



THE CUP

Tournament Rules

1. RULES OF PLAY: Rules of play shall be per FIFA "Laws of the Game" except as modified by US Soccer, US Youth Soccer, South Texas Youth Soccer Association and herein. All decisions concerning rules and regulations, including the interpretation thereof, bracketing of teams, match schedules, etc. are at the sole discretion of the The Cup Tournament Committee. Protests are not allowed.

2. TEAM AND PLAYER REGISTRATION: Teams must be able to prove that all players are properly registered to STYSA or US Club Soccer with accurate and current medical release forms, player passes, and birth certificates. Check-in will be done electronically. For check-in, teams are required to have the following:

- Player cards signed by their league designated administrative official (USYS, US Club Soccer). Player cards must have a player photo and must be laminated.
- A properly completed and signed medical release for each player for the current seasonal year. Releases do not need to be notarized and can be from any USYS or US Club Soccer association.
- A completed and official team roster signed by the local club registrar.
- Properly completed and signed travel permits, executed by the state office, are required for all out-of-state teams (this includes North Texas teams).
- Players may not play in a lower age category. Players may only play for one team during the tournament.
- Guest Players must have a player card and must be indicated with Player ID Number, and Birthday on the event roster.
- Roster Limits

7v7	12 player max	3 guest player max
9v9	16 player max	4 guest player max
11v11	18 player max	6 guest player max

3. FEES: Fees can be paid credit card via the online registration system, or by check made payable to: **Legacy Soccer.**

7v7	25 min halves	U9-U10	\$450
9v9	30 min halves	U11-U12	\$575
11v11	35 min halves	U13-U15	\$625

Legacy Soccer
19835 Stuebner Airline Rd
Spring, TX 77379

*Refunds for event withdrawal will not be given after January 27.

4. INCLEMENT WEATHER: The Tournament Committee may restructure or cancel the tournament due to inclement weather. A refund, less a \$50 administration fee, will be issued in the event of a total cancellation. Once teams begin their first match, there will only be partial refunds given based on a prorated entry fee. Each team will be required to give the tournament committee a contact cell phone number that can be used by the tournament to notify the team of game changes during the weekend. Updates will be available on the host club website (www.legacysoccer.org).

5. GAME INFORMATION: Each team will play a minimum of three games and no more than four games. Be ready to start all games at the scheduled time. Warm up outside the touchlines prior to the game start time. The home team is the team listed on top of the bracket (or first in the schedule). **The home team should wear their dark color and the visiting team should wear their light color.** Each team shall submit a ball of appropriate size, weight and pressure to the referee. The referee shall select a game ball from those provided by each team. There will be a spectator side and a technical side of the field. Coaches are responsible for making sure their teams and spectators adhere to this rule. Coaches are also responsible for rendering first aid to players. However, there will be medical staff available. Coaches are responsible for the behavior of their team and spectators.

6. SUBSTITUTIONS: Unlimited substitutions may be made with the permission of the referee at the following:

- a. Prior to throw-in (if one team subs, the other can also).
- b. Prior to a goal kick, by either team.
- c. After a goal is scored, by either team.
- d. After an injury when the referee stops play, by either team.
- e. Immediately after a caution (cautioned player only).

7. RED and YELLOW CARDS/SEND-OFFS

a. Any coach or player receiving a red card/ejection from a game will not be allowed to participate in the next game, at a minimum. The nature of the ejection will determine the duration of the suspension. Two yellow cards received in the same game by the same player will be considered a red card and treated as such. Red/yellow cards must be reported on the game cards by the referee. Cards and other matters are reported to the Host State Association and the home club/league of the team.

b. If an adult is ejected from the sideline for any reason, then the team will lose 1 point in the overall standings for each adult ejected.

c. Teams may have no more than three adults on the team sideline.

8. PLAYER EQUIPMENT: Shin guards must be of appropriate size for the player's age and size. All players must have a jersey number that is different from any other player. Hard casts are not permitted.

9. SCORING: Game cards must be filled out and signed by the referee. The winning coach will be responsible for turning in the game card to the scorer's tent immediately after the game. The winning coach will also be responsible for calling in the score to the automated system which will update the tournament website immediately.

WIN = 6

TIE = 3

LOSS = 0

GOALS FOR = 1 (max 3)

SHUTOUT = 1

11. FORMAT: Each team will play at least 3 Round Robin games. A champion will be determined via a championship match, or total points in a group.

12. ADVANCEMENT TIE- BREAKERS

- a. Head to Head results between the two teams which are tied. This is thrown out if three teams are tied.
- b. Largest Goal Differential (Max 4 goals per game.)
- c. Most Goals Scored (Max 4 per game.)
- d. Fewest Goals Against (Max 4 per game.)
- e. Tournament Committee Decision

13. SPECIFIC RULES OF NOTE

- a. There will be no restraining line rule.
- b. Headers are NOT allowed for U11 and below. The game will be stopped, and the non-violating team will be awarded an indirect free kick at the spot of the foul.

* Alcoholic beverages and pets are not allowed at the games.

** The tournament committee or tournament Director reserves the right to modify these rules at any time without notice. The director or committee will act upon any rules or items not listed.