



## 7v7 Youth Tournament

July 27<sup>th</sup>, 2024 (July 28 if necessary)  
1st Annual Battle at the Barracks

The Battle at the Barracks and the North Country Cup's aims to promote good sportsmanship with quality competition, and a positive, fun, fast-paced environment for its adult participants.

- Attached age matrix is in effect for divisions.

1) Completed rosters must be on file with the Tournament Director. This may be done at the latest at the registration tent 1 hour before your 1st scheduled game.

2) Player passes are NOT required for players. Mandatory Waiver Form & Official Roster Form takes the place of player cards, which include DOB.

2) DOB, Name, & Jersey # must be provided for all players. This can be in the form of a certified league roster or written or typed onto our official tournament roster form available online. The team roster is turned in along with your Waiver Forms at the time of team registration check in. **Please cross off any players not participating that are listed on the roster to expedite the check-in process.**

3) Coaches are required to have a "Roster" with them during the game if the referee needs to check a player for any reason. These Game Rosters must be the same roster on file with the



Tournament Registration Tent. This is just a list of players on your team (Name, Date of Birth, It does not need to be a certified roster but must include DOB, & Jersey #.

- 4) Maximum of 14 players on a team's roster. A team's roster can be extended with permission from the tournament director at least 1 hour before the first scheduled game.
- 5) Each youth team plays four games, weather permitting.
- 6) Teams must be ready to play at the start of the scheduled game time or the game will be declared a forfeit. A forfeit has a 5-0 score. A minimum of 5 players is required to start the game, one of which must be a goalkeeper. If a team is unable to field 5 players 5 minutes after the scheduled start time, the game will be forfeited, and a 5-0 win and **four points** will be awarded to its opponent.
- 7) **Team Bracketing:** Teams will be divided into brackets determined by age and competitive level. The minimum number of teams for a bracket is four (4) and the maximum is (6 teams in a single age division).
- 8) Game ball sizes: U8 - U12 – size 4, U-13 & older – size 5. **Game ball will be the tournament official's responsibility to ensure it is not removed from the field after, during or before games.**
- 9) Opening kick-off will be decided by who fields their team first.

**All laws of the game will be in effect per IFAB except where noted below.**

- Our Tournament will be played on a 65yd X 40yd game field.
  - U11 and younger are not allowed to head. Any headers will award the opposition with an indirect free kick at the spot of the foul.
  - No slide tackling U12 and below. When a goalkeeper comes into possession of the ball, all opposing players must be moving behind the goalie box.
  - **There will be no offsides rule in effect.**
  - **For Co-ed U9 & U7, 2 girls should be on the field at all times.**
- 10) Length of games: Youth games will be **25-minute, single half games (No halftime or additional time)**
- \* **Overtime** will be played only in the championship round only. Overtime will be used for one 5-minute period with the Golden Goal rule in effect. If the game remains tied at that point, sudden death penalty kicks will determine the winner. One shooter for each team per round of kicks, and rounds continue until one team's shooter converts and the opposing team does not.
- 10) Red cards: Two yellow cards in one game are equivalent to one soft red card. The recipient of two yellow cards will be suspended for the duration of that game. The recipient of the hard red card, (non- yellow), will be suspended for the duration of that game as well as



the team's next game. **Note: Coaches that receive a hard red card will be suspended for the team's next game**

11) Substitutions will be made from the center midfield sideline during a dead ball situation. and must be approved (waved on) by the official.

12) **Scoring for all ages divisions:**

Win= 3 points

Tie= 1 point

Loss= 0 points

Shutout= 1 points (as long as score is not tied at 0-0)

\* Maximum of **5** goals per game for goal differential in tiebreakers.

13) **Championship Round Selection**

Seeding is done using the point system referenced above for all brackets.

Brackets with two groups totaling **6** teams: The top 4 ranked teams with the most points earned will play in semi-finals with a chance to advance during playoffs to the championship game. The bottom 2 teams #5 & #6 with the lowest point totals will play in a consolation game against one another.

Brackets of **5** teams will use the same point system. All teams play 4 preliminary round games. Then only the top 2 seeds based on points earned advance to the championship game.

Brackets of **4** teams will play 3 preliminary round games against each other. Then seeding is based on points. All 4 teams make the semifinals.

**In case of a tie in total points**, the following procedure will determine the advancing (or winning) team in the youth divisions: (Starting with letter A and last ordered tiebreaker is letter I)

a) Highest number of points.

b) Winner of head-to-head competition. Not valid if more than two teams are tied.

c) Winner of most games.

d) Goal differential (goals scored minus goals allowed – maximum of **5** per game).

e) Fewest goals allowed

f) Most shutouts

g) Most games scoring a goal

h) Minus 1 additional point for each hard red card tallied in 3 preliminary round games

i) Sudden Death Penalty kicks (1 player from each team until there is a winner) except any eligible player may be chosen to kick.



14) Championship Awards will be given to the 1st place team in each age division at the end of the tournament day.

15) **Referees:** There will be one referee per game/field.

- **The referee will have full authority over the field of play and all areas immediately surrounding the field of play.**
- **Once a game has started the referee may suspend a game if he/she deems fit to do so.**
- **Any and all concerns should be brought up to the tournament officials. Once a call has been made on the field, it will stand no matter what.**

16) Weather/Lightning Policy: The Tournament Director reserves the right to delay, reduce the game time, or ultimately cancel the game(s) due to weather conditions. If a game is terminated due to weather after one-half of play (12 min for youth divisions) or (15 min for adult division) the game will be considered official, and the score made final. If a preliminary round game is canceled due to weather, the committee will award a 0-0 tie. If

a Playoff/ Championship round game is canceled due to weather, a shoot-out will take place to determine the winner. If a shoot-out cannot take place, the game will be decided by a coin toss. For visible lightning, there will be a delay of game for 30min from the last visible lightning strike, no delay for just thunder. If the storm is persisting, games may be called at TO's discretion.

Please note that the safety of all is the foremost concern, independent of any cost, inconvenience or advantage due to the replay (or lack thereof) of the game. No refunds will be provided for games canceled due to factors outside our control such as but not limited to inclement weather, flooded fields, thunder & lightning policy.

**Coach/or Manager:** \_\_\_\_\_

**Date:** \_\_\_\_\_