

2026 Stenger Invitational

Rules of Play for 7v7, 9v9 and 11v11 for U9 and Above

A. RULES OF PLAY

1. The rules of play shall be the LAWS OF GAME as published by FIFA with those modifications adopted by CSA with additional tournament rules and format of play as listed below.
2. The Tournament Rules Committee, for the good of the game, shall address any rules not addressed.
3. The Tournament Director or designated representative shall determine the suitability of playing conditions. Teams shall be expected to play in accordance with the tournament game schedule unless severe weather poses a threat to safety. Only the Tournament Director or designated representative shall reschedule the game times and/or locations. Games may be shortened or relocated in order to complete the schedule of play. The Tournament Director reserves the right to decide all matters relative to the tournament and the Director's decisions are final.

B. NUMBER OF GAMES

1. A minimum of three (3) games per team will be scheduled. See Section F. PLAYING CONDITIONS for game cancellations.

C. PROTESTS AND APPEALS

1. The "NO PROTEST RULE" applies. Ruling of referees at time of game is final. Appeals will not be heard.

D. BALL SIZE

1. Each team must have a game ball for each game subject to Field Referee approval as follows:

U-9 through U-12	Size 4
U-13 THROUGH U-19	Size 5

E. STRUCTURE OF THE GAME

1. Teams will be divided into flights by age and gender. Separate flights for developmental teams and/ or Competitive league teams based on Spring 2026 league placement may be added in the U9 –U19 age groups depending on number of applications accepted. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
2. Field Size and format:
 - i) **9U-10U: 7v7** per CSA guidelines with the addition of build out lines.
 - (a) **Offside** will be called, however the build out line will denote where it may be called. A player may only be penalized if the offense occurs between the goal line and build out line.
 - (b) **Heading:** No deliberate heading is allowed. If a player deliberately heads ball, referee may award an indirect kick from spot of infraction.
 - (c) **Build out Line-** A build out line will be placed on field halfway between goal line and midfield. The build out line promotes playing out of back in a less pressured setting. When goal keeper has ball in their hands, the defending team must move behind build out line until the ball is placed in play. It is considered in play once the ball leaves the goal keepers hands. Goal keepers may not punt or drop kick the ball; instead may pass with feet, roll or throw the ball into play once the defending team is beyond the build out line. For goal kicks- the ball is considered in play once it leaves the kicker's foot.
 - ii) 11U-12U: 9v9 per CSA guidelines.
 - iii) 13U-15U: 11v11 per CSA guidelines
3. Games will be regulation time less five minutes in each half during round robin play. Semi-final and final games will be full length.
 - i) 9U-10U: 20 minute halves; 25 minute halves in semi-final and final games.
 - ii) 11U-12U: 25 minute halves; 30 minute halves in semi-final, and final games.
 - iii) 13U-14U: 30 minute halves; 35 minute halves in semi-final and final games.
 - iv) U15-U16 35 minute halves; 40 minute halves in semi-final and final games.
 - v) U17-U19 40 minute halves; 45 minute halves in semi-final and final games.
4. During the round robin stage of the tournament, games will not have overtime periods. Team standings will be based on the following point system:

Win	=3 points
Tie	=1 points
Loss	=0 points
5. Forfeits. If a team does not report for play within five (5) minutes after the scheduled starting time, the game will be declared a forfeit. Forfeited games will be scored as a 4-0 final score and the winning team will receive 3 points. Any team which forfeits a game will lose their bond.
6. Divisions with one flight- There will be round robin play within the flight. Finals shall be played between the teams with the highest and second highest number of points.
7. Divisions with two flights- There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. First place in each flight will play for the championship. Divisions of 6 will be broken up into 2 flights and teams will play teams across their respective flights. The 2 Teams with the highest point totals, regardless of which flight they are in, will advance to play in a final.

8. Divisions with three flights-
There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. Winners of each flight plus a wild card team shall play a semi-final round. The wild card team shall be the team with the highest point total of any non-flight winners. The teams with the highest and fourth highest number of points, and the teams with the second highest and third highest points, will meet in the semi-final provided the “wild card” team shall not play the winner of its flight in the semi-final round. The winners of the semi-final games shall play for the Championship.
9. In the event that two or more teams in a flight are equal in total points at the end of the round robin matches, the team that will advance shall be determined in descending order of applicability by:
 - Head to head. This criteria may not be used if more than 2 teams are tied.
 - Goal differential with a maximum of 6 goals differential per game.
 - Fewest numbers of goals allowed.- Max 6 per game
 - Most goals scored- Max 6 per game
 - Fewest penalty points, Ejection (red card) =1 point
 - Flip of a coin
10. Semi-final and final games shall not end in a tie. If the score is tied at the end of regulation time, the teams will play two- (2) full 5 minute halves of overtime. U-9 and older will have five (5) minute overtime halves. If tied at the end of the overtime period, the winner shall be determined by taking FIFA kicks from the mark.

F. PLAYING CONDITIONS

1. Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
2. The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director.
3. In case of bad weather, a siren will sound for clearing the fields. When the siren is heard again, play will resume. Do not leave complex until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS or other shelter.
4. See the General weather policy for further instructions.

G. UNIFORMS

1. The team listed as the “Home” team wears Dark; “Visiting” team will wear White or light. In case of a conflict- the visiting team must change.
2. The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
3. The following items are CONDITIONALLY permitted: Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referee’s opinion, are not dangerous.
4. Shinguards are required.

