



US Club Texas State Cup



TOURNAMENT RULES

Version 2.0 (revised 4.5.2023)

** Highlighted US Club National Cup rules are listed on the last 2 pages of this document **

1. Team and Player Eligibility

- a. Because Texas State Cup is a US Club event, all coaches, team personnel and players must have an active US Club card to be able to participate.
- b. All participating players must be registered with the team for which they will be playing in the entire competition. (Please see National Cup rules concerning players to be used in advanced competitions.)
- c. NO Guest Players or Club Pass Players will be allowed inside Texas State Cup.
- d. Each team must present their virtual cards prior to each game. All players must have their US Club passcard in case of intermittent GotSport issues.

2. Player Jerseys/Numbers

- a. Each team must have numbered jerseys for all players, no two players may have the same number. All numbers must be permanently affixed to the jersey. Taped numbers are NOT allowed.
- b. Player names, primary and alternative jersey numbers must match the roster posted in the team's GotSport account. Exceptions to this rule must be approved by a U90C representative.
- c. Goalkeepers are not required to have a number on their jersey, but should be identified by number on the team's GotSport roster. Goalkeeper jersey must be of a different color than field players on both teams.
- d. Jerseys must be same primary color, but do not have to be of identical style. If the referee orders a jersey change due to color confusion, players/teams must comply.
- e. Home Team is team listed first (left) on the schedule. Home Team will wear white or lighter-colored jerseys. AWAY TEAMS ARE NOT TO WEAR WHITE JERSEYS. In case of similar jerseys (i.e. – Neon jerseys), then Away team changes.
- f. Pennies (mesh scrimmage vests) may be used over the jersey to resolve color conflicts as long as the jersey numbers shows through the pennies to the referee's satisfaction.
- g. Players must wear shin guards that are age appropriate and completely covered by socks. Referees may require players to leave the field to change or correct improper/unsafe equipment.
- h. Shoes with metal cleats/studs are not allowed.
- i. Violators will be removed from the field by the referee and not allowed back on the field of play until the player equipment issue has been corrected.



3. Team Bench

Team players and coaches are to be on the opposite side of the field from all spectators. Only rostered players, coaches, assistant coaches, trainers and team managers are allowed the sideline bench area. At complexes which are setup for a team and their spectators to be on opposite sides from the other team and their spectators, the Home team will occupy either the North or East side of playing field.

4. Spectator Areas

Spectators are to be on the same half of the field across from their team bench. No one may spectate or loiter behind the goal line and up to the 18 yard line/goal box on either end of the field. U90C Management Group, LLC will not be responsible for bodily injury or property damage.

5. Match Ball

Both teams will present a match ball to the referee for him/her to choose from for the official match ball. The referee may decide to use both, one as a back-up. If a tournament ball is provided it will serve as the primary official match ball.

6. Protests

The only protests allowed are for an ineligible player. All protests must be reported in writing, with a One Hundred Dollar (\$100) cashier's check, money order or cash. If a team wins the protest, their protest fee will be returned.

7. Match Format

<u>Division</u>	<u>Playing Format</u>	<u>Roster Max</u>	<u>Ball Size</u>	<u>Overtime (semi's & finals)</u>
U9 Dev.*	7v7	14^	4	2 x 5 minutes, then pk's
U9	7v7	14	4	2 x 5 minutes, then pk's
U10	7v7	14	4	2 x 5 minutes, then pk's
U11 Dev.*	9v9	16^	4	2 x 5 minutes, then pk's
U11	9v9	16	4	2 x 5 minutes, then pk's
U12	9v9	16	4	2 x 5 minutes, then pk's
U13/14	11v11	26	5	2 x 5 minutes, then pk's
U15/16	11v11	26	5	2 x 5 minutes, then pk's
U17-19	11v11	26	5	2 x 5 minutes, then pk's

**The Development ("Dev.") Brackets are for teams looking for the challenge of advanced play by playing up in game format.*



8. Scoring System

Pool Play games may end in a tie. Overtime only applies to Semi-finals and Finals. For Quarter-Finals, tied games will go straight to penalty kicks to determine a winner.

Scoring system for preliminary (pool) games will be as follows:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point per goal scored in the game with a maximum of 3
- 1 point for a shutout (not allowing opponent to score)
- A forfeit game* will be scored at a 3-0 win
 - *The forfeiting team will receive zero (0) points for the match.
 - ** The team being forfeited to will receive points for a 3-0 win, and any additional points scored during play at the time of forfeiture will count towards goal differential.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO REMOVE ANY TEAM FROM THE TOURNAMENT AND/OR MAKE THEM INELIGIBLE FOR THE PLAY-OFF ROUNDS FOR INTENTIONALLY FORFEITING A GAME(S).

9. Intentional and Unintentional Forfeits

Forfeits may be declared for the following reasons, but not limited to:

- A team has not arrived and on the field after ten (10) minutes of the scheduled start time
- Teams with the minimum number of players within ten (10) minutes of the scheduled start time refusing to take the field
- Game abandonment
- Players, coaches, or spectators refusal to leave the complex (See #13)

Format	Minimum to Start	Minimum to Continue
11v11	7	7
9v9	6	6
7v7	5	5

10. Game Cards or Game Reports

If using Game Cards, the winning team will turn in. In the case of a tie, the Home Team turns in the Game Card. Please verify the referee has accurately recorded the field number, game time, team names, score, and misconduct (red and yellow cards). If using game reports, both teams must turn in the game reports after each game to the tournament headquarters at the complex where the game was played.



