2026 Sachem Gravy Bowl - RULES OF PLAY

The SACHEM GRAVY BOWL Tournament Committee reserves the right to rule on any situation not specifically listed below. **The Tournament Committee's interpretation of these rules shall be final.**

All tournament games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein.

The following statement of the Rules and Regulations supplement the Laws of the Game.

All Coaches and Teams have the option to upload their required documents at least 7 days prior to the start of the tournament.

RULE 1: ELIGIBILITY

1. For the 2026 Sachem Gravy Bowl, all players must be born in their age group or later.

   U-14 Born on or after August 1, 2012
   U-13 Born on or after August 1, 2013
   U-12 Born on or after August 1, 2014
   U-11 Born on or after August 1, 2015
   U-10 Born on or after August 1, 2016
   U-9 Born on or after August 1, 2017
   U-8 Born on or after August 1, 2018
2. No player is allowed to be registered with more than one team in the same bracket or transfer to another team in the same bracket during the tournament.
3. A team not within the jurisdiction of the Eastern New York State Youth Soccer Association or US Club must present a Permission to Travel Form from their State or National Association at team registration.
4. USYSA Player Passes and Medical Release forms will be verified against the Official State Roster and are to be carried by the team supervisor throughout the tournament competition. A tournament official or referee may check passes at any time.
5. Failure to have a player pass or birth certificate will make a player ineligible to participate in any tournament games.
6. Any team that violates the Eligibility Rules shall forfeit the game in which the ineligible player has participated. The team will also be subject to disqualification from the tournament and the forfeiture of all fees.

RULE 2: ROSTER

1. Each U-13 & U-14 team may be composed of not more than 22 players, including a maximum of 3 Guest Players. (Guest players must have a USYSA or US Club Player Pass as well as a signed Guest player form.). The maximum number of players on the field is 11, one of whom shall be the goalkeeper. The minimum number of players shall be 7.
2. Each U-11 & U-12 team may be composed of not more than 18 players, including a maximum of 3 Guest Players. (Guest players must have a USYSA or US Club Player Pass as well as a signed Guest player form.). The maximum number of players on the field is 9, one of whom shall be the goalkeeper. The minimum number of players shall be 6.
3. Each U-10 & U-9 team may be composed of not more than 14 players, including a maximum of 3 Guest Players. (Guest players must have a USYSA or US Club Player Pass as well as a signed Guest player form.). The maximum number of players on the field is 7, one of whom shall be the goalkeeper. The minimum number of players shall be 5.
4. Guest players must have State Association Passes and must meet all guest player requirements of their League and/or State Association.
5. Each team roster form must be verified by the Tournament Registration Committee and signed by the Tournament Registrar.
6. The Team Roster form, player passes, and Medical Releases must be available at ALL games and must be presented upon request to any Tournament Official or Referee.

RULE 3: PLAYER'S EQUIPMENT

1. The Tournament will comply with the Law IV of the Game (FIFA) as stated with the following exceptions:
    - All players must wear individually numbered jerseys. No duplicates will be permitted on a team.
    - Players wearing a hard orthopedic cast shall not be permitted to play in any tournament games.
    - No jewelry of any kind is to be worn (including earrings).

- Where jersey colors are similar, the home team will change. (Each team must have an alternate set of jerseys). Players must wear shin-guards, which must be covered by the socks.

RULE 4: THE BALL

- The game ball will be provided by the home team on the schedule.
- Ball size:
  - size 4 for U-9 through U-12
  - size 5 for U13 through U14

RULE 5: DURATION OF GAME

1. All games in the U-9 through U-12 age groups will consist of 2 halves of 25 minutes each.
2. All games in the U-13 through U-14 age groups will consist of 2 halves of 25 minutes each.
3. The intervals between halves will be 5 minutes.
4. Games will be played with a running clock.
5. Due to scheduling constraints, there will be no warm-up time allowed on the field prior to the start of a game.
6. Field Marshals will make sure that all games proceed on schedule.
7. The tournament committee reserves the right to shorten halves in order to finish games before sunset.

RULE 6: POSITION OF PLAYERS & SPECTATORS

1. Each team's coaches and players will take position on the opposite side of the spectators during the time that the game is in progress. The team listed first on the schedule is the designated HOME team.
2. No coach, player, or spectator will be permitted beyond the 18-yard line.
3. No coach, player, or spectator will be permitted behind the goal line.

