2026 Ohio Premier Invitational Tournament Rules

I. Eligibility

A. The OPI is open for application to all registered USYSA, US Club, and USSF affiliates. All teams must be currently registered with their national or state association and in good standing.

B. The tournament is open for application to boys and girls teams from U8 to U15.

C. Teams may apply to play one age group older than the birth year of their oldest player.

D. The Tournament Director reserves the right to accept and decline participation.

II. Event Format

A. All teams will play a minimum of 3 games over the duration of the tournament.

B. Teams will play no more than 2 games per day.

C. Local teams may be scheduled for a Friday game.

III. Team Rosters

A. Sizes

i. 7v7 (U8-U10) divisions: no more than 14 players

ii. 9v9 (U10-U12) divisions: no more than 16 players

iii. 11v11 (U12-U15 and U19) divisions: no more than 21 players, only 18 players may dress in a game

B. U14 teams may use up to three trapped players. No “All-Star” high school teams will be permitted.

C. Guest players

i. Up to four guest players may be added to a team

ii. Guest players are included in roster size

iii. An OPI guest player form and guest player card must be submitted by deadline

D. Players on multiple teams

i. No player shall be allowed to roster with more than one team in any given bracket or switch to another team during the tournament.

ii. Players may be rostered with more than one team if the teams apply to and are accepted into different brackets. For example, a U10 player may not be rostered with two teams playing in the U10 7v7 Green, but maybe rostered to a team playing U10 7v7 Green and U10 7v7 Black.

iii. A team roster shall not contain more than 4 dual rostered players.

E. Changes to a team’s roster are permitted up until kickoff of the team’s first game. Any changes made to a team’s roster after the online registration deadline (see Registration, below) must be uploaded to GotSport and submitted to OPI-registration@opsoccer.com prior to the team’s first game.

IV. Registration

A. Each team must complete online registration via the team's GotSport account on or before September 4, 2026, including the following:

i. Complete name of coach/manager/club administrator completing online registration
ii. Upload validated team roster
iii. Upload validated coach and players cards (including guest player cards, if any)
iv. Upload guest player roster (form available on tournament website), if any
v. Complete acknowledgement of assumption of risk
vi. Complete acknowledgement of compliance with Lindsay's Law for players
vii. Complete acknowledgement of compliance with Lindsay's Law for coaches

B. Failure to comply with the online registration deadline and/or failure to provide accurate information and/or information in compliance with these Rules may result in forfeiture of participation.

V. Uniforms and Pre-Game

A. Home teams should wear lighter color jersey. Away team wears a darker color jersey. If there is a conflict, the home team changes.

B. Player cards will not routinely be checked; however, the referee has the discretion to verify player cards. Every team shall have a copy of its player cards and roster available on the sideline. C. There will not be a traditional captains' coin toss. The home team chooses the side of the field and the away team has 1st half kickoff. The home team has 2nd half kickoff.

VI. Game Cards

A. The center/head referee will keep the official game card during the game.

B. At the conclusion of each game, both team coaches must sign the game card. Once a game card is signed by both coaches, the score will stand as recorded.

C. Winning team must report score

i. The winning team is responsible for reporting the score and game card. In the case of a tie, the home team is responsible for reporting the score and game card.
ii. Within 30 minutes after the conclusion of a game, the winning team (or home team in the case of a tie) shall report the score using the QR Code on the game card. All scores are subject to review by OPI staff.
iii. Within two hours after the conclusion of a game, the winning team (or home team in the case of a tie) shall report the to the Tournament Committee by (1) sending a photo of the completed/signed game card to scores@opsoccer.com and/or (2) taking the original game card to a Tournament HQ tent or designated drop box.

D. Failure to report the completed/signed game card within two hours after the completion of the game may result in the game recorded as a 1-1 tie.

E. Each team's coach or manager is responsible for checking accuracy of scores recorded on the game card at field, as reported to scores@opsoccer.com and as recorded on the GotSport scoreboard. If a team believes that a score on the GotSport scoreboard is incorrect, a coach/manager from each team must check-in at a Tournament HQ tent with OPI staff for resolution, before any changes will be made to the scoreboard.

