

2026 UT Soccer Showcase Tournament Rules & Regulation

Rules of Play:

FIFA Laws/Rules for the game shall apply as modified by USYSA and UYSA as described herein: Duration of games, Overtime, Ball Size and other information are as follows:

GAMES:

Each team will play a minimum of 3 games.

- **7v7- Game time for pool play is 20 minute halves, size 4 ball.**
- **Final is 25 minute halves. 10 minutes of overtime(2 x 5), followed by kicks from the mark if needed.**

- **9v9- Game time for pool play is 25 minute halves, U11/U12 size 4 ball. • Final is 30 minutes halves. 10 minutes of overtime(2 x 5), followed by kicks from the mark if needed.**

- **11v11 U13-U14 - Game time for pool play is 30 minute halves, size 5 ball. • Final is 30 minute halves. 10 minutes of overtime (2 x 5), followed by kicks from the mark if needed.**

- **11v11 U15-U16 - Game time for pool play is 35 minute halves, size 5 ball. • Final is 35 minute halves. 10 minutes of overtime (2 x 5), followed by kicks from the mark if needed.**

- **11v11 U17-U19 - Game time for pool play is 40 minute halves, size 5 ball. • Final is 40 minute halves. 10 minutes of overtime (2 x 5), followed by kicks from the mark if needed.**

- **No over time periods will be played in preliminary rounds. Half time for all games will be no more than 5 minutes.**

Tie Breaker: In the event of a tie at the end of pool play, the winner will be determined in the order as follows:

- 1. The winner in head-to-head competition (where applicable)**
- 2. Fewest goals against**
- 3. Most Goals for**
- 4. Most shut-outs**
- 5. Most Total Wins**
- 6. Goal differential - Highest goal difference (goals for minus goals against) with a maximum of four (4) goals difference per game counted both for and against. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.**

7. If a tie still exists after steps 1 through 6, the tournament Director/committee will decide whether the teams will go into a shoot-out or have a coin toss, this will depend upon the time schedule, availability of fields and officials. In the event of a three-way tie at the end of bracket play, the winner for advancement to the final game will be determined in the order of steps 2 through 6. The advancement of the remaining two teams is determined by steps 1 through 6.

8. Teams with uneven brackets- some will be playing round robin. Best points win, no final. For example, in a 5 bracket system all teams have 4 games and no final game, best points win.

Additionally: Rescheduled games due to weather cancellations have been decided that one full half is played, and in addition PK shootout for an opportunity to earn a point or potentially another point. Max points of 4. PK is not considered apart of head to head.

- 3 for a win
- 1 for a shutout
- PK winner earns a point if max points haven't been met.

In the other scenario for uneven brackets, some teams will play an additional game to make it so all teams will play 3 games. The team that played the additional fourth game will only have 3 games counted towards the point standings. For example, in a 5 bracket round robin if the 4 of the teams will play 3 games where all 3 games will count to the tournament points, 1 team will have an additional game but only 3 games will count towards the points. Best 3 out of 4 games count.

Home Team: The home team will be the team listed first on the game schedule. The home team will be responsible for providing 3 game balls. The home team will be required to switch to alternate jerseys to accommodate the color conflict as declared by the referees. All teams must have alternate jerseys. The home team will have a selection of the side of the field for its team and spectators.

Forfeits and Byes: A team that fails to report ready to play within 15 minutes of the scheduled kick-off time will forfeit the game; they will also forfeit their remaining games. The games will be scored, 1-0 the other team will be awarded 8 points.

Protests/Disputes:

- No protest will be allowed or considered
- All disputes shall be settled by the Tournament Director or their designates and that decision shall be final.

Field Check-In: The referee will check in each team with player cards 10-15 minutes prior to the scheduled start time of the game.

Players Equipment: It will be up to the referee's discretion to allow a player wearing an orthopedic cast or hard brace to take the field. Shin guards are mandatory for all

players.

Coaching: All coaches have total responsibility for the conduct of their player, substitutes, friends and spectators at all times. Coaching from the sidelines is permitted provided: 1.

