



Skyline Cup 2025

August 9th & 10th

Rules and Procedures

All Coaches and Referees Please Read Carefully

Kennedy Soccer Complex: 9700 East Hampden Avenue, Denver, CO 80231
Tournament Director – Stu Sinclair

Email: info@skylinesoccer.org Phone: 303-691-5662

Birth Year	Age Group	Half Length	Format	Ball Size	Max Roster	Guest Players
2017	9U Boys / 9U Girls	20 Minutes	7 v 7	4	12	3
2016	10U Boys / 10U Girls	20 Minutes	7 v 7	4	12	3

Player and Coach Eligibility

- Players and coaches must be legally registered to US Youth Soccer through their respective State Association in accordance with US Youth Soccer registration.
- Each team must possess a current certified club or CSA roster, signed by the club registrar.
- The tournament is exclusively for Intermediate/Recreational teams, all of whose players are registered with CSA.
- One roster and a completed Team Information Form are required at time of team check in.
- THE APPROPRIATE OFFICIAL (referee or tournament director designee) WILL CHECK ROSTERS BEFORE THE BEGINNING OF EACH GAME.
- Players may only play for one team at Skyline Cup.

- Players may not play down in age group. No exceptions.

Tournament Check-In

- All teams must have a roster completed online in GotSport by Wednesday July 31st.
- There are no roster changes allowed once your roster has been approved online
- **Teams must create a CSA picture roster in GotSport.**
- Teams must provide a Medical Release for all players on their roster. Medical Releases will not be reviewed online. Coaches must keep printed/electronic waivers for the duration of the tournament.

Game Check-In & Game Procedures

- Prior to each game, officials will conduct an equipment and roster check.
- Your roster will be printed on the game card for each game.
- Home team wears their dark uniform. Visiting team wears their light jerseys.
 - If there is a uniform conflict the Home team will be required to change.
- Goalkeepers shall change jersey color as directed by the referee regardless of home/visitor status.
- **Player Equipment**
 - Each player is required to wear shin guards covered entirely by socks.
 - Players must wear soccer cleats, turf shoes or flat shoes.
 - **NO toe cleats or metal studs allowed.**
 - **NO Hair control devices with any hard parts**
 - **NO Jewelry - Players will not be permitted to wear jewelry of any kind during games.** Exceptions can be made for religious symbols and medical alert bracelets. It is the discretion of the referee and/or tournament officials to allow such items to be worn. All decisions are final.
 - Any player wearing a hard protective cast is required to provide appropriate padding to ensure the safety of other players. Players who have a hard cast will be required to have the padding evaluated by tournament officials and referees before they will be permitted to play. All decisions are final.
- **Touchlines**

- Both teams will be on the same side of the field, each occupying a separate half of the touchline. The spectators will be on the opposite side of the field across from their team. No spectators will be allowed on either end line or behind either goal.

- **Game Ball**

- The Home Team must provide the referee with a Game Ball. All balls will be regulated to the age group, as stated above.

- **Substitutions**

- Teams may substitute at any dead ball situation per FIFA Laws of the Game, with the permission of the referee. Substituting players will wait at the halfway line for admittance by the referee.

Post Game Procedures

- Manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in a container.
- A completed game report will be submitted to the tournament director complete with supplemental report for any send offs, injuries or special circumstances that need explanation.
- Referees will inform Tournament Director of any player send offs and those players will be tracked.
- There will be NO PROTESTS. All disputes will be resolved immediately by the Tournament Director. These decisions will be final.

Playing Conditions

- Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
- In the event that play has been stopped by the field Referee, Head Referee, or Tournament Director, the score at the stoppage of play will be the final game score if at least one half was completed and if play is not resumed as ordered by the Head Referee or Tournament Director.
- The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director or designated representative.
- In Case of bad weather a siren will sound to clear the fields. When the siren is heard again, play will resume. Do not leave the area until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS.

