



Gates Youth Soccer League, Inc. (GYSL)

41st Annual Tournament and Festival

July 10-12, 2026

NYSWYSA Sanctioned Soccer Tournament Event

Tournament Director: Misty Bobzin

Tournament Email: tournament@gatessoccer.org

Headquarters

Rochester, NY - Total Sports Experience - 880 Elmgrove Rd, 14624 (**NOT** a club mailing address)

Tournament Official's contact information to be distributed at the event and made available online

Registration and Entry

Deadline for tournament registration is **June 13, 2026**

- 09U - 10U team Registration Fee is \$375.00 (entry fee is non-refundable once accepted)
- 11U - 19U team Registration Fee is \$475.00 (entry fee is non-refundable once accepted)
- The oldest player on the roster determines the age group you compete in (refer to age matrix on the website for reference)
- Combining age groups may occur at the Tournament Committee's discretion
- **Club Mailing Address:** 27 Shadywood Dr, Rochester, NY 14606

Teams entering the tournament must indicate on their application, past record, level of play and division they are placed in for their current league. Tournament Director reserves the right to promote any team, Premier, Canadian Rep A, or teams carrying guest players, to play up one age level for appropriate competition.

Check In Requirements

Items submitted during team check-in are verified by tournament officials and recorded as a team's credentials. A team's credentials are subject to review by tournament officials at any time during, or after, if determined necessary to validate a team's status for any purpose related to the event.

Misrepresentation of team credentials may affect standings, and/or eligibility to participate in the event.

- All teams are required to submit appropriate credentials in the required format by electronic means using the GotSport tournament registration portal.
- Additional or amended requirements (if required) will be listed on the tournament website
- **Teams within NYSWYSA, USYSA**
 - An official State Roster is required
 - Valid player passes that match the official roster
 - GotSport team profiles may be linked directly in the portal
 - Permission to Travel Forms (if outside Region 1)
- **Other teams, OSA, Canada, other**
 - An official Provincial team roster which includes name, jersey number, date of birth, for each player. It must be signed and stamped by your local soccer association registrar. Names of absent players should be crossed out. Each player on the roster must have a valid player book
 - Player jersey numbers must appear on the roster, or guest player form
 - Permission to Travel – approval and forms obtained from your association
- Coaching and team staff certified risk management passes associated with team roster
- Coach signed Tournament Medical Release and liability waiver
- A player may participate with one team only, for the duration of the event
- A maximum of three guest players per team are allowed (included in the maximum roster)
- Guest players must be recorded with the team's credentials (guest player form)
- Only players recorded in a team's credentials may compete in this event
- Coach signed acknowledgement indicating agreement to abide by tournament rules, match officials, and decisions made by the tournament committee, at all times

Game Format, Duration

Game times and game lengths may change by the sole discretion of the tournament committee due to weather or other unforeseen circumstances. All game formats include a goalkeeper.

Age Group	Format	Max Roster	Game Duration	Halftime	Ball Size
09U-10U	7v7	14	50 min	5 min	4
11U-12U	9v9	18	60 min	5 min	4
13U-14U	11v11	18	60 min	5 min	5
15U-19U	11v11	22*	60 min	5 min	5

* Only 18 players may be “dressed” and on the bench for each match. This is in accordance with the expanded roster rules of our state association. You may have up to 22 players listed but the referee will enforce the 18 active players on the bench rule for each match.

- Each age group is played as two divisions or round-robin
- The two top teams in total points in the age group or divisions within the age group will advance or the bracket winners will advance
- If there are an odd number of teams, there may be a round-robin with no finals and winner being chosen based upon total points (i.e., five-team groups). In this case, each team will play 4 games instead of three.

Rules of the Game

- The tournament will be played under the Laws of FIFA, USYSA, NYSWYSA, and RDYSL unless otherwise stated
- Judgement calls of referees are **final** (fouls, offside, misconduct, etc.), and **shall not** be protested
- Protests pertaining to misapplication of the laws of the game must be **submitted in writing** to the protest committee at tournament headquarters within one hour of the game’s completion. A \$100 cash bond must accompany each protest and is refundable only if the protest is upheld by the protest committee. The protest committee will review the protest within one hour of submission. The decision of the protest committee is final.

Conduct

Coaches are responsible for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. A referee may eject coaches who are either unable or unwilling to control themselves or their sidelines. Spectators should remain at least 2 yards from the touchlines wherever possible.

