INTERNATIONAL TOURNAMENT

UTAH - NEVADA

THE OFFICIAL RULEBOOK

TOURNAMENT RULES & POLICY

2027 EDITION

7 Elite Academy International Tournament · Utah – Nevada

§ 0 0 WHAT'S NEW FOR 2027

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The rules below carry forward from 2026 with four changes. Every coach, manager and team administrator should read them before registration closes.

01	***GAME LENGTHS***	U9–U12 unchanged. U13–U15 now play 2 x 30 minutes. U16–U19 now play 2 x 35 minutes. See Section II.6.
02	***U13-U19 LEAGUE FORMAT***	U13–U19 divisions now play as a league. Every team plays four league games and the top two teams meet in the Final on Sunday. See Section II.3.
03	***CALENDAR YEAR***	Rosters and player cards must be for the current Calendar Year (previously Seasonal Year). See Section III.1.
04	***ABILITY DIVISIONS***	Where possible, teams will be put into divisions based on ability. See Section III.2.

§ 0 1 GENERAL

GENERAL

1. **Laws of the Game:** The rules of play shall be the FIFA LAWS OF THE GAME as modified by USYSA and UYSA, except as specifically stated in these rules and approved by UYSA, including new FIFA Rules for 2022.
2. **Interpretation:** Any rule not addressed shall be interpreted by the Tournament Committee.
3. **Final Decisions:** All decisions by Referees and/or the Tournament Director are final. **There will be No Protests.**
4. **Jamboree:** Specific Pre-Academy Jamboree Match Rules and Field Layout can be found in Section VIII.

§ 0 2 TOURNAMENT STRUCTURE

TOURNAMENT STRUCTURE

1. **Number of Teams:** The Tournament Committee reserves the right to combine age groups if necessary, to complete flights.

2. **Number of Games:** Each U9–U12 team is scheduled for a minimum of three games. Each U13–U19 team plays four league games, plus the Final for the top two teams.

3. **Division Format:**

U13–U19 · League Format

> Each division is played as a league. Every team plays four league games, with points awarded as set out in Section IV. The top two teams in the league standings at the end of league play meet in the Final, played on Sunday. The Tournament Committee will set the league schedule for each division.

U9–U12 · Bracket Format

Four Team Divisions – Four teams play three group stage games. Top two advance to a Championship Game. Depending on registration, it is possible that age/gender groups may be combined; if less than four teams in one bracket, those teams will be given opportunity to play up or have a team from a lower bracket play up to complete the bracket. Coach approval required and player age rule compliance. If teams elect not to play in a bracket with teams from a different age/gender group, they can ask for a full refund.

Five Team Divisions – Each team plays all other teams in the division for a total of four group stage games. Champion and Finalist determined by highest and second-highest points earned. No Semi-Finals or Final is played.

Six Team Divisions – Teams are split into two brackets of three teams. Teams will play both teams in their bracket, then A1 v. B2, B1 v. A2 and A3 v. B3. Winners of 1v2 matchups will play in the Championship. **Semi-final matches (A1 vs. B2 and B1 vs. A2) will not have penalties at the end of the match unless tied and necessary to determine a winner.**

Seven Team Divisions – Each team plays two matches. All teams are then seeded (1–7) based on total points earned in the first two matches. For the third game, teams are matched two vs. seven, three vs. six and four vs. five. The top seed gets a bye into the semi-finals. Winners of the play-in games go to the semi-finals. Winners of semi-finals meet in the Championship. In this type of Division, a team could lose its first two games and still have a chance at winning the Championship.

Eight Team Divisions – Teams will be split into two brackets. Teams will play every team in their bracket. First Place in each bracket at the completion of the Group Stage will play in the Championship.

4. **Awards:** First and second place teams in each bracket will be presented with an award.
   - JAMBOREE U5 to U8 – All participants receive awards.
   - U9–U19 – Champions and Finalists receive awards.

5. **7 Elite Academy International PK Shoot Out Challenge – For all Bracket Play (U9 to U19):** A PK shoot out will occur immediately after the end of every group stage and league game in all age brackets U9–U19. Winner of the PK shoot out will receive 1 point towards their total, regardless of the result of the game.

