LAS VEGAS INTERNATIONAL CUP

RULES OF COMPETITION

December 4-6, 2026

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About the Event

An elite international youth soccer tournament held over three days in Las Vegas.

TOURNAMENT CONTACTS

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TOURNAMENT HQ

Craig Ranch Regional Park

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Premier Soccer Services • International Cup Series

1. General Tournament Information

Coaches and managers are responsible for ensuring that the team roster/application includes accurate phone numbers and email addresses. They must also be familiar with the tournament rules, online team check-in procedures, and credential requirements.

All games shall be played in accordance with the FIFA Laws of the Game, except as specifically superseded by these tournament rules.

2. Laws of the Game & Match Standards

Law 1 - The Field

Field and goal sizes will be age-appropriate in accordance with US Youth Soccer recommendations and guidelines.

Law 2 - The Ball

Age Group	Ball Size
U12 & younger	Size 4
U13 & older	Size 5

The home team is responsible for providing game balls.

Law 3 - The Players

Birth Years	Format	Maximum Tournament Roster
2014-2012	11v11	22 players
2015-2016	9v9	18 players
2017-2018	7v7	18 players

Applies to the 2026/27 season.

Player Eligibility

Players may not play on two different teams during the tournament.

Small-Sided Games Modification: There is no heading at U11 and younger.

Substitutions

- Unlimited substitutions may be made by either team at any stoppage of play, at the referee's discretion (including throw-ins, goal kicks, kickoffs, corner kicks, injury stoppages, direct and indirect free kicks, drop balls, etc.).
- Substitutes ready to enter the game should be up and ready at midfield.
- Players being substituted should exit at the halfway line on their team-side touchline, unless otherwise directed by the referee.

Law 4 - Players' Equipment

- All soccer equipment must adhere to IFAB standards.
- The HOME TEAM is responsible for wearing the lighter-colored uniform and, in the event of a color conflict, must change uniforms. If the home team is international and the away team is domestic, the away team is responsible for changing uniforms.
- A player must not use equipment or wear anything dangerous to themselves or another player, including jewelry.
- The referee will inspect all casts, braces, headgear, or other special equipment and protective coverings and determine whether participation presents an unreasonable risk. This determination is specific to each match and independent of any prior inspection or participation.
- Players with casts, braces, headgear, or other special needs are strongly encouraged to check in at Tournament HQ for review by the on-site referee coordinator.
- Jersey numbers should correspond with the numbers listed on the team roster.
- Teams should have two sets of jerseys in contrasting colors. Players should wear matching team shorts and socks; one set of each is acceptable.

3. Match Duration & Tie Procedures

Law 7 - Duration of the Match

Age Group	Format	Minimum Players	Match Duration
U9-U10	7v7	4	2 x 25 min
U11	9v9	6	2 x 25 min
U12	9v9	6	2 x 30 min
U13-U15	11v11	7	2 x 35 min

The tournament reserves the right to shorten any game(s) in the event of weather or other delays.

Final Matches Only - Resolving Ties

- Consolation games on the final day may end in a tie.
- If a final match ends in a tie, teams receive a five-minute rest followed by two overtime periods. There is no sudden death.

Age Group	Overtime Duration
U12 & younger	2 x 5 min
U13 & older	2 x 10 min

- If the match remains tied after overtime, penalty kicks in accordance with FIFA rules will determine the champion.

4. Competition Format & Standings

Division Formats

Division format is determined by the number of teams in the division. The following formats apply unless otherwise modified by the Tournament Director due to exceptional circumstances:

- **4-Team Division:** Each team plays three (3) round-robin matches. The teams finishing 1st and 2nd in the standings advance to the Championship Final.
- **5-Team Division:** Each team plays four (4) round-robin matches. Final standings are determined by points and the tournament tie-breaker procedures. There is no Championship Final.
- **6-Team Division:** The division is divided into two brackets of three teams. Each team plays two (2) round-robin matches within its bracket. The top two teams from each bracket advance to the semifinals. The semifinal is the third guaranteed match for the advancing teams. The third-place team from Bracket A plays the third-place team from Bracket B in a consolation match. Semifinal winners advance to the Championship Final.
- **7-Team Division:** Each team plays four (4) round-robin matches. Final standings are determined by points and the tournament tie-breaker procedures. There is no Championship Final.
- **8-Team Division:** The division is divided into two brackets of four teams. Each team plays three (3) round-robin matches within its bracket. The winner of Bracket A and the winner of Bracket B advance to the Championship Final.
- Round-robin and consolation matches may end in a tie.