No mechanical devices are used

2. The tone of voice is instructive and not derogatory

3. Abuse and/or unacceptable behavior from players, coaches or spectators coaches will not be tolerated.

Cautions and Ejections: A player who has been ejected shall not be allowed to participate in the next scheduled game. Any player or coach who assaults a referee or tournament official will be expelled from the tournament, and the proper legal authorities will be contacted. The Tournament Director/committee has the right to eject players, coaches or spectators from the tournament for any behavior they deem inappropriate.

Cards can be issued to coaches for unruly spectators and coaches can be ejected from the game. Unruly spectators will be asked to leave the premises. Failure to comply may cause a team to forfeit the games, and potential trespassing charges.

Injury and/or Delay: Any conditions resulting in delays of the game may cause shortening of the game in order to maintain the tournament schedule.

Playing Conditions: Games may be temporarily suspended, shortened, rescheduled or canceled when fields are in unplayable condition due to inclement weather or other unforeseen events. The immediate responsibility of game stoppage will rest with the Field Referee.

Suspended Games – If a game is temporarily suspended due to weather conditions, play will restart per the Laws of the Game. If a referee has deemed it necessary to suspend a game for any reason, the game may be resumed but is subject to end no later than five minutes prior to the next scheduled game. So long as one full half is played, there is no recourse if the game is not played to the full-allotted time.

Canceled Games - Games will be considered complete if at least one full half has been completed, and the score at the time play is stopped will be the final score. The decision of game cancellation will be up to the Tournament Rules Committee and there will be no refunds for canceled games. If game cancellation takes place in a playoff game, for any reason other than misconduct, and the score was tied at the time of stoppage, the two teams will proceed to the Taking of Kicks from the Penalty Mark to determine a winner at a time and place dictated by the Tournament Director or the Tournament Scheduler.

Rescheduled Games – Any and all game times and places are subject to change in the event of inclement weather or unforeseen event. The Tournament Director and the Tournament Scheduler will make decisions on how to reschedule games, and reserve the right to alter the tournament format to do so.

Drop out policy:

Teams that choose to drop out of the UT Soccer Showcase will be subject to the following refund policy:

- **Drop Before Registration closes - Refund of Team Registration minus \$50 administrative fee.**
- **Drop After Bracketing - No Refund**
- **Credit Card processing fees will be deducted prior to any approved refund no matter the timing of the drop.**
- **Notification may be sent to other Tournament Directors, about any team who drops out at the last minute**

No Double/Multi Roster of players, per UYSA rules.

Multi-Rostering of Players is not allowed. Players may only play on one team in the tournament. If a player is found to have played on more than one team, all games the player participated in will be forfeited and the games will be scored 1-0 match and the other team will be awarded 3 points.

Illegal or non-rostered players: Any team playing an illegal or non-rostered player will forfeit that game and all games of the tournament without a refund of registration fee.

Medical Release Documents: Team managers must have online access to all player medical release documents.

Registered Coaches: IT IS STRONGLY ADVISED THAT EVERY TEAM HAVE MORE THAN ONE LICENSED AND REGISTERED COACH ON THEIR TEAM ROSTER. Any team playing a game without an officially rostered coach present will forfeit that game.

Items to Bring:

- **(4) Stamped APPROVED Tournament Roster with photos: This roster MUST list every player and coach who will be playing/coaching for your team in the tournament, including guest players. Copies must be stamped APPROVED, (3-4) copies will be taken to each game played.**

Out of State Teams or Players:

(Not needed if you bring a Utah Youth Soccer Assoc. rostered team)

No team, or player, shall play without proper travel authorization from your state, to include US Youth Soccer Application to Travel with the appropriate Approval signature, rosters, laminated player passes, and medical releases. (Check to see if this is required by your Club)

Selection:

Tournament Board reserves the right to accept or reject applications to provide the best level of play and balance of teams for the tournament. A first received, first reserved space will be followed, however, if the board deems it necessary, they will accept other teams, based upon the above conditions and to complete brackets as optimal as possible.

