

Next Generation Cup 2026 Rules

Tournament Format: Each Team (including Academy) will schedule a min of 3 games. Age groups U12-U18 will play 11v11. U7-U8 will play in 7v7 format and U9-U11 teams will play in a 9v9 format. Some age groups will have Semis, and Quarters. All age groups will have a Final.

Roster Size: Academy teams (7U/8U) are allowed a maximum 12 players on their roster. Academy teams playing 9U-11U will be limited to a maximum of 16 players. 12U-15U teams are allowed a maximum 20 participating players. A player may play for only one team in the tournament and must be listed on the approved roster. If a player plays in a game and is not properly registered, or plays for 2 teams the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director. Teams may have up to 5 guest players that is part of the max roster. Club pass players do not count as guest players.

Game Ball: Each team is required to provide the referee with a suitable game ball prior to the beginning of the game. The referee will select one to be used during play and return the ball to the providing team at the end of the match.

Jerseys: Home team is the team listed first on the schedule. The home team will wear white or light colored jerseys. The visiting team will wear their darkest color jersey. If a conflict remains, the home team will change to resolve the conflict. Each team must have numbered alternate jerseys or numbered T-shirts available. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected

Team Actions: The coach is responsible for all verbal/physical actions of his/her spectators and is subject to misconduct from the referee for the actions of his/her spectators. Verbal/physical abuse of referees or assistant referees will not be tolerated. Violations can result in the forfeiture of the game and/or expulsion from the tournament. Any protest of ineligible player must be reported in writing, with a one hundred dollar (\$100) cashier's check, money order or cash deposit, before the end of the game to the tournament headquarters.

Red Cards: means immediate removal from the game, meaning player or Coach must leave the field and player CANNOT be replaced by a substitute. If a coach gets a red card then an assistant that is on the official roster can take over. A red card also means the player or coach CANNOT play in the next game. If you ignore this then your team will be disqualified from the tournament. (Two yellows in a match equals a Red)

A Game shall be declared a forfeit if a team is not ready to play within ten (10) minutes of the published start time and/or is found to have an ineligible player participating.

The Format of the tournament is as follows: **Age Group**

U7-U8 2x25 (7v7)

U9-U11 = 2x30 (9v9)

U12-U18 2x35 (11v11)

Scoring System will be used as follows:

WIN – 6 POINTS TIE—3 POINTS

LOSS—0 POINTS

ADD'L POINT PER GOAL- 1

SHUT OUT—1 POINT

GOALS (MAXIMUM OF 3)—1 POINT EACH

Game Scores: After the game is over winning team will collect game card from referee and take over to the Next Generation Tent/ Office that will be at each complex (we will have a map for each complex on website) If game ends in a tie then the home team will collect the game card. Please double check scores and make sure ref signs it.

The Next Generation Cup (nxtgensoccercup.com)

Heading: 11U and younger will not engage in heading. When a player deliberately heads the ball in a game, an indirect free kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the IFK shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, play shall continue.

Referees: Shall report all disciplinary actions to the tournament officials. Tournament officials will impose the penalties stated herein: 1) A player or coach that has been sent-off is not allowed to be present at their next scheduled game. 2) Depending upon the severity of the offense, further disciplinary actions may be imposed. All in-game referee decisions are final. No protests will be allowed.

Number of Players: Each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. Academy games must have a minimum of six (6) players.

Substitutions: There will be free substitution, with the referee's consent, at the following times: -Prior to a throw-in for either team

-Prior to a goal kick

-After a goal by either team

-A player receiving a yellow card (the players carded only)

-After an injury, when the referee stops play

-At half time

-In case of extreme heat, at the referees discretion or during a water break

Nets & Flags will be provided by the tournament. If for any reason the nets are not up, the first teams to play on the field are responsible for putting them up.

Fields: Gates will open approximately 1 hour before kickoff. No warming up in goal mouths allowed.

Tournament Headquarters: Tournament office shall only be used for sanctioned personnel and will be located at Veterans Fields. No more than 5 people will be allowed in the office at any time.

Tents: No tents shall be staked into any ground anywhere on Money Gram, 5 Star, Rolling Hills, Veterans or RE Good. Freestanding, pop-up tents are allowed only if sized 10x10 or less. Tent stakes, if found, will incur owner with a penalty fee of \$100/per stake removed.

Refunds: Any team that withdraws from the tournament after having been accepted into the tournament will be subject to a refund of no greater than 50% of the registration fee. Any team that withdraws from the tournament after having been scheduled tournament games will be ineligible for any refund of the registration fee.

All teams not accepted by the tournament will be refunded in full within 15 days of the notification to the teams accepted, whichever comes first. (Posting on web sites can be considered notification of teams accepted). **In Case of Inclement Weather**, only the tournament director and City officials can decide if a game is to be played or continued. Except for weather conditions or the lack of adequate lighting conditions to safely conduct the play of the game once the game has been started, only the referee has the authority to discontinue the play of the game. If a game is stopped before the game is completed for reasons other than acts on part of one or both of the teams playing, the game shall be considered complete. The score at the stoppage of play will be the score. If the first half of the game has not been completed and game is stopped, a suitable conclusion will be reached either by a reschedule of the game (from the time the game was stopped) or penalty kicks (time and weather permitting) and ONLY if it affects the outcome of the tournament. In the event of inclement weather, Act of God, or other circumstances or conditions that are beyond our control, the tournament director has the authority to restructure or cancel the tournament. If the tournament is canceled before the completion of the preliminary rounds of play, no winner will be declared. The tournament will not be rescheduled. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the entry fee may be retained by the tournament to cover start-up costs of the tournament.

