



TOURNAMENT RULES & INFORMATION - 2026

Registration, Eligibility & Rostering

- **Registration** – ALL Team registrations require individual completion & submission via the GotSport Event platform. ALL Team Check-In will be Online via GotSport by the event's required date. There will be NO On-Site/Event Day Check-In

For Team Registration, date of birth of *oldest* eligible, rostered player determines event age. Teams may choose to register to play in the next (older) age group, with the approval of the tournament director. This event will use the [UPDATED Liberty Cup Age Matrix & Player Eligibility](#) Based on 25-26 Seasonal & Calendar Year to determine team & player ages.

- **Eligibility** – All rostered players and adult supervisors (coaches, trainers, managers) must be properly registered and in good standing with a US Soccer youth affiliate governing body.

ALL players MUST be registered with the SAME US Soccer youth affiliate to participate. This includes ANY *Guest Players** (i.e. US Youth Soccer teams may only take registered players from another US Youth Soccer registered club/team, US Club Soccer ONLY with another US Club Soccer from another US Club Soccer registered club/team, etc.)

No player may play for more than one team throughout the event, nor play in more than one age group as well. (***Exceptions can be made with prior approval of the tournament committee only where there are injuries and only for players in the same club*)

*Guest Players** - Players NOT currently registered/rostered with your club. Each team is limited to a maximum of three (3) *Guest Players*. Any team rostering *Guest Players* is still limited to their event age group roster maximum. There is no limit to the number of *Club Players* (CP's) currently registered/rostered with their club that a team may roster. Again, teams may not exceed their event age group roster maximum in total.

- **Rostering** – Only those properly registered players that are appropriately uploaded via the online check-in process, are eligible to play in any matches.

Teams are required to upload either an Event (picture) Roster or a League/State Association approved picture roster and/or their passes, for all players, including any club players, as well as any adult supervisors (coach, trainer, manager).

The passes of any *Guest Players* (NOT registered with your club), must also be uploaded. If uploading passes, we suggest they are scanned into a single PDF (yes, it can be multiple pages) before uploading.

Medical Releases are NOT required to be uploaded * Please have them on-hand

Roster Size Maximums: U9/U10 = 14 U11/U12 = 18 U13 - U15 = 22

Match Play

- All Tournament games will be played in accordance with FIFA Laws of The Game and US Soccer, unless modified and noted herein.
- **ALL U9 – U12 Matches follow US Soccer/ENYSA/LIJSI PDI's:**

[US Soccer/ENYSA U9 - U12 Player Development Initiatives, Field Markings & Goal Dimensions](#)

U9 (2017) & U10 (2016): NO Heading – NO Punting – **[Build Out Line](#)**

U11 (2015): NO Heading – Punting Permitted U12 (2014): Heading & Punting Permitted

- Number and Length of Games - ALL Teams will play a minimum of three (3) games in group/bracket play.

ALL games will be scheduled as two (2) halves of 25 minutes = 50-minute game.

Half Time will be no more than a total duration of five (5) minutes. Please be ready to restart as soon as referee signals end half time.

If an injury occurs delaying the game, no time will be added.

The tournament reserves the right to modify match lengths due to circumstances which are beyond the event's control (weather-related delays, etc.)

- # of Players On Field: U9/U10=7 v 7 [6+GK] U11/U12=9 v 9 [8+GK] U13+ = 11 v 11 [10+GK]

Teams must have minimum # of players to begin game: U9/U10 = 5 U11/U12 = 6 U13+ = 7

- Match Ball: U9 – U12 = Size #4 U13+ = #5 Unless supplied by the tournament, the designated HOME team will provide the match ball(s) as requested by the assigned match referee.
- Substitutions: Free, Unlimited substitutions will be permitted on any stoppage of play with the permission of the referee.
- Uniforms: Excluding the GK, each player should have same colored jersey with a number affixed, visible on the player's back. Teams should have two (2) sets of jerseys of different colors available throughout the tournament.
- Player's Equipment: Referee's discretion to determine the safety and suitability of all player equipment including wearing an orthopedic cast or hard brace. This also includes properly secured corrective lens eyewear. All Jewelry should be removed. Shin guards are mandatory for all players.
- Position of Teams/Spectators: BOTH Teams will take positions on same side of field as designated by the tournament at each field. Their spectators will take position on the designated opposite side.

