

Cobras Soccer Events 2025/2026 Season

Official Rules

- 1. Categories:** This is an unrestricted tournament that is open to ALL Federation affiliated participants with youth non-competitive and competitive teams. Boys and girls ages U5 (2021)-U19 (2007)
- 2. Application Fee:** Each team planning to attend the tournament must submit \$400.00 (U5 - U8 4v4), \$550.00 (U8U10 7v7), \$650.00 (U10-U12 9v9), \$750.00 (U13 and above) Applications must be submitted by the stated event deadline. There will be no refunds once your team has been accepted.
- 3. Laws of the game:** All matches will be played in accordance with FIFA Laws of the Game, except for what has been modified in this rules sheet AND THE NEW USSF MODIFICATIONS [FOR SPECIFIC RULES BY FORMAT CLICK HERE](#)
- 4. Registration and Team Eligibility:** Each team will consist of players that are registered in USSF, FIFA or an affiliate league for the 2025-2026 seasons. Ex: US Club Soccer, US Youth Soccer, ECNL, etc.
- 5. Roster Size:** The roster for 4v4 will be 10 players, 7v7 will be 14 players, 9v9 will be 18 players, 11v11 will be 22 players.
- 6. Format:** U5-U8 will play 4V4 (no goalkeeper), U8-U10 will play 7 v 7, U10-U12 will play 9V9, U13 and up 11v11.
- 7. Substitutions:** substitutions are allowed with Referee's approval at the following times: throw-in from either team, any goal kick, injury, after a goal, at half time, as a substitute for a yellow-carded player. Free substitution is allowed at all age groups.
- 8. Bracket Allocations, Game Schedules and Score Reporting:**

The tournament format will be determined upon the number of participating teams for each age group (three-game guarantee). A tournament seeding committee will separate teams into competitive divisions based on previous team results in tournaments and leagues. Coach input may be taken into consideration.

Competitive Structure

- 4-Team Divisions will play a round robin group stage (3 games). Afterwards 1st and 2nd seed will play a Final to determine a Champion. 3rd and 4th seed will play a Third-Place match.
 - 5-Team Divisions will play a round robin group stage (4 games). Final standing will determine Champion and other placements.
 - 6-Team Divisions will be split into two brackets of 3. Each bracket will play a round robin group stage (2 games). Semi-Finals will be A1vB2 and B1vA2. Winners will move on to a final match to determine a Champion. Losers will play a Third-Place match. 3 seeds from both groups will play a consolation match.
 - 8-Team Divisions will be split into two brackets of 4. Each bracket will play a round robin group stage (3 games). 1 seed of each bracket will advance to a final match to determine a Champion. 2 seed of each bracket will advance to a Third-Place Match.
- 9. Bracket Standings:** Bracket standings will be determined by the following point system and in the event of a tie, bracket winner and runners-up will be determined as follows:
- 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
- A. Head-to-head during bracket play
 - B. Goal differential (no maximum goals)
 - C. Goals For
 - D. Goals Against

- E. Most Shutouts
- F. Penalty Shoot out

10. Game Lengths:

4v4	Two 15-minute halves	5 minute half-time
7v7	Two 20-minute halves	5 minute half-time
9v9	Two 25-minute halves	5 minute half-time
11v11	Two 30-minute halves	5 minute half-time

In the event to a tie in a championship game: “kicks from the penalty mark as outlined in the FIFA Laws of the Game (page 52, English version) will be used to determine the Champion”.

1. 4v4: 3 PKs from the nearest point on the center circle, followed by sudden death if no winner is declared after 3 PKs
2. 7v7: 3 PKs from 8 yards out, followed by sudden death if no winner is declared after 3 PKs
3. 9v9: 5 PKs from 10 yards out, followed by sudden death if no winner is declared after 5 PKs
4. 11v11: 5 PKs from 12 yards out, followed by sudden death if no winner is declared after 5 PKs

11. Cheating/Protests/Consequences

Cheating

- There will be no tolerance for cheating. This includes purposely playing a player not on the roster and over age players.
- All cases will be reviewed, and the tournament directors will have final say. Consequences include but are not limited to forfeiting the match in question, forfeiting all matches, removal from event, and suspension from future CSE tournaments.
- Tournament Directors decisions are final.

