



VETERAN'S CUP TOURNAMENT RULES

November 1st-2nd, 2025
Colorado Springs, Colorado





ON-SITE TOURNAMENT CONTACTS FOR VETERAN'S CUP

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EMERGENCY AND SEVERE WEATHER PROTOCOL

INCLEMENT WEATHER

The tournament committee has the authority to make any changes deemed necessary including delaying games, shortening match length, or other changes it sees fit to determine match winners and advancement. The tournament will inform teams through emails and texts for any weather delays or cancellations. Please ensure that contact information is up to date in system.gotsport.com.

ALL VENUES

If, and when lightning is detected within 8 miles of the athletic (soccer) fields, all participants, spectators, and officials will need to exit the playing fields and seek shelter within their vehicles. All parties will need to remain in their vehicles until the "all clear" is given by tournament staff.

Notifications will be provided on Pride Soccer's social media platforms and through PlayMetrics.

RULES VETERAN'S CUP

NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.

[Rules of Play Overview](#)

[U7 Rules](#)

[U8 Rules](#)

[U9-U10 Rules](#)

[U11-U12 Rules](#)

[U13-U14 Rules](#)



Birth Dates	Age Division	Format	Length of Half	Ball Size	Max Roster
Born Between Aug 1, 2018 and July 31, 2019	U7	5v5	20	3	10
Born Between Aug 1, 2017 and July 31, 2018	U8	6v6	20	3	12
Born Between Aug 1, 2016 and July 31, 2017	U9	7v7	25	4	14
Born Between Aug 1, 2015 and July 31, 2016	U10	7v7	25	4	14
Born Between Aug 1, 2014 and July 31, 2015	U11	9v9	30	4	14
Born Between Aug 1, 2013 and July 31, 2014	U12	9v9	30	4	14
Born Between Aug 1, 2012 and July 31, 2013	U13	9v9	35	5	14
Born Between Aug 1, 2011 and July 31, 2012	U14	9v9	35	5	14

ELIGIBLE PLAYERS

Eligible players are those players whose legal name and birth date appear on the team's PlayMetrics roster at tournament online check-in.

Under no circumstance can a player that is older than the age division based on the range of birth dates, participate on a team. If you have one player that is older, then the entire team must participate in the age group of the oldest player.

No players may be added to any roster once the check in due date, **October 29th at 12 PM**, has passed. No players who are NOT on the roster may play in the tournament.

Players may only play on one team during the tournament. Team rosters may not exceed the maximum number of players for this tournament.

Violation of roster rules will result in a deduction of 10 points.



TOURNAMENT CHECK-IN

Teams are required to complete check in online by October 29th.

Each team will need to complete/upload these 2 tasks.

1. Create a PlayMetrics roster for all players (including guest players).
2. Upload one PDF document of all rostered players' medical release forms. [Click here for the form.](#)

Check in will be completed online.

PLAYER MEDICAL RELEASES

Signed medical releases for all players must be present at the tournament. They must be in the possession of the coach and are subject to inspection by the tournament committee members at any time.

PLAYER BIRTH CERTIFICATES

Birth certificates are not required to be reviewed or carried for any POTR purpose. All challenges of an opposing player's age must be registered with the tournament site headquarters prior to the start of the second half of any game. There will be no roster changes and/or additions once a team's first tournament game has started.

THE FIELD OF PLAY

In all games, the home team is listed first on the official game schedule (dark jersey). The away team is listed second (light jersey). Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game.

All spectators shall remain at least 5 feet from the touchlines or goal lines. No person shall be permitted behind the goal areas unless seated in bleachers. Both teams and the coaching staff shall remain on one side of the field. All spectators shall remain on the opposite side of the field. The coach of the home team shall have the right to designate which side the teams and spectators shall be placed respectively. Enforcement of this rule will be with the responsibility of the referee. During the game, the coaches must remain on their designated side of the field, within their own team's Technical Area, and off the field of play. Team coaches/ managers are responsible to regain possession of passes/cards at the end of each game.