- HOME Team: Will be the team which appears first on the tournament game schedule. In the event of a color conflict (referee decision), the designated HOME team will change colors. In addition to supplying match ball(s), as required, the HOME team will have the kickoff for the first half.
- VISITING Team: Appears second on the tournament game schedule. The VISITING team will be requested to change jerseys If HOME team cannot supply an alternate color. Visiting Team will have the option to determine direction to attack to start match.
- Cautions & Send Offs: Any player or coach receiving two (2) cautions (yellow cards) in a single match will be Sent Off (red card) by the referee. Any player who is sent off from a match may not be replaced on the field. Any player or coach who is sent off from any match will normally be suspended for the team's next scheduled match. Any player or coach who is sent off for more serious behavior (violent conduct, serious foul play, foul and abusive language) may be subject to further sanctioning (additional games, suspension from tournament) as determined by the tournament director/committee.
- Conduct: Each team is expected to conduct themselves within both the spirit and the Laws of the Game. Coaches are fully responsible for the conduct of their players, bench personnel and spectators throughout the course of the tournament. ALL matches fall under [ENYSA Zero Tolerance Policy](#) and [US Soccer Referee Abuse Prevention Policy \(531-9\)](#) Any player, coach or spectator who violates the US Soccer Referee Abuse Prevention Policy (531-9) will be immediately expelled from the event, and the matter referred to their State Association and/or immediate governing body for further disciplinary action.
- Forfeits: Teams failing to report, ready to play within five (5) minutes of the scheduled kick off time will forfeit the match, their opponent awarded a 1-0 win.
- Suspended & Terminated Games: In the opinion of game officials a match must be suspended for any reason, the game may be resumed but is subject to ending not less than five (5) minutes prior to the start of the next scheduled match on that field. If a match is terminated due to misconduct of teams' players, coaches or spectators, if the offending team is leading or match tied at that point, they will forfeit that match to their opponent (1-0 win). If their opponent was leading, the match will be considered completed, with score recorded as such.
- Referees: Only USSF Certified referees will be assigned to all tournament matches. U9 – U12 will use a 1-referee system (w/o club linesman), U13+ will use a 3-referee system. **Referee decisions are final.**
- Protests, Disputes: **NO protests will be allowed.** All disputes will be immediately reviewed, settled by the tournament director/committee, or their designee, and their decision is final.

Group/Bracket Format Play, Determining Team Placement, Finals & Awards

Please refer to the specific information (document) regarding Group/Bracket Format Play, Determining Team Placement (Team Results, Points & Tiebreakers) as well as Finals & Awards for this event.

You may find that information on the [Liberty Cup Tournament Info Page](#)

Communications

The official website, tournament information page is: [Liberty Cup Long Island](#)

Teams are responsible for accessing the tournament information page to view schedules, and all other relevant information. Links to the GotSport Tournament Schedules & Results may be accessed there as well.

The event will use the tournament information page as well as the GotSport Tournament Schedules & Results page to provide updates and alerts. Time-sensitive information may also be sent via the League's social media channels.

The event will also use the GotSport platform to communicate with team officials via email/text. Therefore, it is very important that the team's GotSport account contact information is updated and accurate prior to each event they participate in.

EVENT QUESTIONS PLEASE EMAIL: LIBERTYCUP@LIJSOCCER.COM

Inclement Weather/Cancellations

This is a "rain or shine" tournament, and play should be anticipated.

Once the event begins, if games are cancelled due to extreme inclement weather, games may not be rescheduled.

The decision of the tournament director/committee will be passed on to all impacted teams. Under no circumstances will refunds be made because of cancelled games due to inclement weather.

If the tournament is cancelled BEFORE any games are played, 70% of the team registration fee will be refunded to each team that was accepted into the event and was paid in full, or a credit will be issued for the following year. If the tournament is canceled after any games have been played, no refund (or credit) will be given.

Reminders

- Check your schedule for any updates on field locations or times.
- Have players remove jewelry and check for color conflicts.
- Be ready to play as soon as the previous game is over. Warm-up in other areas.
- Do Not delay half time. Be ready to restart as soon as beckoned back on by referee.
- Please be respectful of other teams, move your team off the field when the match is over.