F. OPI staff may use discretion in reporting scores on the GotSport scoreboard and its decisions are final.

VII. Laws of the Game: International Rules (FIFA/USSF) apply unless noted below.

A. Substitutions – players may be substituted during a game as follows

i. After a goal is scored for either team.
ii. Prior to a goal kick by either team.
iii. Prior to the kickoff the second half.
iv. After receiving a yellow card.
v. Prior to a throw-in that is in the favor of the team that will be substituting a player. vi. If a player for the opposing team is at the mid-field line waiting to be a substitute when the team that is awarded a throw-in has a substitute to enter the game, the substitute for the opposing team may also enter the game. If the team that has been awarded a throw-in does not have a substitute, then neither team may substitute a player.
vii. Unlimited substitution is permitted.

B. 7v7 (U8-U10) Game Rules
i. Maximum number of 7 players for each team on the field: 6 field players and one goalie.
ii. One official per game.
iii. 25-minute halves, 5-minute halftime.
iv. Field, ball and goal sizes will follow US youth soccer standards.
v. Build out line
1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line.
2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate.
3. Ball is not in play until it crosses out of the penalty area, similar to a goal kick. Exception: if ball is played short to another player or keeper places ball on ground and takes a touch.
4. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
vi. No punting or heading.
vii. Offsides will be called from the build out line to the end line.
viii. Play can be restarted by kicking back into your own ends.

C. 9v9 (U11-U12) Game Rules
i. Maximum number of 9 players for each team on the field: 8 field players and one goalie.
ii. Two officials per game.
iii. 30-minute halves, 5-minute halftime.
iv. Field, ball and goal sizes will follow US youth soccer standards.
v. U11 only, no heading.

D. 11v11 (U13-U15) Game Rules
i. Maximum number of 11 players for each team on the field: 10 field players and one goalie.
ii. Three officials per game.
iii. 35-minute halves, 10-minute halftime

E. 11v11 (U16/U19 high school) Game Rules
i. Maximum number of 11 players for each team on the field: 10 field players and one goalie.
ii. Three officials per game.
iii. 40-minute halves, 10-minute halftime

F. Overtime Rules (Applicable to finals games only)
i. No golden goal.

ii. Two 10-minute halves for 11v11. Two 5-minute halves for 9v9 and 7v7.

iii. All overtime games shall have a 5-minute halftime.

iv. If a game is still tied at the end of the overtime periods, it will be decided by penalty kicks.

G. Penalty Kick Rules

i. Any semi-final game tied after regulation shall be decided on penalty kicks.

ii. Any finals game tied after overtime shall be decided on penalty kicks.

iii. Any player may take a penalty kick, not just players on the field at the end of regulation/overtime.

VIII. Game/Venue Code of Conduct

A. There shall be no dissent between players and/or coaches and the referee. Questioning a referee's call constitutes dissent.

B. Players and coaches shall be on the same side of the field, within a reasonable distance from the centerline of their half of the field.

C. Spectators, including anyone not listed as a player or coach for the teams, shall be on the opposite side of the field as their team.

D. No spectators may be present behind the goal lines.

E. The Site Manager may use their discretion to require any spectator to leave the fields.

F. OP invitational allows referees to use headsets.

IX. Player/Coach Suspension

Any player or coach ordered off the field by the referee for misconduct shall be suspended from at least the next game, or as determined by the Tournament Committee. The Tournament Committee shall review each incident based on the report of the referee. The Tournament Committee's decision with respect to any suspension shall not be subject to review or appeal.

X. Forfeits

A. A minimum of 7 players constitutes an 11v11 team, minimum of 7 players on an 9v9 team and minimum of 6 players on a 7v7 team.

B. A 5-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared.

C. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. D. No team that has forfeited a match will be declared a group winner for advancement purposes. E. Winning teams will be credited with a 1-0 win and awarded eight points (six for the win, one for the goal, and one for the shutout).

