

## Sporting Next Gen Tournament Rules

The Sporting Next Gen Invitational will follow [USYSA](#) and US Club guidelines with exception of rules listed below. All players and coaches must be registered with USYSA, US Club through their state association or USSSA. State Rosters, Players Passes, Medical Waivers, Travel Permits (if necessary) and Guest Player Forms are required.

### Team Acceptance

1. The tournament committee reserves the right to accept or reject any team application.
2. Teams are not considered accepted until notified by the Tournament Director.
3. Accepted teams are required to have valid, laminated player cards with a photograph for the 2020/21 season for each player and 2020/21 medical release forms for each player.
4. This is a stay-to-play event. Accepted teams traveling more than 80 miles are required to make overnight accommodations through our hotel provider. Hotel reservations must be made by no later than **March 3rd**. You can make your reservations through GCI Travel.

### Player Eligibility

All players must be registered through US Club, USYSA through their respective association or USSSA. Player passes must be current and valid.

Players are allowed to play on two teams as long as the teams are in **two different** age groups. However, the player must play in the same level as their primary team. For example, a player playing in the U12 Gold division, can't play in the U13 Bronze division.

**No player is allowed to play on two teams in the same age group. No player can play down an age group.**

The Sporting Next Generation Invitational is open to Premier level & Division 1-3 teams. The Tournament Committee has the right to decline acceptance to the tournament based on current division level. A certified roster must be submitted at check-in. There is a maximum of 3 guest players per roster.

There are no recreational brackets in this tournament. Recreational teams that apply, will not be approved for play.

### Team Check-In Details

1. Online Check-In Deadline: Thursday 3/24 midnight
2. In-Person Check-In Details (FRIDAY ONLY)
  - Friday: Compass Minerals Sporting Fields 6:00pm-9:00pm
3. USYSA teams not registered through KSYSA must provide travel permits. US Club and USSSA registered teams do not have to submit travel permits at check-in.
4. Please provide the following at check-in (alphabetical order preferably)
  - Official State Roster
  - Player passes/cards
  - Medical Waiver Forms
  - Travel Permit (if necessary)
  - Guest Player Form (if necessary)

### **Pre-Game Procedure**

- Field Marshals or Referees will conduct pregame check-in before each game. To minimize delay between games, always keep your player cards easily accessible throughout the tournament. The referee may review the results of check-in with the field marshal and make the final ruling on any question. Any player who arrives after pre-game procedure can only enter the game once all game officials verify the player is eligible and then with permission of the center referee to be allowed onto the field.

### **Roster and Duration of Game**

<b>Age Group</b>	<b>Duration of Game</b>	<b>Ball</b>	<b>Halftime</b>	<b>Max Roster Size</b>	<b>Max Number of Guest Players</b>
U9-U10 (7v7)	2 x 25 Minutes	4	5 Minutes	14	3
U11-U12 (9v9)	2 x 25 Minutes	4	5 Minutes	16	3
U13-U14/15 (11v11)	2 x 30 Minutes	5	5 Minutes	18	3

[Sporting Next Gen WILL USE build-out lines for 7v7](#)

### **Player Equipment/Uniforms**

- No jewelry.
- All players must wear shin guards.
- Casts/Orthopedic Braces are permitted at the discretion of the referee.
- Players must wear uniforms with numbers on the back that correspond with the official roster submitted at check-in.
- If uniform colors are similar, the home team will change colors. Home team will be indicated on final schedule.
- If a game ball is not provided by the tournament, the home team will provide the game ball.

### **Heading Restrictions**

- Players U11 and under who deliberately head the ball will result in an indirect free kick for the opposing team at the location of the offense.

### **Substitutions**

Substitutions are unlimited. Substitutions will be made with the consent of the referee during the following times:

- After a goal by either team
- The team in possession of the ball for a throw-in can substitute. If the team in possession chooses to substitute, the opposing team may substitute.
- Prior to goal kick by either team
- After any injury by either team when the referee stops play (only one player may be substituted per team).
- At half-time
- A yellow-carded player may be substituted for, but this must be done before restart of play. The other team may substitute one player with permission of the referee.

### **Red Card**

Any player or coach who receives a red card will not be allowed to participate in his/her next scheduled game and a substitution cannot be made for that player.

