



Sporting Next Gen Tournament Rules **Revised October 16, 2025**

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

- The tournament committee reserves the right to accept or reject any team application.
- Teams are not considered accepted until notified by the Tournament Director.
- Accepted teams are required to have valid, laminated player cards with a photograph for the updated season for each player and updated medical release forms for each player.
- 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 the date on the website. 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 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 all level 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 three (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

- Free Online Check-In will be done for all teams. The deadline is listed on the Sporting Classic website and must be completed by 11:59PM that date. (usually the Thursday of the event)
- **Sanctioning & Travel Permit Info:**
 - This tournament is sanctioned through both Kansas State Youth Soccer Association (KSYSA) and Missouri Youth Soccer Association (MYSA).
 - All other USYS teams (not registered through KSYSA or MYSA) must provide travel permits at check in.
 - All US Club or USSSA registered teams do not have to submit travel permits at check-in.
- 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 the tournament begins to minimize delay between games, always keep your player cards easily accessible throughout the tournament.
- The referee may review the results of the check-in with field marshal and make final ruling on any question.
- Any player who arrives after pre-game procedure can only enter the game once all game officials verify player is eligible and then with permission of the center referee allowed onto the field.

Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Max Roster Size	Max Number of Guest Players
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 NOT USE build out lines for 7v7

Player Equipment/Uniforms

- No jewelry of any kind.
- All players must wear shin guards.
- Casts/Orthopedic Braces are permitted at discretion of referee.
- Players must wear uniforms with numbers on the back that correspond with 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.
- The home team will provide 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 shall be **UNLIMITED** and made with the consent of the referee during any stoppage of play, except during Penalty Kicks.

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 who 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 player receives a red card, referee will keep the player card, complete necessary documentation after the game, and turn player card into referee headquarters. After documentation is complete, that is when 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 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.
 - Three teams will follow the tie breakers until one breaks the tie and we restart the tie-breaker list with the two teams
- Winner of most games
- Goal differential (Maximum of four (4) per game)
- Fewest goals allowed
- Most shutouts
- Coin Toss



Overtime

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

Forfeits

- Minimum number of players required for each game is below.
- 10-minute grace period will be allowed beyond scheduled kick-off time before 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.

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

Protests

- All formal protests will be handled immediately.
- Under certain circumstances a referee's decision of a yellow, red-card or coach or team ejection be reviewed or overturned.
- All decisions on protests by the tournament committee are final.

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 where fewer 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 cancelled 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.
- If a game is canceled by the tournament committee, the game will result in a 1-1 (one-one) draw

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, regardless of what is stated above.