Forfeits

- Teams failing to check in within five (5) minutes of their scheduled kick off time will forfeit the game.
- 9U-10U teams must have a minimum of 5 players present. 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 that the other team will not appear.
- A forfeiture shall result in the awarding of three points to the non-forfeiting team with a

loss and a negative two (-2) points to the forfeiting team.

- The Tournament Director may modify this rule under certain circumstances.
- Termination of game by the referee due to poor behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.
- Any team that forfeits a match will be able to continue participating in the tournament.

Conduct and Discipline

Spectators

- Skyline has a ZERO TOLERANCE policy in respect to negative sideline and coaching behavior.
- Excessive coaching from the sidelines by parents is to be strongly discouraged and only positive reinforcement should be provided to our players by coaches and sideline spectators.
- Parents/Guardians are expected to be positive role models while on the sidelines during games..
- There will be ZERO TOLERANCE regarding any interactions from the parents to the referees, coaches, players, or visiting parents.
- Continued violations of these rules will result in the removal of the individuals from game fields.
- There are no alcoholic beverages allowed at Kennedy Soccer Complex. Spectators found violating this rule shall be removed from the soccer complex for the remainder of the tournament.
- Tobacco products are not allowed on the grass at Kennedy Soccer Complex. Any adult wishing to partake in these products must remove themselves to the parking lot.

Coaches

- Be a positive role model for all players and parents
- Refrain from using abusive, derogatory or offensive language
- Always consider the health, safety and welfare of the players
- Coaches dismissed from a match must sit out the remainder of the match AND the next match.
 - Any coach dismissed from a match must watch the remainder of that game from a minimum of 100 yards away.
 - Coaches serving a one game suspension may sit on the spectator sideline but may not coach or communicate with players from that sideline. Coaching during a match that a coach is suspended from will result in expulsion from the remainder of games at the tournament.
 - A coach's roster shall be withheld by the tournament until their suspension has been satisfied.
 - A note will be made on the official tournament roster indicating the game the suspension will be served in. The coach is only eligible to return to games once the Tournament Director has initialed the roster confirming the sit out.

Players

- Should respect the game, the officials and the rules. respect opponents and spectators in language and actions

- Should be a good winner, show respect and class. Be gracious in defeat, acknowledge opponents victory and don't blame others for loss
- Players who receive 2 yellow cards in one game must sit out the remainder of that game and the following game.
- Players receiving 3 yellow cards during the tournament shall be suspended for 1 game.
- Should NOT use vulgar language, use drugs (other than prescribed by a physician), have alcoholic beverages, or use tobacco products.

Tournament Format

9U/10U

- All teams are guaranteed a minimum of 3 games and no more than 2 games per day.
- This age group is competitive, meaning, scores shall be kept and reported and a group winner will be determined.
- In group play, there will be no overtime games.
- Games tied at the end of regulation in the knockout round will move directly into penalty kicks.
- Champions and Finalists will receive players medals.

Bracket Size for 9U/10U

- **4 Team Bracket** - Round Robin with Championship game between 1st and 2nd.
- **5 Team Bracket** - Round Robin with highest point team as champion.
- **6 Team Bracket** - Two 3 team groups with semis and championship game.
 - Group play will be Round Robin within their own bracket
 - Semis: 1st Bracket A vs. 2nd Bracket B, 1st Bracket B vs. 2nd Bracket A
 - Consolation: The 3rd place team of each bracket will play each other
 - Finals: Winner Semi-Final 1 vs. Winner Semi Final 2
- **8 Team Bracket** - Two 4 team groups with a championship game.
 - Group play will be Round Robin
 - Finals: Winner Bracket A vs. Winner Bracket B

Determination of Group Winners for 9U/10U

- Standings in a group will be determined by game points:
 - Win: 3 points
 - Tie: 1 points
 - Loss: 0 points
- Teams tied on points at the end of group play will be resolved by:
 1. Head to Head
 2. Goal Differential
 3. Goals Against
 4. Most Shutouts
 5. FIFA Penalty Kicks

++ties ending in 0-0 don't get shut out points
- In case of three teams tied with the same points, when one team is determined

as 1st place team, the tiebreaker for the remaining two (2) teams will start with Head to Head and so on.