H. TEAM AND PLAYER CERTIFICATION- Online check in process

1. Each team must submit a current certified UYS/CSA roster which will show every player’s Date of Birth, including guest players, prior to participating in the tournament. Once approved- an approved tournament roster will be provided to each team for use during the tournament. THE APPROPRIATE OFFICIAL (referee or Field Marshall) may check rosters before the start of each game. The approved tournament roster must be available to view at any point during the tournament. Up to 3 guest players are allowed but only up to the maximum age group roster size. U9-10 teams-Max roster size is 14; U11-U12-Max roster size is 16; U13-U19 teams- Max roster size is 18.
2. If an ineligible player participates in the tournament, his/her team will forfeit every game in which he/she played and may be expelled from the competition after review by the Tournament Committee/ Tournament Director. Fees will not be refunded for expelled teams.
3. Only UYS/US Club registered teams/players are eligible for play.
4. A player may play for only one team during the tournament.
5. All players must receive at least 50% playing time in every game in the U10 and younger divisions.
6. It is the responsibility of the coach to retrieve roster from the Referee at the end of each match.
7. At the conclusion of the match, the Field Referee will complete the game card in detail. He/she will also forward to the Tournament Director any player who is sent off for the Tournament records and any possible further action. He/she will also turn in an official supplemental game report if there are any unusual match circumstances to be reported.

GAME LENGTH

<u>DIVISON</u>	<u>ROUND ROBIN</u>	<u>SEMIS & FINALS</u>	<u>OT SEMIS & FINALS</u>
U-9 and U-10	2-20 minute periods	2-20 minute periods	2-5 minute periods
U-11 and U-12	2-25 minute periods	2-25 minute periods	2-5 minute periods
U-13 - U-14	2-30 minute periods	2-30 minute periods	2-5 minute periods
U15-U16	2-35 minute periods	2-35 minute periods	2-5 minute periods
U17-U19	2-40 minute periods	2-45 minute periods	2-5 minute periods

(There will be no overtime periods for round robin play. See E.7 for tie breakers)

I. PLAYER SUBSTITUTIONS

1. Players may be substituted with the consent of the Field Referee at the following times:
 - At any dead ball situation.

2. No substitute is allowed for an ejected player

J. TEAM DISCIPLINE

1. An ejected player or coach is ineligible for participation in at least the next tournament game; this includes the Championship match. Any player or coach who is carded for conduct which is deemed violent in nature will be suspended for at least 2 matches.
2. A COACH IS RESPONSIBLE FOR THE ACTIONS OF HIS TEAM'S SUPPORTERS. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeiture of the game and, in severe situations, expulsion from further tournament participation.
3. Any coach, manager or spectator who has been dismissed from a match must remove themselves no less than 100 yards from the playing field within 2 minutes of notice of ejection or the match will be forfeited to the opposing team.
4. 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 Site Director or the center referee.
5. If parent(s) are asked to leave a sideline by a referee or tournament official due to unsportsmanlike or unacceptable behavior, the team will be penalized (-1) point.
6. Any coach that withdraws their team from the playing field during a match will automatically forfeit the match, as well as be subject to further disciplinary action from the tournament committee.
7. The consumption of any alcoholic beverage at any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and possible suspension. Such violations will be reported to the Colorado State Youth Soccer Association.

GENERAL Weather Policy:

Although we never want to cancel a tournament and spoil the fun, weather here in Colorado often has other ideas. The Stenger Invitational and the Colorado Edge Soccer Club will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

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.

Should the suspension of normal tournament play occur, due to inclement weather conditions, the following tournament rules shall apply:

Weather delays will be announced at the fields by the blowing of an air horn. Everyone should completely clear the fields and go to their cars or other shelter until the "All Clear" signal is given by the blowing of an airhorn. In addition- any weather delays will be communicated on our tournament website stengerinvitational.net, or edgesoccer.net, as well as through email to the team contacts listed in the tournament application. Teams should be at their field and ready to play within 10 minutes of the "All Clear" signal.

A game result will be considered final upon completion of one half of play, regardless of the circumstances of termination. In the preliminary rounds, if 20 minutes of play have been completed, regardless of the regular tournament game length, it is deemed that the first half is complete and the game will be ended with the final score recorded as the score of the game at its termination. If the game is called with any less than 20 minutes having been played in the first half, the teams will play an additional half of 20 minutes, when they return to the field after ALL CLEAR. The score at the beginning of the second period will be what it was when play was ended. The final score will be the score at the end of the second period of play. If the game is called at any time during the second half of play, the game will be considered final if at least 20 minutes of play have been completed in total (of both halves or partial halves) with the final score being what it was at termination.

In addition, all games following any weather, or other significant delay may be shortened to 20 minute halves for the rest of the day, until we are caught up in the schedule.

For championship rounds- the result may be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption.

The winner will be determined based on the score at the game's termination.

Should weather be deemed so severe for such a length of time that games cannot be completed on the original date of play, the Tournament Director and Committee will announce the plan for completion of the Stenger Invitational, as soon as possible, via stengerinvitational.net, edgesoccer.net and email. Said plan could include games resuming or beginning as early as 7am and/or shortened halves, when possible during the remainder of the tournament.

The Stenger Invitational will make every effort to complete all games in the event of a postponement. However, once pool play has begun the Stenger Invitational will **not** reimburse or prorate tournament fees for any games cancelled, shortened or forfeited. In the event the tournament is cancelled, regardless of the reason, awards will be given based on the average points of the total games played.

In the event the tournament is cancelled **prior** to any games played, the Stenger Invitational will reimburse half the tournament registration fee.