Protests

- Player Protests
 - All player protests must be made by a head coach or manager.
 - Player Protests must be handled at the site of play and must occur before the game, at half time, or right after the game before signing the game report.
 - If a coach has reason to believe a player is not eligible, they may approach the referee or field marshal and ask to see the player’s ID and check it against the game report.
- Formal player age protest
 - Formal protests must be made by a head coach or manager at tournament HQ.

12. EJECTIONS/DISCIPLINARY ACTIONS: USCS rules prohibit any coach, spectator or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during their suspension. A coach, spectator or player receiving two cautions (yellow cards) in a single match is considered to have been given an ejection (red card). A player who has been ejected (sent off), shall not be replaced.

- Coaches or players that receive 2 cautions (yellow cards) and are sent off, will be ejected from that game but may participate in the team’s next game.
- Coaches or players shown a direct red card will be ejected from that game and will be suspended for the team’s next game.

A coach, team official or player who has been ejected for **VIOLENT CONDUCT** shall not be allowed to participate in the next **TWO** scheduled matches (subject to review by the tournament committee). Any coach, team official or player who assaults a referee will be expelled from the tournament. **FIGHTING** will not be tolerated for any reason. Coaches, team officials, players or spectators sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will not be allowed to participate in any further tournament matches. Coaches, team officials, players or spectators who enter the field of play for any reason, in the event of a fight, will be ejected from

the tournament. If the coaches, team officials, players or spectators cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament for fighting.

It is the HEAD COACH's responsibility to ensure that any player suspended for any of the above-mentioned reasons DOES NOT play. If a coach knowingly plays a player with an active suspension, the game will be forfeited by the offending team.

If, in the opinion of the Center Referee, a match must be terminated for misconduct, the offending team forfeits that match and will be suspended from further play in all remaining matches which would be forfeits. Previous points earned and any right to a refund, awards or other consideration will be forfeited. In addition, the home league and State Association will be contacted.

PITCH INVASION POLICY:

DEFINITION: A **pitch invasion** is defined as **any entry onto the field of play without the explicit permission of the referee**, before, during, or after a match.

DO NOT COME ON TO THE FIELD. Any pitch invasion by a coach, parent, or spectator that incites, escalates, or participates in violence will result in an automatic forfeit by the offending team, regardless of match type. Any unauthorized entry onto the field is prohibited and will carry consequences, and at a minimum will result in an automatic yellow card to the head coach of the offending team. If the situation does not escalate, there is no physical violence, and the referee is able to quickly regain control, the match may continue at the discretion of the referee and/or CSE staff with additional sanctions as appropriate (including removal of spectators, red cards, suspensions, and bans). However, the match clock will not stop and if the incident surpasses the match limit the game will not be renewed and the score will stand.

Referee and CSE Staff Authority

- The referee and/or CSE Staff have **FULL AUTHORITY** to determine:
 - Whether entry was authorized
 - Whether behavior was mitigating or aggravating
 - Whether a match should be suspended, abandoned, or forfeited
- Referee and/or CSE Staff decisions regarding safety and match control are final.

Zero-Tolerance Statement:

While the league recognizes rare emergency circumstances, **unauthorized pitch invasion will be treated as a serious offense**. Parents and spectators are expected to remain off the field at all times unless expressly directed otherwise. Failure to comply jeopardizes player safety, match integrity, and the future participation of the offending team.

VIOLENCE AGAINST MATCH OFFICIALS:

Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event. No refunds will be issued.