Concussion Policy: Next Generation Cup will follow the US Club concussion guidelines, which includes all potential head injuries being evaluated by the onsite Health Care Professional (HCP) designated by the tournament director. Only the designated HCP can give clearance to a player that has been evaluated for a concussion to return to the field.

ANY SITUATION OR QUESTION on the rules of the tournament that are not covered herein will be governed by US Club and USYSA Rules books in that order. The director shall determine any matters not provided for in those rules. The decision of the tournament director is final.

FOR ANY ASSISTANCE, LOOK FOR ANY NGC STAFF, TOURNEY FIELD MARSHALLS, OR CALL 469-942-0606. IN THE EVENT OF AN EMERGENCY, PLEASE CALL 911.

- ANY USE OF MONEY GRAM, THE ATHLETIC CLUB, ROLLING HILLS, VETERANS OR RE GOOD MUST HAVE PRIOR APPROVAL FROM THE CITY No unscheduled play, free play, or non-approved play is permitted.
- All persons using the facility must abide by the lightning warning system in the event it sounds. NO PLAY WILL BE ALLOWED ON FIELDS IN THE EVENT OF SEVERE WEATHER OR LIGHTNING.
- WARNING: By attending soccer events (including games and practices; collective, the "Event") at Money Gram, The Athletic Club, Cox, McInnish Sports Complex, Veterans & RE GOOD (the "Complex"), the attendee ("Attendee") assumes all risk and danger incidental to the Event, including parking at the Event, moving to, from, and around at the Event, and all other activities, promotions, or events at the Complex (collectively, the "Events") before, during or after the Event including, but not limited to, the danger of being injured by equipment, objects or persons entering spectator or parking areas ("Risks"), and further acknowledges that attendance at the Events is voluntary, and hereby releases, to the greatest extent permitted by law, Gambit Group LLC, Gambit Sports Group, Next Generation Cup, and all entities and affiliates associated therewith together with their respective agents, players, officers, employees, and owners for injuries or loss of personal property resulting from such Risks or any incidents associated with crowds of people. If Attendee is accompanying a minor(s) to the Event, by allowing the minor(s) to attend the Event with Attendee, Attendee is deemed to have given all of the foregoing releases and waivers on behalf of such minor(s). If Attendee does not wish to or is not authorized to grant such releases and waivers on behalf of the accompanied minor(s), Attendees should immediately accompany the minor(s) out of the Complex. The Attendee and any accompanying minor(s) are admitted to the Complex on condition that the Attendee consents to the releases contained herein.
- Gates to complex will be open/unlocked 60 MINUTES prior to game time or start time unless otherwise agreed upon in advance. Players are NOT allowed on the field until the gates are unlocked. If gates are not unlocked no less than 30 minutes prior to kickoff, call 469-942-0606 to have the gates opened. Unauthorized entry or jumping of fences will result in the team being fined accordingly.
- Jumping fences or defacing fences to gain entry/exit is strictly prohibited.
- Warm-ups inside the 18 yard box (goal mouth) are strictly prohibited (including goalkeeper).
- Goalkeepers may not mark their posts by creating marks on the field.
- Players and coaches must clear the fields immediately following their scheduled game.
- Goals, nets, flags, and/or benches may not be moved unless approved by NGC.
- Stakes, nails, pipes may not be driven into the ground to hold up tents, team flags, portable goals, etc. All tents must be free standing using sandbags, weights or water barrels to secure tents unless otherwise approved by NGC Staff.

- Do not dig holes, tear up grass, disrupt landscaping, rip turf, or participate in any other activities that are destructive toward the facility.
- Do not deface any signs, statues, fences, or property.
- Fighting, cursing, loitering, and any other behaviors deemed inappropriate are prohibited, and are grounds for removal from the facility, or possible arrest.
- Drugs are strictly prohibited at ALL complexes. Alcohol and smoking are prohibited within the fenced in area of the soccer complex.
- Children should not be left unattended.
- Pets, of any kind, are prohibited within the fenced in area of the soccer complex.
- Firearms and/or concealed weapons are strictly prohibited at ALL Complexes
- Grills, barbeques, or anything involving flames or fire are not permitted within in the fenced in area of the complex.
- All sponsors and vendors must be approved by Gambit Sports Group with written consent.
- All marketing and/or flyer distribution in the parking lots is prohibited unless approved by Gambit Sports Group with written consent.
- Signs and banners are prohibited unless approved by Gambit Sports Group in written consent.
- All displays (vehicles, inflatables, etc) must have approved in written consent by Gambit Sports Group.
- The sale or sampling of any items (food, drink, merchandise, etc.) is prohibited unless approved with written consent by Gambit Sports Group.
- All restroom trailers/port-a-potties are not allowed unless approved with written consent by Gambit Sports Group.