



Strikers Cup Tournament Rules 2026

- 1. Authority:** The Tournament Director has the final decision relating to the interpretation of the Tournament Rules and is not open for appeal.
- 2. Team Eligibility:**

The team must be comprised of properly registered and rostered players as defined by the rules of USYSA and UYSA.

The team must be in good standing with UYSA or their respective state USYSA soccer affiliate.

OUT-OF-STATE teams must provide the appropriate travel papers to the Tournament Director ONE WEEK prior to the first game.

No OUT-OF-STATE team shall play without proper travel authorization to include rosters, laminated player passes and signed medical releases.
- 3. Team Rostering:**

U9–U10 (7 v 7 includes goalie) teams may have a maximum of 12 players
U11–U12 (9 v 9 includes goalie) teams may have a maximum of 15 players.
U13–U14 (11 v 11 includes goalie) teams may have a maximum of 18 players.
U15–U19 (11 v 11 includes goalie) teams may have a maximum of 22 players, but only 18 players are eligible to show up and play at any one game.

Rosters are set at team check-in and NO amendments to the roster will be allowed after a team has checked-in.

Players can only register with ONE team in the tournament, NO DUAL ROSTERING. If a player is found to have played on more than one team during the tournament, all games the player participated in will be forfeited.

No team tournament roster, NO PLAY, NO EXCEPTIONS.
- 4. Guest Players:**

U9 & U10 teams may have a maximum of **THREE guest players** on their roster and throughout the entire tournament.

U11 & U12 teams may have a maximum of **FOUR guest players** on their roster and throughout the entire tournament.

U13 through U19 may have a maximum of **FIVE guest players** on their roster and throughout the entire tournament.

GUEST PLAYERS (loaned) must be assigned to the team tournament roster (see 5 below) and must have submit a signed Guest Player Form with roster.

CLUB PASS PLAYERS (CP) must be assigned to the team tournament roster, but do not need a signed Guest Player Form. Club Pass Players are counted against the maximum number of guest players a team can have on their roster throughout the tournament.

TOURNAMENT ONLY PLAYERS (loaned) must be assigned to the team tournament roster, but do not need a signed Guest Player Form. Tournament Only Players are also counted against the maximum number of guest players a team can have on their roster throughout the tournament. A Tournament Only Player is not registered to a specific UYSA team for the current season.
- 5. Player Eligibility:** A player's eligibility will be determined prior to each game by the team's official certified player roster for the current seasonal year. Any team playing with an illegal or non-rostered player will forfeit the game(s). **Certified/stamped tournament rosters must be presented to the referees at the start of each game. Any player(s) not listed on the tournament roster shall not play in the game.**

6. Equipment: All players must wear protective shin guards. No jewelry may be worn. Casts, splints, and knee braces are allowed provided they are (in the opinion of the referee) adequately covered and padded so as to eliminate the possibility of causing injury to other players.

7. Number of Games: Each team will play a minimum of 3 games.

8. PLAYING RULES:

8.1 Start Times: All games will begin on time. Team travel/tournament rosters must be to referees by game start time or game will be forfeited. Also, a forfeit will be declared if a team cannot field a minimum of FIVE players for U9 & U10, SIX players for U11 & 12, or SEVEN players for U13 through U19, at the game start time listed on the tournament schedule. Teams are expected to be at the field sideline 15 minutes early to facilitate check-in.

8.2 Duration of Games:	U9 & U10	20 min. halves	Size 4 ball	Semi and Final games 25 min. halves
	U11 & U12	25 min. halves	Size 4 ball	Semi and Final games 30 min. halves
	U13 & U14	30 min. halves	Size 5 ball	Semi and Final games 35 min. halves
	U15 & U16	35 min. halves	Size 5 ball	Semi and Final games 40 min. halves
	U17/U18/U19	40 min. halves	Size 5 ball	Semi and Final games 45 min. halves

Preliminary round games may end in a tie. In Semi and Final games, if the game is still tied at the end of regulation play, two equal 5-minute periods shall be played. If the game is still tied at the end of overtime play, FIFA kicks shall be taken from the penalty mark to break the tie (Also see Dangerous Conditions rule 8.9).

8.3 Home Team: The home team is listed first on the schedule and shall change jerseys if the referee decides there is a color conflict and shall supply the game balls if Strikers FC does not provide them.