   We ask that every team provide every player an opportunity to participate in this during the Group Stage or league play, including Goalkeepers. All players should take at least 1 PK shot during the Group Stage or league play. FIFA PK rules are not in effect where the player must be on the pitch at the end of the game to be eligible to take a PK. This allows every coach to rotate through their rosters as needed to ensure all players have taken a PK. We ask that coaches rotate through the entire roster before a player takes a second PK.

   The PK Shoot Out is not a tie-breaking factor with regard to head-to-head. Referees are asked to move the two teams off the center line and ½ towards the PK goal to shorten the walk up and execution time of the PK Challenge.

6. **Team Size & Game Format per Age Division:**

AGE GROUP	ROSTER MAX	GUEST MAX	PLAYERS	MIN PLAYERS	BALL	GAME LENGTH	HALFTIME	MIN GAMES
U5/6	8	0	4v4	4	#3	20 minutes	None	–
U7/8	8	0	4v4	4	#3	20 minutes	None	–
U9	12	5	7v7	5	#4	2 x 20 min	5 min	3
U10	12	5	7v7	5	#4	2 x 20 min	5 min	3
U11	15	5	9v9	6	#4	2 x 25 min	5 min	3
U12	15	5	9v9	6	#4	2 x 25 min	5 min	3
U13	18	5	11v11	7	#5	2 x 30 min	5 min	4
U14	18	5	11v11	7	#5	2 x 30 min	5 min	4
U15	18	5	11v11	7	#5	2 x 30 min	5 min	4
U16	22	5	11v11	7	#5	2 x 35 min	5 min	4
U17	22	5	11v11	7	#5	2 x 35 min	5 min	4
U18	22	5	11v11	7	#5	2 x 35 min	5 min	4
U19	22	5	11v11	7	#5	2 x 35 min	5 min	4

U9–U12 formats are unchanged from 2026. The red line marks the start of the U13–U19 league format: four league games per team, with the top two meeting in the Final on Sunday.

§ 0 3 REGISTRATION & CHECK-IN

REGISTRATION & CHECK-IN

1. **Year of Play:** 7EA International is conducted in accordance with the US Youth Soccer calendar year age alignment. All teams must use rosters and cards for the current Calendar Year. Per UYSA rules:
   - Players U9–U10 are eligible to play up one year.
   - Players U11–U14 are eligible to play up two years.
   - Players U15 and older may play up to any level.
2. **Eligibility:** Teams will be divided into flights and brackets by age and gender. Where possible, teams will be put into divisions based on ability. All teams must be properly registered with US Youth Soccer, a USSF affiliated organization (i.e. US Club Soccer, AYSO), or an appropriate national organization.
3. **Document Check In:** All teams must complete an online check in via GotSport. Required documents include:
   - UYSA Official Sanctioned Roster (Utah teams) or official GotSport Roster (out-of-state teams). **All players who have turned 18 must have completed SafeSport or they will be ineligible to play.**
   - Tournament Photo Roster showing all players (including guest players) with jersey numbers.
   - Guest Player Forms for all guest players on tournament roster (shown as "loaned").
   - Rosters are frozen at a date determined by Tournament Committee, up to two weeks prior to kickoff. After this deadline, no amendments to the roster will be allowed after check-in. Any team playing an illegal or non-rostered player, or a player handwritten on their roster, will forfeit that game. Any team forfeit will be reviewed by the Tournament Rules Committee and may include additional punishment including prohibiting that team from advancing out of pool play, without a refund of registration fee.
   - Team representative must arrive at Tournament HQ to pick up your welcome packet.
   - **Teams are responsible for printing 6 copies of roster once approved by tournament. Rosters will have watermark; they are the only official rosters to be used.**
4. **Double Roster:** Players may play for only one team during the tournament. Both teams will forfeit all games of the tournament without a registration refund if a player is found to be double rostered.
5. **Registered Coaches:**