If a coach receives a red card and coaches a second team, the second team will not be affected and the coach will be allowed to coach their second team. For example, if a coach receives a red card in his/her U12 game but also coaches a U10 team. That coach can coach his/her U10 team, but will not be allowed to coach the next game for his/her U12 team.

### **Red Card Referee Procedure**

If a player receives a red card, the referee will keep the player card, complete necessary documentation after the game, and turn the player card into referee headquarters. After documentation is complete, that is when the team manager, coach, or player can pick up the player card.

### **Scoring**

In preliminary rounds, point system will be as follows:

- 3 points for win
- 1 point for tie
- 0 points for loss
- Goal differential (max 4 goals per game) \*\*

### **Format for Various Bracket Sizes**

**Bracket of Four:** Played as a single group of four teams in a round-robin format, with the two teams accumulating the most points advancing to the final.

**Bracket of Five:** Played as a single group of five teams with all teams playing each other once. The team accumulating the most points will be announced the Champion. The team accumulating the second most amount of points will be the Finalist.

**Bracket of Six:** Played as two groups (Group A & Group B) of three teams. Each team will play their two group opponents plus one crossover game. The team in Group A to accumulate the most points will advance to the Championship Game. The team in Group B to accumulate the most points will advance to the Championship Game.

**Bracket of Eight:** Played as two groups of four teams. The winner of each round-robin group will play a final game to determine the Champion and Finalist.

### **Scheduling**

***League games will not be considered in the tournament schedule.***

### **Tie Breaker**

In the event there is a tie in points during preliminary round standings, the following procedure will be used:

- Head-to-head competition (this criterion will not be considered in the case of a tie among more than two (2) teams.
- Winner of most games
- Goal differential (maximum of four (4) per game)
- Fewest goals allowed
- Most shutouts
- Penalty kicks

### **Overtime**

There will be no overtime in any group game. FIFA style penalty kick shootout will determine the winner of the Championship game.

### **Forfeits**

The minimum number of players required for each game is below. A 10-minute grace period will be allowed beyond scheduled kick-off time before a forfeit is declared. If a team fails to complete a match or fails to show up for a match, a forfeit is declared. Forfeits will be recorded 4-0.

<b>Age Groups</b>	<b>Minimum Number of Players Needed to Start</b>
U8-U10 (7v7)	4
U11-U12 (9v9)	5
U13-U14/15 (11v11)	7

### **Protests**

There will be no protests allowed. Under certain circumstance can a referee's decision of a yellow, red-card or coach or team ejection be reviewed or overturned. All disputes will be resolved immediately by the Tournament Committee.

### **Refund Policy**

If a team withdraws 30 days **before** tournament play begins and after acceptance notification, a 20% administration fee will be held. If a team withdraws **less** than 30 days before tournament play, no refund will be given.

In the case that less than two (2) guaranteed games are played, a refund may be given at a rate determined by the tournament committee. This is usually comprised of the registration cost, minus the administration fee, divided by the number of guaranteed games not played. But if a team plays at least two games, no refund will be given.

If tournament is canceled by the decision of the tournament committee, a refund of the registration cost minus a 20% administration fee will be given.

### **Inclement Weather**

All options will be explored to ensure all teams play their scheduled matches. In the case of severe weather, the Tournament Committee will use their discretion to shorten or postpone the game. Only the Tournament Director can cancel a game.

If a game is terminated after 20 minutes of play, the game will be considered official and the score at that time will stand.

### **Tournament Committee**

It is the responsibility of the Tournament Committee to understand and employ these rules in a manner consistent with fair play and the spirit of the game. For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.

### **Compass Minerals Sporting Field Facility Information**

**Address: 1500 N 90<sup>th</sup> St, Kansas City, KS 66211**

- No pets are allowed.
- Drive cars only in designated areas.
- No overnight parking. Vehicles left overnight are subjected to being towed at owner's expense.
- No outside food/drink.
- No tents.

### **Swope Soccer Village Facility Information**

**Address: 6310 Lewis Rd, Kansas City, MO 64132**

- No pets are allowed.
- Drive cars only in designated areas.
- No overnight parking. Vehicles left overnight are subjected to being towed at owner's expense.
- No outside food/drink.
- No tents.