- **Yellow Cards**
 - A player receiving two yellow cards in a match is shown a red card and subject to all rules concerning red cards
 - A player accumulating three yellow cards during the tournament will be suspended from their next tournament match and if they receive a red card after the accumulation, they are prohibited from further tournament play
- **Red Cards**
 - A player receiving a red card during play shall be removed for the remainder of the match and will be suspended from playing during the next tournament match including any Championship Game
 - A player receiving a second red card during the tournament is prohibited from further tournament play
 - All red cards will result in the loss of one point from team standings
 - A red card for violent conduct may result in elimination from further participation in the tournament, as determined by the tournament director in consultation with the referee
 - After a red card is awarded, the coach must surrender the player’s pass to the referee who will give it to the tournament director. It will be brought to the scorekeeping tent by either the referee or field marshal, and can be retrieved after the suspended game is served

- A red card received in the final game of the tournament, which precludes the player being suspended in the tournament, will be sent to the State Office for dispensation. This requires surrender of the pass to the State Office coordinating suspension, who will manage the return of the pass to the team's parent organization. No exceptions will be made to this policy.
- All red cards will be reported to NYSWYSA in the post-tournament report for tracking.
- A coach receiving an ejection during play will be removed from the field and the location of the game for the remainder of the game and will be suspended from the next tournament game, they are not permitted within the location of the game during their suspension.
- Spectators may be banned from game sidelines should behavior, in the opinion of the referee or GYSL tournament committee, be deemed necessary for the overall safety of participants
- **If the referee should terminate a game for misconduct** by the coach, players and/or spectators, the referee will record the match score, minutes remaining, any explanation, and the names and/or jersey numbers of those people responsible. A representative for each team must report to the tournament headquarters immediately. The tournament director, and any necessary committee, will determine the match outcome for each team, be it win, loss, draw, or forfeit. The committee will also determine disciplinary action.
- Also refer to the section on **Results and Standings** regarding ejections and point deductions

Player Equipment

- Players are REQUIRED to wear approved shin guards
- Players can play with casts provided they are wrapped or of soft material, with permission from the referee
- NO screw-in cleats are permitted
- The referee has final say regarding all equipment, including gear, and any items which might interfere with safety and/or regular game play. This may include, but is not limited to, protective eyewear, jewelry, medical items such as casts, or knee braces, and any other items

Schedules and Matches

- All teams are offered to compete in a minimum of three matches
 - In normal circumstances this will result in two teams playing a fourth match as a championship
 - Brackets of five teams will have four matches and winner will be based on points.
- Two matches will be played on Saturday and one on Sunday
 - Some local teams may be scheduled for a Friday night match
 - Five-team brackets would play two matches on Saturday and two on Sunday
- Home team shall be designated on the schedule
- Home team is required to furnish the game ball
- Home team starts with the ball in first half
- Visiting team chooses which end to defend in first half
- If there is a conflict in the uniform colors the home team will be required to change jerseys
- Each player must have a unique jersey number which shall match the team credentials (exceptions will be made if the referee and opposing team are notified before the match is started)
- Where possible, a team **AND** its spectators shall occupy the same side of the field, opposite the opponent. A home team has choice of side. When not possible, a team **AND** its spectators shall occupy ½ the field. Coaches and spectators are to remain on their own team half. When space is limited, as in the case of two parallel fields with only a small space between them, teams may be required to locate their players' "bench" on the same side of the field and opposite from the spectators. Please seek the referee's approval in advance for

any desired exceptions. No coaching activity during the game should take place from any area outside of the immediate vicinity of the team's "bench" area.

- Team credentials shall be carried for each match, and made available upon request of a tournament official
- Review the **Conduct** section regarding infractions, yellow and red cards

Substitution

Substitutions shall be unlimited for all age groups. There will be re-entry for all age groups.