RULE 7: LINES-PERSON

1. Each U-9 through U-12 team must provide a lines-person at each game, except during a pandemic if requested by the referee

RULE 8: SUBSTITUTIONS

1. Substitutions can be made without limit at the following times with the permission of the referee at the centerline:
    - Either team scores a goal
    - Throw-in for either team
    - Either team's goal kick
    - Halftime
    - Other stoppages, such as free kicks, corner kicks.
2. Limited substitutions may be made for an injury with the referee's permission. In the case of play stoppage for an injury, teams may substitute on a one-for-one basis for the injured player only. If the injured player is replaced, the opposition may also substitute one player.

RULE 9: PLAYER EJECTIONS

1. If a player is ejected from a game by the referee, the player will be suspended for that game and also the following game.
2. A team that has a player ejected may not replace the player for the remainder of the game in which the ejection occurred.
3. The referee shall report any Red or Yellow cards to the Head Referee immediately following that game.

RULE 10: COACH/TEAM OFFICIAL EJECTION

1. Should any coach or team official be ejected from a match by the referee, that person must leave the area immediately. (At the discretion of the Committee, that person may face further disciplinary action).

RULE 11: RED CARDS/YELLOW CARDS

1. Any red card received during the tournament will result in a minimum of a one (1) game suspension from the next tournament game.
2. A review of the circumstances surrounding the card will be made by the Tournament Committee and if necessary, further sanctions being levied against the player,

coach or team official. A report will be filed by the Tournament Director to the Home State Association (LIJSL 425A)

RULE 12: CONDUCT

1. The coaches are responsible for the behavior (conduct) of their players, team officials, and spectators and shall be subject to disciplinary action from the Tournament Committee for failure to exercise proper control.
2. Players, coaches, team officials, and spectators are expected to conduct themselves within the spirit and the letter of the law. Displays of temper, as well as dissent by either word or action, are cause for ejection.
3. Any player, coach, or spectator involved in fighting will be ejected from the tournament.
4. Coaches and teams that display a disregard for the Rules of the Tournament will be ejected from the Tournament.
5. No Air Horns, Mega Phones, voo voo zellas in the soccer park, or any kind of noisemakers.
6. No Dogs and/or any kind of pets allowed in the soccer park.
7. No Smoking allowed in the soccer park.
8. No Alcoholic beverages in the soccer park.
9. Any infraction of Rule 12 may cause a disqualification or an ejection of the team from the tournament without a refund of the tournament fees.

RULE 13: PROTESTS

1. There will be no protests. A protest of a game based upon the utilization of a substitute referee will not be considered.

RULE 14: FORFEITS

1. A team shall forfeit the game if it refused to play after being instructed to do so by the Referee or any Tournament Official. If the team to which the game is being forfeited is ahead at the time of forfeit, the score will stand as is; otherwise, the game will be recorded as 3-0 in favor of the offended team.
2. In all divisions that play 8v8 or 9v9, a game may not start with fewer than 6 properly uniformed players on each team. Furthermore, after a game has started, it may not continue with fewer than 6 players on a team.

3. In all divisions that play 7v7, a game may not start with fewer than 5 properly uniformed players on each team. Furthermore, after a game has started, it may not continue with fewer than 5 players on a team.
4. Should a team not have the minimum number of players required within 5 minutes of the scheduled start of a game, it shall forfeit the game by a score of 3-0.
5. Any team forfeiting a game will not be awarded a trophy, and the next placing team will be moved up in the standings.

RULE 15: WEATHER & REFUNDS

1. The Tournament Committee reserves the right to make the following changes in the event of inclement weather.
    - Relocate and/or reschedule a match
    - Reduce scheduled duration of a match
    - Postpone a match
2. In the event of lightning, the tournament director will sound an Air Horn. At that time, all games will cease.
3. Should a match in progress be after halftime, the game will be considered official, and the score at the time of termination shall stand.
    - All games still in the first half will cease with the game clock to continue running, and all players and spectators are to leave the playing fields and go to their cars after fifteen (15) minutes, if no lightning is seen, the tournament director will sound the air horn again, and players, coaches, and refs will return to the field to continue the scheduled match. Match will end at the scheduled time.
    - In the event that lightning is seen within the first 15-minute delay, the Tournament Director will wait another fifteen (15) minutes. If after the second delay, no lightning is seen, the Tournament Director will sound the air horn again, and players, coaches, and refs will return to the field to continue the scheduled match. Match will end at the scheduled time. If lightning is seen during the second delay, the game will be canceled and the score recorded as 1-1 tie.
4. If a game is called due to the weather, the score will be recorded as a 1 - 1 tie.

