



2025 New Year's Futures Cup Rules

GENERAL

CHECK IN AND CREDENTIALS

This Tournament is open to USSF, USYS, US Club Soccer, USSSA and FIFA affiliated teams.

TEAM CREDENTIALS:

This is a US Club sanctioned event. All U.S. teams must have valid laminated Player I.D. Cards with photographs, official event roster and signed Medical Release Forms as provided by the team's sanctioning body along with any additional documentation needed to comply with team's state's requirements. It is up to you to comply with your State Association's rules. International teams must provide a certified team roster, League Identification Cards where applicable, Travel Papers, and/or Passports. In the event an international team does not have League Identification cards, passports for each player must be provided. All teams should have access to medical releases such that emergency medical attention can be provided if needed.

GUEST PLAYERS:

Teams may use an unlimited amount of guest players as long as they are sanctioned under the same association as the rest of the team (USYS, US Club, MLS Next, AYSO) but are still subject to the maximum roster size rules above.

RULES OF PLAY

FIFA Laws of the Game will apply.

SUBSTITUTIONS: Teams may substitute only with the referee's permission at any stoppage of play. Substitutions shall be unlimited.

MATCH DURATION/TEAM SIZE

Duration of halves per games, team size, and ball size are as follows:

Division	Game Halves	Half Time	Field size	Roster Limit	Ball Size
U-18/19	45 min	5 min	11 v 11	22 (18 dressed per game)	5
U-17	45 min	5 min	11 v 11	22 (18 dressed per game)	5
U-16	40 min	5 min	11 v 11	22 (18 dressed per game)	5
U-15	40 min	5 min	11 v 11	22 (18 dressed per game)	5
*U-14	35 min	5 min	11 v 11	22 (18 dressed per game)	5
U-13	35 min	5 min	11 v 11	22 (18 dressed per game)	5
U-12	30 min	5 min	9 v 9	18 (16 dressed per game)	4
U-11	30 min	5 min	9 v 9	18 (16 dressed per game)	4
U-10	25 min	5 min	7 v 7	16 (12 dressed per game)	4
U-9	25 min	5 min	7 v 7	16 (12 dressed per game)	4
U-8	20 min	5 min	4v4	8	3
U-7	20 min	5 min	4v4	8	3

Exception: U14 International Super Group has 30 min halves Day 1 & Day 2 and 45 min halves Sunday.

A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

Semi-Final or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who is the winner.

GAME CHECK-IN:

Referees will perform safety checks prior to the start of each game. Team managers must bring all player cards to every game, but do not need to provide player cards to field marshal or referee unless asked to do so. All semifinal and final matches may involve a full roster check-in.

Tournament staff will conduct spot checks throughout the weekend and in response to requests from other teams in the age group. If a team is unable to produce player cards upon request will be disqualified. Except for MLS teams which do not have player passes.

Any coach or player receiving a red card or being sent off from a game will have his player card surrendered to the referee until the required suspension has been served.

PLAYERS' EQUIPMENT:

It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. Referee's will perform safety checks prior to the start of each game.

COACHING:

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

All adults in technical area must have an approved background check with their association and completed their Safesport requirements.

CAUTIONS AND EJECTIONS:

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for violent conduct will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection.

During game suspension(s) for coaches: there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field.

Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/ players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

SUSPENDED AND TERMINATED GAMES:

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY:

Additional time will not be added to the game for injuries unless determined by event official. All games will be played on a running clock.

TOURNAMENT COMPETITION

REFEREE DECISIONS:

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee, provided that he/she has not restarted play. The tournament director nor the tournament staff may overturn a referee decision.

DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- Three (3) points for each win

- One (1) point for each tie
- Zero (0) points for each loss

In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Best goal differential in overall competition (Limit 8 per game)
3. Most goals for (Limit 8 per game)
4. Least goals against (Limit 8 per game)
5. Most total wins
6. Most shutouts
7. If a tie still exists after steps 1 through 6, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the event three or more teams are tied in points at the end of bracket play or in the determination of a wild card team, the tournament will look to eliminate or advance teams based on applying criteria 2 through 6 above until teams are advanced or eliminated. If there is still a two way tie after the three-way tie is broken - the team will advance on head to head winner.

HOME TEAM:

The Home Team will be the team who appears first on the game schedule. HOME TEAM WEARS WHITE/or Light-colored jersey. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee.

The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff.

The Home team will provide game balls. The game balls will be subject to Referee approval.

VISITING TEAM:

The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEY. The Visiting Team shall be awarded the initial kickoff.

SPECTATORS:

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team “mirroring” their

team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

FORFEITS:

An automatic forfeit may be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team fails to check in at Mandatory team credential check in.
4. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.

With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited,

PROTESTS:

No protest or appeal process exists for disputes on or off the field.

DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

Cobalt Sports does not claim any responsibility and shall not be held liable for any lost, stolen, and damaged property during the event on either facility.

REFUND POLICY:

In the event of inclement weather or other circumstances out of the tournament's control leading to a complete cancellation of the event in which no games are played, Cobalt Sports may refund a maximum of 25% of the tournament's registration fees.

APPEALS/FAIR PLAY

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint, or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted into any Cobalt Sports event in the future. Other teams from the cheating team's club will also be banned from Cobalt Sports events and if already accepted to a future event will be withdrawn and refunded. The coach and manager from the team caught cheating will be referred to their State Association for further disciplinary actions.

INCLEMENT WEATHER CONTINGENCY PLAN:

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of players is our first priority. The tournament has an obligation to protect the fields and facilities that are being used for tournament play. All decisions will be based on field conditions with input from the Facility Directors. It is the responsibility of the coaches to be available for any contingencies and to monitor the tournament website for updates. Field Marshall's at the location will be informed of any changes and will provide instructions to all teams. Coaches are asked to be patient and remain flexible if this unfortunate situation arises. As a result of inclement weather, and at the direction of the Tournament Director, one of the schedules will be implemented:

1. All games are to continue as scheduled.
2. Eliminate pre-game warm up on the field, game times to continue as scheduled.
3. Eliminate pre-game warm-up on the field and shorten all games. The Tournament Committee will determine the game length.
4. Shots from the Penalty Mark will replace games.
5. OR as communicated by the Tournament Director.
6. Frost delays will result in reduced halves until fields are back to schedule.

REMINDERS: Pick up all trash and belongings from the sidelines after each game. NO DOGS permitted at the fields. NO ALCOHOL or SMOKING permitted. NO STAKING of canopies, tents or umbrellas is not allowed at any of the sites. NO Noise Makers allowed during games.

THANK YOU AND GOOD LUCK!