Teams failing to check in within ten (10) minutes before their scheduled kick off time will forfeit the game. All teams must have a minimum of (7) players for U11-U19 and (5) players for U9-U10 present to be eligible to play. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in. The team must show up even if it is known the other team will not appear. A forfeiture shall result in the awarding of



(10) points to the non- forfeiting team with a loss and a (-2) points to the forfeiting team. The Tournament Site Director may modify this rule under extraordinary circumstances.

SUBSTITUTION PROCEDURES

A player may be substituted on any dead ball situation, with the permission of the referee. Subs are unlimited. The substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee. The substitution only enters the field of play at the halfway line and during a stoppage in the match.

CHANGING THE GOALKEEPER

Any of the other properly registered players may change place with the goalkeeper provided that the referee is informed before the change is made and the change is made during a stoppage in the match

THE PLAYERS' EQUIPMENT

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry). The following items are NOT permitted: Hair or body control devices with any hard parts. Jewelry of any sort including earrings of any kind regardless of covering. Earrings may NOT be taped; they must be removed. The following are CONDITIONALLY permitted:

Medical ID items only which are taped to the body; splints, casts, braces or other joint support devices which, in the referee's opinion, are safe and not inherently dangerous or are padded with pliable materials to eliminate the dangerous condition; Goalkeeper hat with soft pliable brim for shielding eyes from direct sunlight. All players shall wear shin guards. Knee-high stockings shall be worn on the outside of the shin guard and shall cover the shin guard.

Referees will request a player to fix equipment or remove equipment that is considered dangerous. A player will not be permitted to play until the dangerous equipment is addressed.

After the start of the game, the player may be sent from the field to correct the problem to the referee's satisfaction. A player sent from the field to correct equipment may return to play with the referee's permission.

All field players on a team shall wear similar jerseys, shorts and stockings. At each game, both teams shall be able to make a change of jersey color. The Home team shall wear dark colored uniform and the Visiting team shall wear the light colored uniform. If there is a color conflict, the Visiting team shall change to an alternate color that does not conflict with the home team's colors. Either team's goalkeeper shall change jersey as directed by the referee regardless of home/visitor status.



THE REFEREE

Veteran's Cup will abide by US Soccer's referee abuse prevention policy. The updated policy includes stronger sanctions for any form of physical or non-physical abuse towards referees. We encourage every player and coach to learn what behaviors cross the line, so they can avoid penalties and help create a better culture for the future of soccer. Please review the US Soccer abuse policy in the links below.

[Referee Abuse Prevention](#)
[Referee Abuse Penalties Summary](#)

The Tournament Director reserves the right to adjust game length and schedules due to inclement weather or adverse field conditions. Games are on a running clock. Teams will be expected to play their games at the scheduled time and location, regardless of weather, unless otherwise by the Tournament Site Director.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. Coaches must be available to be contacted by the Tournament Staff. Teams must not leave the site until their coach has spoken directly to the Tournament Site Director if games are called or postponed due to inclement weather. Keep in contact with the Tournament Director at your site. It is the responsibility of each team to make sure that you supply a cell phone in the event we need to contact you for any reason. Do not make assumptions about tournament play relative to weather or other delays. It is the coach's responsibility to check with the Tournament Site Director regarding any game status at all times.

SHOULD THE SUSPENSION OF A NORMAL TOURNAMENT PLAY OCCUR, REGARDLESS OF THE REASON, THE FOLLOWING TOURNAMENT RULES SHALL APPLY

A game result will be final upon completion of one half of play regardless of the circumstances of termination in preliminary rounds. For championship rounds, the result MAY be final upon completion of one of half of play, as determined by the Tournament Director, based on circumstances of the game termination and resumption. The winner will be determined based on the score at the game's termination.