5. Regardless of weather conditions, coaches and their teams must appear on the field ready to play at the scheduled game time or forfeit the game.
    . Only the Referee, the Tournament Director, or a member of the Tournament Committee is authorized to postpone or cancel a game.
6. Any team can request a refund up to the application deadline date (less incurred expenses).
7. This tournament will be played in the rain. If games are canceled due to extreme inclement weather, games may not be rescheduled.
8. Under no circumstances will refunds be issued, in whole or in part, due to conditions outside the control of the hosting clubs, such as inclement weather.

RULE 16: FIELD DIMENSIONS

1. All fields conform to normal standards and rules where possible.

RULE 17: ALCOHOL, PETS, SMOKING, OUTSIDE FOOD

1. NO ALCOHOL BEVERAGES OF ANY KIND ARE PERMITTED ON THE SOCCER PARK. No Pets of any kind are allowed inside the complex. SMOKING IS NOT PERMITTED ON OR NEAR FIELDS. NO OUTSIDE FOOD.

RULE 18: GENERAL

1. The TOURNAMENT COMMITTEE, and SACHEM YOUTH SOCCER LEAGUE, will not be responsible for any expenses incurred by a Club, Team or a Team Member if the Tournament is canceled in whole or in part.

RULE 19: STANDINGS OF TEAMS

All standings will be determined by the following criteria:

1. Points:
    . Win = 3 points
    . Tie = 1 point
    . Loss = 0 points
2. Tie-Breaking Procedure:
    . Head to head (only applies if two teams are tied)
    . Most wins

. Fewest goals allowed

. Goal differential (max of 3 per game)
Example: 5-0 Win: Winning team gets +3 goal differential; losing team gets -3 goal differential
3-0 Win: Winning team gets +3 goal differential; losing team gets -3 goal differential
5-3 Win: Winning team gets +2 goal differential; losing team gets -2 goal differential
6-1 Win: Winning team gets +3 goal differential; losing team gets -3 goal differential

. Most shutouts

. Penalty kicks (sudden death)

3. All divisions will have a minimum of 3 games scheduled
4. Scores posted will be limited to a 5-goal difference maximum
5. In the final match to determine first and second place only, if a game is tied after regulation, there will be no overtime. The game will go to sudden death penalty kicks to decide the winner.

RULE 20: GAMES PER DIVISIONS

1. 4 TEAM DIVISION.
After the first three games are played by each team, the team with the most points shall play the team in second place and the team in third place shall play the team with the least number of points. (The tie-breaking procedure may come into play to place the teams accordingly). The fourth game shall be considered either the championship game (first vs second place) or the consolation game (third vs fourth place). The winner of the championship game shall be the division winner and the loser of the championship game shall be considered the second-place finisher in the division. The winner of the consolation game shall be considered the third-place finisher in the division and the loser of the consolation game shall be considered the fourth-place finisher in the division.

2. 5 TEAM DIVISION.
Round Robin most points will be declared Division Champions second most points will be declared Division Finalist.

3. 6 TEAM DIVISION.
   Each team will play three games against all teams in the opposing bracket. After each team has played three games, the team with the most points from bracket A will play the team with the most points from bracket B to determine the winner of the division. The team with the second-most points from bracket A will play the team with the second-most points from bracket B to determine the third place. The team with the least point in bracket A will play the team with the least points from bracket B to determine 5th place.

RULE 21: AWARDS

1. After all games, the first place team shall be the Champion and the second-place team shall be the Finalist.
2. All champions and finalists will receive awards

RULE 22: DEFINITION OF EXITING TEAM

1. Any team playing in the tournament is required to use their registered name provided they have not registered more than 3 guest players (for U12 and under) for the tournament.
2. Should a team use more than 3 guest players (for U12 and under) or use a mix of players who are not included on their seasonal team roster, the team must use a different name for the team than their registered team name. The committee reserves the right to place such a team in whatever bracket it deems appropriate.
3. Failure of the team coach to provide a team roster with the identification of any player not on their seasonal team roster may result in forfeiture of all games or rejection from the tournament.