Group Tie-Breaker Procedures

1. Results of head-to-head competition
2. Goal Differential (4-goal maximum per game)
3. Least Goals Allowed (4-goal maximum per game)
4. Number of Shutouts
5. Most Goals Scored (4-goal maximum per game)
6. FIFA Penalty Kicks, at a time and location determined by the Tournament Director

Knockout Match Tie Procedures

- **Semifinal Matches:** If tied at the end of regulation, the winner will be determined immediately by kicks from the penalty mark in accordance with FIFA Laws of the Game.
- **Championship Final:** If tied at the end of regulation, the teams will play the applicable overtime periods. If the match remains tied after overtime, kicks from the penalty mark in accordance with FIFA Laws of the Game will determine the winner.

5. Tournament Policies

Stay-to-Play Policy

All non-commuting teams must book hotel rooms in accordance with the posted tournament hotel policies and through the HBC Event Services housing system.

Payment Terms, Cancellation, Weather & Refund Policy

By registering for the event, the team/club authorizes Premier Soccer Services to charge the credit card on file for any outstanding balances, including but not limited to registration fees, late fees, housing non-compliance fees, and other applicable charges associated with participation in the event.

Teams that withdraw after acceptance will not receive a refund.

Weather or other conditions may require matches to be shortened, rescheduled, relocated, or canceled. The shortening or cancellation of individual matches does not automatically entitle a team to a credit or refund.

If the entire event is canceled, Premier Soccer Services will determine any event-cancellation credit or refund after accounting for unrecoverable event costs. A full refund is not guaranteed. Any applicable credit or refund will be communicated to registered teams and will be administered in accordance with these final LVIC Rules of Competition.

6. Conduct, Discipline & Team Areas

Conduct & Discipline

- Players sent off and/or coaches removed from a match are automatically suspended from their team's next tournament match.
- Players sent off or coaches removed for fighting will not be allowed to return to the tournament.
- Additional suspensions for violent or unsportsmanlike conduct may be determined by the Tournament Director.
- Coaches are responsible for the conduct of their spectators.
- All participants and spectators must follow the conduct policies of the associated parks departments and facilities.

Facility Conduct Standards

No alcohol • No smoking • No verbal or physical abuse of any kind

Violations of conduct policies will be reviewed by the Tournament Director and may result in expulsion from the complex and/or the tournament.

For disciplinary matters, including red cards, the tournament will report incidents to member organizations and the U.S. Soccer Federation as required. U.S. Soccer will report applicable matters to the home federations of international teams.

Coaching / Technical Team Areas

- Teams are to occupy the same side of the field, with all parents/spectators on the opposite side.
- Coaching areas extend 10 yards on each side of the halfway line.

7. Forfeits

Unless superseded by a ruling from the Tournament Director or an appointed representative, there is a 15-minute grace period. Forfeit time occurs at the end of that grace period.

- The minimum number of players required to begin or continue a match is based on the game format: four (4) players for 7v7, six (6) players for 9v9, and seven (7) players for 11v11. A team that falls below the applicable minimum may not begin or continue the match.
- A forfeited match results in a 4-0 win / 0-4 loss.
- The forfeiting team may continue in the tournament unless its actions are ruled cause for expulsion.

8. Weather, Storm & Delay Guidelines

Every attempt will be made to have all matches played. Rescheduled games may be played under lights in the evening or scheduled early Saturday/Sunday morning, prior to the normal starting time, at the discretion of the Tournament Director.