8.4 Substitutions: Subject to the referee's discretion, teams may make an unlimited number of substitutions during a match. Also subject to the referee's discretion, substitutions may be made at the following times:

Either team may substitute prior to its own throw-in; the non-possessing team may substitute prior to a throw-in by the possessing team if the possessing team is also making a substitution, or if the referee deems appropriate.

Also subject to the referee's discretion, substitutions by either team may be made at the following times:

- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury to either team when the referee stops play.
- At half-time.
- On a caution.

Substitutions shall be made in the following manner:

- The referee must be informed of and acknowledge a proposed substitution.
- A player substitute must be standing at the halfway line prior to the substitution opportunity.
- A player substitute must enter the field of play at the halfway line.
- The substituted player should exit the field of play at the nearest safe boundary.
- A player substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.

Under no circumstances may substitutions be made after the game has ended in a tie and penalty kicks will be required to determine a winner.

8.5 Spectator Conduct:

It is the responsibility of each team to maintain proper team and spectator conduct. The coach is responsible for all spectators from their respective teams. Coaches can be ejected from the game due to unruly spectators. Unruly spectators will be asked to leave the premises. Failure to comply may result in a forfeiture of the game. Unruly conduct, including but not limited to, negative comments toward game officials, players, coaches, and/or other spectators will not be tolerated. At no time shall foul or abusive language be permitted. Anyone ejected from a game will automatically be suspended from the next game, and upon review of the Tournament Director, may be suspended for the remainder of the tournament.

8.6 Coaching:

Only coaches/team administrators rostered for the same team of registration for the current seasonal year may be on the team bench. Coaching will only occur within the specified technical area. Coaching from outside the technical area and/or from the sidelines is not permitted.

8.7 Scoring:

Preliminary round games will be scored as follows:

- Win 3 points
- Tie 1 point
- Loss 0 points
- Forfeit 3 points (Score 1-0) ~ The team that forfeits will receive 0 points.

8.8 Tiebreakers:

Preliminary round scoring ties will be broken as follows:

1. The winner of head-to-head competition.
2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 per game).
3. Least goals allowed.
4. Most goals scored (to a maximum of 4 per game).
5. Shut-out wins (not counting forfeits).
6. Least amount of red cards.
7. Least amount of yellow cards.
8. If teams are still tied to this point the winner will be determined by a coin toss.

8.9 Dangerous Conditions:

In case of dangerous weather or field conditions the following game durations may occur:

1. Be shortened.
2. Be cancelled.
3. Be rescheduled.
4. Go to FIFA kicks from the penalty mark.

If FIFA kicks are taken in lieu of a preliminary round game, a maximum of 5 kicks will be taken per team. At the end of the 5 kicks the game will be scored as 1-0 for the team having scored the most penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks each.

In the event of excessive heat and at the discretion of the referee, water breaks may be granted at any time during a game.

9. Registration and Team Check-In:

ONLINE CHECK-IN ONLY

- 1. Please follow the instructions for creating a tournament roster (to include player photos) and for submitting roster online.** Once the roster is approved, a stamped copy will be emailed to the team contact and email address provided. An approved/stamped copy of the roster will need to be brought to each game and provided to the referee on the field for checking team in on the field.
- 2. Guest Player Forms must be filled out completely with ALL signatures (player, parent, current primary coach, and guest coach) and submitted online with tournament roster for ALL guest players.** Club Pass Players and Tournament Only Players do not need a signed Guest Player Form submitted.

Pick-up of tournament shirts and coach gifts will be at Tournament Headquarters at the Ellison Park Pavilion and may be picked up at anytime during the Strikers Cup Tournament.

FINAL Roster Freeze date is July 30, 2026, 11:59 PM (MST). FINAL Rosters must be submitted by this date/time. Changes will NOT be made after this date.

- 10. Awards:** Individual awards will be presented to the 1st and 2nd place teams in all divisions. The awards will be handed out immediately following the championship games.
- 11. Protests:** No protests will be tolerated. The referee's decision is FINAL!
- 12. Refunds:** There will be no refunds or reimbursements of tournament fees for cancellation or forfeiture of games, except in the case of a pandemic where no tournament is held.

For more information on the Strikers Cup Tournament, visit our webpage at <https://laytonstrikers.com>.