- Games in any knockout round, tied at the end of regulation, will move straight to penalties.

Laws of the Game

All games shall be played in accordance with the IFAB Laws of the Game except as modified below.

Law 1 - The Field

9U/10U

- 55-65 yards (length)
- 35-45 yards (width)
- Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)
- For 9U-10U, a build out line is to be a line of different color or dotted, across the field equidistant between the penalty area line and the halfway line.
- When the goalkeeper has the ball, either during play from an opponent (made a save), or taking a goal kick, the opposing team must move behind the build out line until the ball is put into play. The goalkeeper is entitled to wait until opponents are behind the build out line before releasing the ball. When the opponents are behind the build out line, the six second rule for the goalkeeper begins.
- The ball is considered "in play" when the ball leaves the goalkeeper's hands.
- The ball is in play from a goal kick when the ball is kicked and clearly moves.
- Goalkeepers in possession of the ball may pass with their feet or throw/roll the ball into play when the opponents have retreated behind the build out line. Once the ball has been released by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Goalkeepers may NOT punt the ball. Drop kicking the ball is the same as punting. If the goalkeeper punts or drop-kicks the ball, the referee will stop play with the whistle and award an indirect free kick to the opposing team on the penalty area line parallel to the where the infringement occurred.
- 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 when feasible. The coach of the home team shall have the right to designate which side the teams and spectators be placed on respectively. Enforcement of this law will be the responsibility of the referee.
- All spectators shall remain at least 5 feet from touchlines or goal lines, unless spectator lines establish a different distance. No person shall be permitted behind the goal-areas unless seated in bleachers.



Law 2 - The Ball

9U/10U - Size 4

Law 3 - The Players

9U/10U

- 7v7 (6 field players and 1 goalkeeper)
- Games may not start or continue if there are less than 5 players on a team.
- Substitutions are unlimited and can occur at any stoppage.

Law 5 - The Referee

9U/10U - Minimum certification as a U.S. Soccer Grade 9 Referee.

Law 6 - Other Match Officials

9U/10U - No assistant referees will be used.

Law 7 - Duration of the Match

9U/10U

- 20 minute halves.
- 5 minute half-time
- No overtime in group play.
- Games tied at the end of regulation in the knock-out round will end with penalty kicks.

Law 11 – Offside

9U/10U - Offside only applies between the build out line and the endline.

Law 12 – Fouls and Misconduct

9U/10U

- There is no intentional heading of the ball.
 - Intentionally heading the ball will result in an indirect free kick.
- All restarts shall be handled according to IFAB Laws of the Game.
 - This includes direct kicks and penalty kicks.

Law 16 –The Goal Kick

9U/10U - All defending players must be behind the build out line before the goal kick is taken. The defending players may cross the build out line once the ball is played.

Standard Laws of the Game

Law 4 – Players' Equipment

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Determining the Outcome of a Match

Law 13 – Free Kicks

Law 14 – Penalty Kicks

Law 15 – Throw-in

Law 17 – Corner kick

*******Refunds**

Refunds will be given according to the following policy.

- If only 2 games are played a 30% refund is given (doesn't apply if game/s are forfeit).
- If only 1 game is played a 70% refund is given (doesn't apply if game/s are forfeit).
- If a tournament is canceled by the host prior to the date of the event an 80% refund is provided.

No refund is given if,

- A team withdraws for any reason within 30 days prior to the tournament.

Any questions, concerns or comments can be directed to:

Tournament Director – Stu Sinclair

Email: info@skylinesoccer.org