During rainstorms, matches will continue as scheduled unless conditions become unsafe. Games will be suspended only by the Tournament Director or appointed tournament representative in the event of:

- Lightning
- Hailstorms
- Unplayable field conditions

Tournament Director decisions are final and are not subject to appeal.

Rescheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the orderly progress of the tournament. As a final solution, a coin toss may be used to determine teams advancing in knockout stages.

The safety of players, referees, and spectators is the tournament's primary concern, followed by fairness to affected teams and the orderly flow of competition to divisional championships.

Games Suspended in the First Half

- Every effort will be made to complete one-half of the match before the next scheduled game.
- If one-half of the match is completed, the game is official and the score stands.
- If one-half cannot be completed before the next scheduled game, the match may be rescheduled at 0-0, rescheduled before the start of normal play on Sunday at 0-0, or canceled with FIFA penalty kicks used to determine a winner.
- Matches called at halftime or during the second half are considered complete and final; the score at that time stands.

Matches That Cannot Start at the Scheduled Time

- Teams must remain at the site and be prepared to begin the match at any point possible until 30 minutes before the scheduled start of the next match.
- The tournament will attempt to play two equal halves, changing ends at the midpoint with no halftime break.
- If the available shortened match time is less than half of the regularly scheduled match time, the match will be determined immediately by FIFA penalty kicks.
- All matches must terminate at the designated start time of the next match unless superseded by the Tournament Director. The Tournament Director has authority to declare a delayed match final or abandon a match due to consecutive delays.

Important

Teams must report to the scheduled game site before the scheduled start time, ready to play, and may not leave until the match is canceled by a Tournament Director.

Rescheduled Match Information

Rescheduling information will be available at Tournament Headquarters. Teams involved in a canceled match must have a representative check in with the Tournament Director at HQ for rescheduling information.

9. Registration, Credentials & Match Check-In

Official state USYSA rosters, US Club Soccer rosters, or an official roster governed by a recognized national association; approved guest player rosters (if applicable); laminated player identification/registration cards; and permits to travel must be presented at tournament registration.

- Rosters must be originals or approved copies with an original official state stamp or embossed certification.
- Five (5) guest players are permitted. All players must be registered to the team.
- International teams must check in with an official team roster, player ID cards, passports, and official travel-permission notification from their governing association/federation.
- Tournament registration is conducted at tournament check-in at HQ.
- Before each match, teams must check in with the referee 30 minutes prior to kickoff. All required documents must be present and available at all matches.
- Referees will check player passes/cards against rosters before matches.
- Uniform numbers must match the game-day roster for all players.
- All referees are certified by the U.S. Soccer Federation.

10. General Competition Administration

The number and type of matches scheduled for each team will be determined by the division format outlined in Section 4. Depending on division size, teams may participate in round-robin matches, semifinals, consolation matches, and/or a Championship Final. In a six-team division, the semifinal serves as the third guaranteed match for teams advancing from bracket play. Teams are not guaranteed three preliminary matches in addition to semifinal or final matches.

- Referees will report scores to the referee assignor, and field marshals will report scores to the Tournament Director.

Protests

No protests are allowed.

Equal Rest

Every effort will be made to provide scheduling that gives equal rest to each team; however, limited fields and weather conditions may prevent this. The objective is to complete the tournament in the time allowed.

All divisions are flighted based on the information provided about each team in the application and the Division Directors' knowledge of the teams. The goal is to balance the competition as much as possible.

Final Authority & Liability

- All judgment decisions of the referee are final and binding and are not subject to protest.
- The Tournament Director reserves the right to decide all matters pertaining to the tournament, and those decisions are final.
- The Tournament Director, sponsors, and organizers are not responsible for travel, lodging, or other expenses incurred by any team or club if matches or the tournament are canceled in whole or in part.
- Any credit or refund related to match or event cancellation is governed exclusively by the Payment Terms, Cancellation, Weather & Refund Policy in Section 5. Every effort will be made to complete the tournament in total or in part.