.

18. No Protests Shall Be Entertained

19. General

- a. Teams that cancel or pull out of the tournament after the registration deadline of November 28, 2025, are not entitled to a refund of their registration fee.
- b. Teams that register and/or pay after the registration deadline of November 28, 2025, will incur a \$50.00 late fee.
- c. Under no circumstances whatsoever, will WEC Sports, Tournament Success Group, or the Tournament Committee, be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) is canceled in whole or part, due to any factor including inclement weather.
- d. The Tournament Committee's interpretation of these rules shall be FINAL.
- e. The Tournament Committee reserves the right to decide on all matters about this tournament.
- f. Artificial noise makers are prohibited.
- g. Dogs and or pets are not allowed at the soccer complex/facilities without "Emotional Support Animal Certification" or proper documentation.
- h. The Tournament Committee, based on its interpretation of these rules, will determine the teams which advance into the final rounds.
- i. Out-of-area teams are required to stay at tournament-approved host hotels.
- j. Drones are not permitted without prior written approval and proof of liability insurance.
- k. NO SALES OF ANY KIND ARE PERMITTED AT FACILITIES WITHOUT THE WRITTEN PERMISSION OF WEC Sports.