13. Forfeits: The scheduled game time is forfeit time. Referees will declare all forfeits. The minimum number of players required to field a team for 4v4 is THREE, 7v7 is FIVE, 9v9 is SIX, 11v11 is SEVEN. A game that is forfeited will be scored 3-0 and will count towards the three-game guarantee. Depending on the tournament format of that age group a team may advance if they have enough points.

14. Coach's Responsibilities: Coaches are responsible for their team preparation, being on the correct field at the scheduled time, their own substitutions, and for the conduct of their players, bench, friends and spectators at all times.

15. Home team: Home team will be listed first on the schedule and will take the north or west side of the field.

16. Jersey color conflict, player credentials, uniforms:

- a. **HOME TEAM** is responsible to change on request of the referee
 - b. Official Event Roster with pictures is to be present and available before each game for player check in.
 - c. Every player must have the same uniform. If a player does not have the same uniform, they may use a solid jersey or t-shirt of the same color
 - d. Every player must have a number on their jersey and on the roster. Referee will distinguish between players with the same number on the match report. **A PLAYER WITHOUT A NUMBER WILL NOT BE ALLOWED TO PLAY.**
 - e. Both teams **MUST** provide a game ball.
17. **Player Equipment:** Shin guards are required for all players (**NO EXCEPTIONS**). No hard casts are allowed. Soft casts are allowed with the permission of the Tournament Directors.
 18. **Game Ball:** Each team must provide a FIFA approved game ball.
 19. **Awards:** Custom medals for 1st through 3rd place for U5 and above. First-place and second place teams will receive a team trophy. All U5 and U8 players will receive participation medals.
 20. **Gameplay Disputes:** Decisions by field officials (Referee) are **FINAL**.
 21. **No player shall play with more than one team during the tournament:** If so, this player will be removed from the tournament and all games played by both teams will be forfeited. **UNDER NO CIRCUMSTANCE WILL A PLAYER BE ALLOWED TO PLAY FOR MORE THAN ONE TEAM DURING THE TOURNAMENT.**
 22. **Mandatory Online Check In:** All teams must register their teams with the appropriate documentation in order to participate in the tournament.

CHECK IN

THERE WILL BE NO "IN PERSON CHECK-IN" YOU MUST RESPOND TO THE EMAIL RECEIVED FROM OUR TOURNAMENT CK IN STAFF TO COMPLETE REGISTRATION PROCESS

ONLINE CHECK-IN IS MANDATORY. ONLY PLAYERS LISTED ON THE EVENT ROSTER WILL BE ALLOWED TO PLAY.

Items needed for online check in:

- Physical or Virtual 2025/2026 USYSA, SAY, US Club, AYSO or appropriate National Association Passes with picture *****NO PLAYER CARD = NO PLAY*****
- Proof of Birth (birth certificates, passports, or other official documents) *If ID is not approved by association.
- Travel papers if required by your association

Team check-in prior to games:

Teams must be at their field at least 30 minutes prior to game time.

23. **OFFSIDES:** 4V4 CATEGORIES HAVE NO OFFSIDES. 7V7 CATEGORIES DO HAVE OFFSIDES. 9V9 AND 11V11 DO HAVE OFFSIDES.

24. **ALTERNATE MATCH SCHEDULING**

The Tournament Committee has the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament.

25. INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/US Club regulations. The Tournament Committee will do everything in their control to make sure all matches are played, but if it is out of their control, the following inclement weather protocol will take place:

[CLICK HERE TO VIEW THE INCLEMENT WEATHER PROTOCOL](#)

In case of inclement weather, every effort will be made to play all games; however the tournament may be restructured or cancelled with NO refunds issued.

26. SCORE REPORTING:

Tournament Director and or Tournament committee are responsible for reporting scores and posting them online. Referees turn in game cards to field marshals and marshals turn in cards to committee. Official scores are kept on score cards at Tournament Headquarters. An official team representative is required to sign and approve game cards after each match.

General Information:

Tournament Headquarters during games:
East Side Sports Complex

For More Information: info@cobrassoccerevents.com