- Substitutions may only be made with the consent of the referee
- For safety reasons the substituted player must leave the field quickly/immediately at midfield on the side toward their bench. A player is not required to exit the field of play by the nearest point on the boundary line
- Substitutions may be made by either team at any stoppage of play with consent of the referee
- A player who is identified by the center referee to have received a potential head injury is not allowed to return to the match under any circumstances

Forfeit

If a match is forfeited, a score of 1-0 (win) is awarded to the winning team and the forfeit is noted on the game report. A team recording a loss by forfeit becomes ineligible for 1st or 2nd place status and awards. A forfeit may be declared in the following scenarios

- A team does not show up for a match. A grace period of 5 minutes beyond scheduled kick-off time or the completion of the preceding game, whichever is later, shall be allowed before a forfeit is declared
- A team is playing with illegal players
- A team abandons the game
- A team's conduct creates an early termination of the game
- A team has less than the minimum number of players after the 10-minute start time grace period

Age Group	Minimum Number of Players
09U-10U	5
11U-12U	6
13U-19U	7

Inclement Weather

Coaches and players must appear on the field, ready to play, regardless of weather conditions, except when advised by the Tournament Committee. Only the Tournament Committee may cancel or postpone a game, delay it, or reduce its length. If the game should be terminated in process due to weather conditions after completion of one half of play, the game will be considered official and the score final.

The Tournament Committee will determine if it's reasonable to attempt a continuation for the remainder of a game if ½ of the game was not played prior to stoppage. If the weather conditions make it impossible to continue the match, the Tournament Director has the right to call the game complete where the game originally ended. Furthermore, the Tournament Director may reduce the length of subsequent games on the schedule by up to 50% and/or change field locations if deemed necessary to complete the entire schedule by the end of the day due to the impact of extended inclement weather.

Once the tournament begins, there are no refunds for any reason.

Match and Score Reporting

- Referee completes match scorecard after the completion of each game, including the record of any infractions (yellow and/or red cards)
- Match scorecards must be signed by a team staff representative of each team at the completion of the match
- Match scorecards are collected by the field marshals at each venue. Scorecards are

- collected immediately by our tournament scoring administration staff
- Scoring administration will update the web site and scoreboards located at the headquarters

Results and Standings

Standings will be posted at tournament headquarters as soon as possible after the conclusion of games, and posted to the web site as soon as possible each day.

Ties will stand and there will be no tie-breakers or overtime periods in the preliminary rounds. For games that determine advancement refer to sections for **Tie Breaking**.

For preliminary rounds the standings within a group shall be determined on the basis of the following

Win:	3 points
Tie:	1 point
Loss:	0 point
Shutout:	1 point to winning team (not applicable to 0-0 scoreless match, or forfeit)

Note: There will be a **1 point deduction, per occurrence** for ejection of **anyone** associated with your team

Tie Breaking methods are as follows

1. Results of head to head games
2. Most wins
3. Goals scored vs goals against (3 goal maximum/game)*
4. Least goals against (3 goal maximum/game)*
5. Shut Outs
6. Penalty kicks from the mark taken alternately, according to FIFA Laws of the Game
 - o In some cases, tie breaker kicks from the mark for determining semi-finals and finals may not occur directly after a round robin match, as other matches may need to finish before determining if the tie breaker needs to be taken. In this case there may exist an exception to the Laws of the Game (i.e., only players left on the field at the end of the game are eligible to participate)

* The 3 goal maximum is applied to the goal differential computed from the final match score. For example, a 6-2 match score yields a 4 goal differential, which is capped at 3.

Note: When more than two teams are tied, the tie-breaker system will be used starting with #2 until the tie is broken

Tie breaking methods for Semi-finals and Finals

1. No overtime periods for tie-breaking
2. Penalty kicks from the mark taken alternately, according to FIFA Laws of the Game

Awards

Awards must be picked up at the tournament headquarters at **Total Sports Experience**. Awards shall be distributed immediately following the last match in the team's division.

- All 09U/10U players will receive a participation award
- Players on the Champions and Finalists teams within 11U-19U divisions will receive awards based on the outcome of the championship game

The tournament Director's interpretation of the foregoing rules and regulations shall be final. The tournament director reserves the right to decide on all matters pertaining to the tournament, including modification of rules.

YOUR SIGNATURE IS REQUIRED AT REGISTRATION CHECK-IN

The Tournament Staff reserves the right to ask participating coaches and/or team staff for assistance to enforce any rules and policies outlined in this document or policies of the venues where this event takes place.

As the coach of a team participating in the Gates Soccer Tournament and Festival, I have read and agree to abide by the rules and regulations put forth. I will also ensure my team players, parents and spectators are aware of the rules of conduct and Zero Tolerance Policy.

Team Name & Age Division (please print)

Coach Name (please print)

Signature (Team Staff Representative)

Date