F. An abandonment by a team during a game will result in the abandoned team being credited for a 3-0 win and awarded ten points (six points for a win, three points for maximum goals scored, and one point for a shutout).

XI. Standings

A. Game points will be awarded for each game as follows.

i. 6 points for a win

ii. 3 points for a tie

iii. 0 points for a loss

iv. 1 point for a shutout, including a 0-0 game

v. 1 point for each goal score, up to 3 maximum points per game, regardless of win or loss.

vi. For a forfeited game, the winner will be credited with a 1-0 win and awarded eight points (six for the win, one for the goal, and one for the shut-out).

vii. For an abandoned game, the abandoned team will be credited for a 3-0 win and awarded ten points (six points for a win, three points for maximum goals scored, and one point for a shutout).

viii. No points will be awarded if neither team shows up.

B. Tie break within a bracket/division or for a wild card team – in the event of a points tie, standings will be determined as follows.

i. Head-to-head.

ii. Goal differential (maximum of 5 goal difference per game).

iii. Most goals scored (maximum of 5 goals per game).

iv. Least goals allowed.

v. Penalty kicks.

C. Tie Break in semi-final games – at the end of regulation, the winner will be decided directly by penalty kicks (FIFA Laws of the game). There will NOT be overtime in the semi-final game. ANY player will be able to take a penalty kick, not just those on the field.

D. Tie break in championship games will be decided by overtime and then penalty kicks as detailed above.

XII. Injuries

A. A trainer will be onsite at each location.

B. Per Ohio law, if an athlete is removed from play due to a suspected concussion (this can be a referee, coach, or athletic trainer), the athlete CANNOT return to play the same day.

C. If an athlete is deemed to have a concussion, Orthopedic ONE athletic trainers will NOT return athletes to play during the duration of the event as they are unable to complete our RTP protocol in that time.

XIII. Weather

A. Soccer First: Officials, coaches and players at Soccer First shall follow directions of the Site Manager. If the Site Manager determines that the fields should be cleared, 3 long blasts on an air horn will signal that everyone should go to their cars. A signal of 3 short blasts will indicate that you may return to the fields. Failure to follow the directions of the Site Manager may result in player/coach suspension or team forfeiture.

B. Darree Fields: Officials, coaches and players at Darree Fields must follow directions of the Site Manager and the Thor Guard lightning “prediction” system. Once the system has predicted a possible lightning strike, the system will emit a loud horn, and an amber strobe light will blink the entire time the area is under red alert. Officials, coaches and players must clear the fields under red alert. Failure to follow the directions of the Site Manager or the Thor Guard lightning “prediction” system may result in player/coach suspension or team forfeiture.

C. OP Training Facility: Officials, coaches and players at the OP Training Facility shall follow directions of the Site Manager. If the Site Manager determines that the fields should be cleared, 3 long blasts on an air horn will signal that everyone should go to their cars. A signal of 3 short blasts will indicate that you may return to the fields. Failure to follow the directions of the Site Manager may result in player/coach suspension or team forfeiture.

D. Weather updates will be posted on the tournament website/social media and communicated to the contacts provided during online registration.

E. The tournament committee may make the following changes:

i. Shorten the duration of the games.

ii. Suspend temporarily or permanently any game in progress. Preliminary games terminated after one-half of play shall be considered official as of the time of termination.

iii. Cancel any or all games. If cancelled prior to kickoff of before completion of 1st have will

be entered as a 0-0 draw.

F. The Ohio Premier Soccer Club, any of our sponsors, advertisers, supporters, and provider of soccer facilities shall not be responsible for any expense incurred related to game or event cancellations.

XIV. Refund Policy

A. Once accepted into the tournament, no refunds will be granted. Fees are non-refundable if games or the tournament are canceled for any reason.

B. If weather conditions or the state of the fields make it impossible to carry out the tournament to its full extent, it is up to the organizers to make the necessary decisions concerning the arrangement or cancellation of games for any reason.