> It is strongly advised that every team have more than one licensed, registered coach on their team roster. All teams should have a head coach and an assistant coach to alleviate any scheduling overlap issues, especially if the head coach has more than 1 team participating. **Any team playing a game without a rostered coach present and eligible will forfeit that game.**

6. **Player Paperwork:** All players, including guest players, must have the appropriate medical release form, player identification, and appropriate guest player form. Proof of date of birth is not required at Check In; however, if a player's age is questioned, the team must be able to provide proof of a player's date of birth (per Section 7 of UYSA policies) prior to the beginning of the next match.
7. **Game Time Check In:** A team representative must have the following at each game; failure to bring required documentation to a game will result in a forfeit of that game.
   - The Official Tournament Roster, with jersey numbers, Discipline Record and Concussion Record, to the Head Referee, which will be kept by the Referee during each match.
   - A copy of medical authorization for all players.
   - A copy of all guest player forms.

§ 0 4 TOURNAMENT SCORING

TOURNAMENT SCORING

1. **Game Scoring:** Team Standings will be based on the following point system:

3	points for each win
1	point for each tie
0	points for each loss
+1	point for each PK Shoot-Out Challenge win in group stage or league play (U9–U19)

   - For a forfeited match, the non-forfeiting team will be credited with a 1-0 win (or if the game was completed and the non-forfeiting team won, the official score will be utilized) and awarded 3 points. The non-forfeiting team will also be awarded 1 point for the PK Shoot Out. Any team forfeit will be reviewed by the Tournament Rules Committee and may include additional punishment including prohibiting that team from advancing out of pool play, without a refund of registration fee.
   - A match is considered official upon completion of one half of play regardless of the circumstances of termination during the second half, with results based on the score at termination.
   - Final standings for each bracket will be determined by the total number of points accumulated at the end of Group Stage play (U9–U12) or league play (U13–U19).
   - Playoff matches (quarterfinal, semi-final or final) will be decided by PK if tied at the end of regulation. No overtime halves will be played.
   - In a 5-team bracket, all teams will play each other 1 time (4 games total). Top point earner will be declared "Champion" and second point earner will be declared "Finalist." Both will receive medals.

2. **Tie Breaking Within a Bracket:** Ties in bracket standings will be broken by employing the following tie breakers. If more than two teams are involved in a tie, the first team to move ahead will be awarded the highest place, and tie breakers will be reapplied until all ties are broken. Penalties from the Group Stage PK Challenge do not count towards any tie-breaking scenario.
   - Head-to-Head (if all teams played each other).
   - Fewest Goals Against at end of group play.
   - Goal Difference.
   - Total goals scored in group play.
   - Teams will participate in a penalty shoot-out if all other tiebreakers do not achieve a result.

§ 0 5 FIELD OF PLAY & WEATHER

FIELD OF PLAY & WEATHER

1. **Home Team:** The Home Team is listed first on the schedule and may select which side of the field they choose to locate; selection should be made 30 minutes prior to the start of the Game. The Home Team will wear the darker color uniform, Away Team lighter uniform. The Away Team must change to an alternate jersey if both teams are wearing similar colors (see Uniform Policy). The Home team must provide the game balls.
2. **Sideline Policy:** Teams will sit on the same touch line together 5 yards on either side of the half line and 1 yard back from the touch line. Spectators will sit on the opposite touch line. Spectators should be on the same half, facing their team, on the opposite touch line. Spectators should remain 5 yards from the mid-line and 1 yard back from the touch line, allowing ARs to move freely without interruption. Spectators are not allowed on either end line, behind the goal, on the same touchline as the team or on/behind the team side/bench.
3. **Game Check In:** All Teams are expected to be at the field sidelines at least 20 to 30 minutes early to facilitate check in. Each team must present a copy of their Official Tournament Roster to the Field Referee (which he/she will keep during the game), and their stamped Game Roster or player passes.
4. **Kick Off:** Kick Off will be at the time shown on the tournament schedule with a 5-minute grace period. If a team is not checked in and ready to play within this time the match may be shortened or considered a forfeit. Teams are not guaranteed on-field warm up prior to the start of the game.
5. **Substitution Policy:** The tournament follows the UYSA Modified Substitution Policy, at the discretion of the Field Referee, and substitutions are allowable by either side at any stoppage of play.
6. **Playing Conditions:** Games may be temporarily suspended, shortened, rescheduled or cancelled 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. If one Referee stops play at a venue for dangerous weather, the Field Marshal is to stop play on all fields at that venue.