REPORTING OF GAME SCORES

The game card will be collected by a designated field marshal (from the referee) who will get it to the tournament site director tent at the field where the game is played.



SCORING

- Win = 6 points plus 1 point for each goal scored, maximum of 3 goals.
- Tie = 3 points plus 1 point for each goal scored, maximum of 3 goals.
- Loss = 0 points plus 1 point for each goal scored, maximum of 3 goals.
- Forfeit/Abandonment = Minus (-2) points.
- Red Card: Coaches or Spectators dismissed due to Irresponsible Behavior = Minus (-1) Point.
- Shutout = Bonus 1 point for a shutout.
- Forfeit = 10 points for a no-show forfeit, marked as a 0-3 win to the opposing team for all games played by the forfeiting team.

Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game.

TIE BREAKERS

Ties in the standings will be resolved in the following order:

1. Head to Head Competition
2. Most Wins
3. Goal Differential (Goals Scored Minus Goals Allowed)
4. Goals For
5. Goals Against
6. Penalty Kicks

Finals Only – If at the conclusion of regulation play, there is a tie, the match will be decided by kicks from the mark, according to IFAB laws of the game.

MISCONDUCT

A player receiving a red card shall be expelled from that game and may not be replaced and is automatically disqualified from participating in the team's next scheduled tournament game. In the event a player is ejected (red carded) from a game for violent conduct, that player will not be permitted to play in any other games in the tournament. Two yellow cards received in the same game by a single player results in a red card. The player is expelled from the remainder of the game and may not be replaced.

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent and not use electronic devices in an attempt to coach for the duration of the game and take no further part in the game. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at any time during the team's NEXT tournament match.



COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEIR TEAM AND SUPPORTERS

A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament director or designee or the Center Referee. Any player, coach, or spectator sent off or dismissed from a game must leave the field of play a minimum of 100 yards within 2 minutes.

Any player or coach receiving a sendoff who plays in or coaches the next scheduled tournament game will cause their team to automatically forfeit that game and the game shall be recorded as if an abandonment has occurred. Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

FIGHTING

Any player, coach, or spectator who is involved in a fight for any reason will be ejected from the tournament. Any player, coach, or spectator who enters the field during a fight will be ejected from the tournament regardless of the reason for entering the field of play.

ANY PLAYER, COACH, OR SPECTATOR WHO ASSAULTS A REFEREE WILL BE EXPELLED FROM THE TOURNAMENT AND A POLICE REPORT WILL BE FILED. ALL REPORTS WILL BE SENT TO COLORADO SOCCER ASSOCIATION OR YOUR HOME STATE ASSOCIATION.

REFUND POLICY

The following processes will be followed regarding any refunds and which circumstances allow for refunds:

TEAM WITHDRAWAL

Teams withdrawing from the tournament *BEFORE* the registration deadline will receive a 100% refund of their registration fees. If a team withdraws from the event *AFTER* tournament brackets have been released, they will not receive a refund.

WEATHER-RELATED

- 80% refund – The event is canceled entirely due to weather or any other external forces.
- 60% refund – If only 1 game is played of the 3 guaranteed games.
- 30% refund – If only 2 games are played of the 3 guaranteed games.



- 0% refund – If all guaranteed games have been played.

NON-REFUNDABLE CIRCUMSTANCES

For a tournament in progress (dates of the planned event), in the event of rain, snow, or acts of God, the tournament director can reduce game lengths or call matches at/past halftime as final scores. No refunds will be given if any of the following criteria are met:

- Late Withdrawal: A team withdrawals after tournament brackets have been released.
- Forfeits: A team decides to forfeit a game, giving them less than the guaranteed minimum of played games.
- Incomplete Teams: If a team is unable to participate due to an insufficient number of players or other team-related issues, no refund will be issued.
- Disqualification: Any team that is disqualified from a tournament due to rule violations, unsportsmanlike conduct, or other breaches of rules forfeits their right to a refund.