- *Coaches are recommended to keep a Binder handy at all games to include the following.*
1. Official Tournament Roster - Copies of approved Tournament Roster printed from Got Sport or UYSA Affinity program. Out of state teams will need to provide a certified roster from their registrar.
 2. Participant Club Registration Form - A copy of each player's UYSA/USYSA signed, in two places, registration form. Player will not be medically treated without signed medical and risk release.
 3. Player Card - A coach MUST have a current player card for each player and coach unless your league uses the Affinity roster with pictures. The referee will want to see it.

Divisional Play: USYS Affiliated Teams Ages U9 - U19 Teams

- U13 - U19 (11v11 teams) maximum of eighteen (18) players. Maximum of five (5) guest players.
- U11 - U12 (9v9) maximum of fifteen (15) players. Maximum of four (4) guest players.
- U9 - U10 (7v7) maximum of twelve (12) players. Maximum of four (3) guest players.
- Four Team Divisions: Top 2 teams in points will advance to the Final.
- Five Team Divisions: "Round Robin" format. Top 2 teams in points receive medals.
- Six Team Divisions: Two group crossover play. Top 2 teams, irrespective of group, leading in points will advance to the Final.

Determining Winners: Teams will be awarded points in pool play as follows:

- Three (3) points for each win

- One (1) point for a tie.
- One (1) point for each shut out. (0v0 tie is not a shutout)

- Minus one (-1) for each player red card
- Minus one (-1) for each coach red card

Game Structure for age groups U9-U12 (7 v 7 and 9 v 9):

All 7 v 7 and 9 v 9 games will be played using the US Soccer mandated rules for the 2025/26 season.

7 V 7 games:

Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Build out line:

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Punting or drop kicking the ball by the goalkeeper WILL NOT be allowed.

Substitutions are unlimited and can occur at any stoppage.

9 v 9 games:

Deliberate heading is NOT allowed in 9v9 games for the birth year games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Punting or drop kicking the ball by the goalkeeper WILL be allowed.

Substitutions are unlimited and can occur at any stoppage.

SUBSTITUTIONS: The tournament follows the UYSA Substitution Policy, including unlimited substitution allowed in all age groups at the referee's discretion.

FORFEITS AND BYES: An automatic forfeit will be given if any of the following occur: • A team that fails to report ready to play within 5 minutes of the scheduled kick-off time will forfeit the game. A forfeit will be scored as a 1-0 game. The other team will be awarded 3 points.

- A home team is unable to supply alternate jerseys in the case of color conflict, unless approved by the tournament director.
- A team fails to check in at mandatory registration.
- A team whose actions are determined, solely by the referee, to cause the game to be terminated.

WATER BREAK: If the temperature is over 90 degree F, the referee will be allowed to implement a water break, in which each team will be allowed to get water during a 1 minute and 30 second break.

- The clock will continue to run during the water break.
- Coaches are allowed to take the minute to coach their players and players will be allowed off the field.
- The referee has the right to caution/warn a coach if they take longer than the allotted time.

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 Tournament Director's decision shall be final.

ALL DECISIONS BY THE TOURNAMENT DIRECTOR ARE FINAL

By registering your team, you are committing to playing all games scheduled for your team. Games not played will be classified as a forfeit and will be scored as a 1-0 match and the other team will be awarded 3 points.

ALL teams are committed to playing ALL games as scheduled.

VENUES:

***There is a possibility that games will be played at various fields in the Provo/Orem area, this is dependent on total team registrations and the need for additional fields:**

Tournament Directors will be located at the Epic Sports Park: 1200 Epic Lane, Provo UT

84601 **Please see the list of possible VENUES below*

***VENUES to be used during tournament:**

(NO PETS ALLOWED ON PLAYING SURFACES OR SYNTHETIC FIELDS)

Epic Sports Park

**1200 Epic Lane
Provo, UT 84601**

Lakeside Sports Complex

**2000 W 400 S
Orem, UT 84058**

Palisade Park

**1313 E 800 N
Orem, Utah 84097**

Tournament Staff Email Address:

Tournament Director- Raye Bullock – raye.bullock@lfcacademyut.com

Referee Assignor: Candice Beck – candice.beck@lfcacademyut.com

Field & Venue Director: Juan Rivera - juan.rivera@lfcacademyut.com