- **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.
- **Cancelled 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 cancelled 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 Penalty Kicks 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. 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.

The most up-to-date schedules will be posted on the Tournament Website and every effort will be made to contact coaches and managers by text. Teams should ensure that they have provided the tournament committee with current cell phone information capable of receiving texts.

§ 0 6 CONDUCT & DISCIPLINE

CONDUCT & DISCIPLINE

1. **Concussion:** The UYSA Concussion Policy will be enforced; Certified Athletic Trainers are on site at each venue and concussions will be tracked (VI.6). Players must receive a physician's release to resume play.
2. **General Conduct:** Players, coaches and spectators are expected to conduct themselves within the spirit AND Letter of the Law. Displays of temper and dissent are cause for ejection from the game and the surrounding field area or venue. Any appalling or abusive behavior from parents or coaches can result in their team being disqualified. A coach is responsible for the actions of his team and supporters, both on and off the field.
   - Abuse and/or unacceptable behavior from players, coaches or spectators will not be tolerated. Violations (on or off the field) can result in forfeit of the game and/or expulsion from further tournament play.
   - Violations will be reported to UYSA and/or a team's State Association.

3. **7 Elite International Tournament Yellow and Red Card Policy:**

> We here at 7 Elite Academy truly believe in player development. As the game is about the players, we want to keep them on the field as much as possible. We have a modified set of yellow and red card rules for this reason. Our referees have been briefed to allow the game to flow, and rather than punish players, we want the referee to educate the player on any mistakes they have made. We have asked that cards are limited as much as possible and education take their place. We do not want players receiving cards, especially red cards, unless necessary.

- If a player receives a red card, they will sit out the rest of that game. The player is eligible to play in the next game. If a player is sent off for violent conduct or verbal abuse, they will sit out the remainder of the game and the game immediately after the one they have been sent off in, regardless of Group Stage or Championship games.
- **Coach and Parent Rule** – We ask all participating coaches, admins and parents to help us be a step above. To assist in that, please read and communicate the following to your teams:
  - At no point during the tournament will coaches, administrators or parents be allowed to solicit, yell for or ask that a card be given to an opposing player. If a coach is found guilty of this, they will be warned by the referee. Failure to cease, or continued infringements, could result in the coach being sent from the field, in turn affecting their team and players.

4. **Yellow Cards:** Given at discretion of the referee. Excessive violation will be reviewed.

5. **Red Cards / Ejection:**

- Red Card violations will be reviewed by the Tournament Rules Committee; any player or coach receiving more than two red cards during the tournament will be considered for further disciplinary action.
- Red cards resulting from intentionally harmful or violent conduct may result in expulsion from further tournament play. Violations will be reviewed by the Tournament Rules Committee.
- A player receiving a red card must leave the game immediately and is not eligible to return for that game.
- Any coach, manager, or team non-medical official who has been ejected must remove themselves to no less than 100 yards from the playing field immediately upon notice of ejection. Play will be suspended until the ejected individual leaves the vicinity. If the ejected individual does not leave within 5 minutes, the match will be forfeited to the opposing team.
- In the instance where a coach has been ejected from a game, the match may continue only if there is another eligible, rostered coach present. In the absence of an eligible, rostered coach, play will end immediately, and the team will forfeit the match to the opposing team.
- If a player receives a “violent conduct” or “verbal abuse of a game official” red card, or a coach is ejected, they are ineligible for participation in the following tournament game.

- Players may sit on the bench during their suspended game but may not be in uniform.
- Suspended coaches may not be at the tournament venue during the game of their suspension and may not warm up or address the team on the field prior to or during the game.
- Should the player and/or coach participate in a game without sitting out their suspended game, the team will forfeit the associated match to the opposing team. This includes Championship matches.

6. **Discipline & Concussion Records:** A record of ejected players and/or coaches, as well as cautions, will be tracked. Players suspected of sustaining a concussion will also be tracked.
   - Immediately following the conclusion of a game, the Referee must ensure all cautions, ejections, and suspected concussions are recorded.
7. **Abandonment:** Any coach that withdraws his team from competition, by failing to show up for the match, prior to a match at the field, or from the playing field during a match, will be ejected and his team will forfeit the match, including consolation games. Any team forfeit will be reviewed by the Tournament Rules Committee and may prohibit that team from advancing out of pool play, without a refund of registration fee. The Tournament Rules Committee also has the right to refuse registration to future tournaments.

§ 0 7 UNIFORMS

UNIFORMS

1. **Home & Away:** Home team wears dark colored uniforms; Away team wears White, or a non-conflicting uniform. In any conflict, the Away team is required to change. Always bring both kits to every game.
2. **Numbers:** All players (except goalkeepers) must have a number on the back of their uniform that corresponds to the number listed on the team's Official Tournament Roster and stamped Game Rosters; no duplicate uniform numbers will be allowed.
3. **Shin Guards:** Players shall wear shin guards in accordance with FIFA laws.
4. **Jewelry:** No jewelry may be worn during a match. Allowances for medical alert bracelets may be made only at the discretion of the Field Referee.

§ 0 8 PRE-ACADEMY JAMBOREE

PRE-ACADEMY JAMBOREE

1. Matches shall be played in conformity with the Rules of FIFA and UYSA, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters.
2. Official player cards and rosters are NOT required for Jamboree teams. We do ask that each team create a GotSport account and player roster to be used for check-in if needed.
3. All teams must check in at Tournament Headquarters at least 30 minutes prior to the start of their first game to receive check-in items and information.
4. There will not be assigned match officials. Coaches will act together as match officials and will be allowed on the field when necessary.
5. All teams will play four games at 20 min each game with 10 min between games and 1 bye. Subject to change; accumulative game time will remain the same.
6. All ages will play 4v4 with all field players and no goalkeepers.
7. Maximum roster size will be 8 players and it is strongly encouraged that all players receive equal playing time.
8. Substitutions are unlimited and are allowed 'on the fly' at any point during the match. The player being substituted out must leave the field of play prior to the new player entering the field of play.
9. As this is a Jamboree recreational event, no official scores or standings will be kept.
10. Every team will receive a set of Official Tournament Pinnies prior to their first games in the tournament. Teams are strongly encouraged to wear these for every game. When the colors of the team uniforms conflict, the team listed as "Home" must change to an alternate color.
11. For all matches, the home team will kick off and the away team will get to choose their side.
12. Heading will not be allowed.
13. Offside rule will not apply; however, the Half-line will serve as a build-out line for goal kicks.
14. All restarts after a foul or dead ball [free kicks] will be kicks with a 3yd 'no-entry' radius, meaning only players from the kicking team may enter the 3yd area.
15. No Throw-ins; play will restart with pass-ins or dribble-ins. The ball must be stopped on the sideline prior to playing it in and defenders must allow a 3yd no-entry radius.
16. Goal kicks may be passed in or dribbled in [no punting] by any field player 3yds from goal. The defending team must retreat behind the half-line. Defenders may enter the build-out area once the ball has been played.
17. Corner kicks apply and may be passed in or dribbled in with a 3yd 'no-entry' zone.

18. 'Running up' of scores is STRONGLY discouraged (if your team is winning by more than 4 goals, please have the opposing team add another player, or provide restrictions to your players prior to further scoring attempts). Abuse of this or purposeful running up of score may result in your team being asked to leave the event.
19. The tournament committee will provide Size #3 balls for each match.
20. Coaches are held strictly accountable for the conduct of their teams, parents and supporters. Abusive behavior toward the coaches, referees (if applicable), opponents, opposing spectators or tournament staff will not be tolerated. Such misconduct and breaches of sportsmanship shall be turned over to the Tournament Committee for possible action.

U5 – U8 FIELD LAYOUT