11. Tiebreaker system

For teams advancing from preliminary games to play-offs:

If two teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head to Head game results - winner will advance.
- b. Most number of “shutouts” - team with most “shutouts” will advance.
- c. Goal differential – team with highest goal differential against opponents will advance (maximum of five (5) goal differential). (Example: A 7-0 game = 5-0 in calculating advancement; an 11-5 game = 10-5 in calculating advancement).
- d. Fewest goals allowed - team with fewest goals allowed will advance.
- e. Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
- f. Kicks from the mark, aka. Penalty Kicks (see section 25 for Penalty Kicks procedures for 4v4.)

These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. In the event of a tie involving age brackets that contain flights with different numbers of scheduled games, then the same tie breakers are used with the exception that averaging to determine b, c, d, and e will be used.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5, the team that applied first will sit out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then “play” the team sitting out, (kicks from the mark), the winner will advance.

Example 1: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, Team 2 is +4 and Team 3 is +2. Team 1 is first, Team 2 is second and Team 3 is third.

Example 2: (4 Team Bracket) - Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, Team 2 is +4 and Team 3 is +2. Team 3 is third, Team 2 defeated Team 1, therefore, Team 2 is first and Team 1 is second.

Example 3: (6 Team Bracket) - Three teams have 6 points and Team 1 had defeated the other two. Team 1 is the group winner. The tie-breaking procedure begins for the remaining tied teams with number 1.

12. Substitutions

There will be free substitution, with the referee's consent at the following times:

- a. A player receiving a yellow card (the player carded only)
- b. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- c. Prior to a goal kick
- d. After a goal by either team
- e. After an injury by either team when the referee stops the play
- f. At half-time by either team
- g. At the referee's discretion

13. Send off Disciplinary (See #9)

An official send-off is the referee ejects the coach, player or spectator from the remainder of the game AND fills out a Misconduct Report. Any send-offs should be reported to the Tournament Director immediately following the match. Any players, coaches or spectators sent-off by the referee must leave the complex in a timely manner by at least, going to the parking lot or tournament headquarters and having NO form of communication with the team. If their parent or guardian is not in attendance, they may report to the tournament headquarters with a manager or a team parent until the game has concluded.

14. Match Suspensions

Tournament Committee and/or Tournament Director have the right to adjust match suspensions.

- a. Any player or coach officially sent-off shall automatically sit out the next played tournament game with the same team.
- b. Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team. If the third caution occurred in the last game of the tournament for that player, that player would be required to sit out their next scheduled game played.
- c. Any players, coaches, or spectators send-off for fighting (punching, kicking, etc.), spitting, or is the player's second tournament send-off, is subject to expulsion from the remainder of the tournament.

15. All referee game decisions are final.

16. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.

17. Tournament Director decisions are final in all matters. No appeals will be allowed beyond that point.

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18. Non-Acceptance: U90C reserves to right to HOST (Accept) or NOT HOST (Not Accept) any team, club, coach, or parent as a customer for any reason deemed necessary.
19. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".
20. Nets and Flags are provided by the tournament.
21. There will be NO use of any Video Assistant Referee (VAR) system or spectator video in U90C tournaments.
22. The use of communication devices for the purpose of coaching is not allowed.
23. Any facility U90C uses for its tournaments or events may have its own policy for Unmanned Aerial Devices (UAS), or drones. When that is the case, if the facility has a policy which restricts or denies the use of UAS's, their policy would supersede U90C's.

Following directives from other youth soccer organizations, namely U.S. Youth Soccer, which states "the use of unmanned aircrafts are not to be at activities of events . . . for youth soccer players" and FAA restrictions for Unmanned Aerial Devices (UAS), which includes a restriction stating UAS's "cannot fly over people not involved in the device's operation"; U90C has decided that **all types of unmanned aircrafts, including drones, will not be allowed to fly over U90C tournaments or events.**

Certain exceptions may however apply. People who wish to apply for an exception to fly a UAS or drone over U90C tournaments or events can do so a minimum of 10 days prior to the event. In considering the possible exception, U90C will review in addition to other items: the operator's commercial pilot's license, the UAS's FAA registration and special exemption, and the operator's ability to prove the use of the UAS will not violate local restrictions governing the use of UASs.

24. In the event that a game needs to be stopped due to inclement weather, lightning, etc., you will be instructed by one or all of the following methods:
 - a. Notification System utilized by playing facility (Thor, Vaisala, etc.)
 - b. Notified by U90C On-site Staff (tournament official, etc.)
 - c. Notified by Referees
 - d. Air Horns

All players, coaches and spectators go to their cars. **DO NOT LEAVE THE SITE.** The air horns will sound again or you will be informed by a tournament official when everything is "all clear." You should then return to the field. If it is necessary for you to check with

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Tournament Headquarters regarding this situation, we ask that only the teams' head coach or team manager go to the headquarters tent.

Games will be suspended until 30 minutes after the last lightning or thunder has left the vicinity (roughly 6 mile radius). Inclement weather is always a possibility and such weather may result in delayed, abbreviated or canceled games. The tournament committee will attempt to reschedule games to insure that each team will play a full schedule for the tournament. Games may be shortened or postponed or scheduled at a different site in order to meet this goal. The Tournament Directors and Site Coordinators have authority to suspend games due to weather.

25. If a game has played one full half (is, at least, AT halftime) but is stopped short of full time, other than acts on the part of one of the teams or its spectators (See #9), the game shall be considered complete.
26. In the event of inclement weather, park closure or any other forced cancellations outside of our control, the format for tournament play and/or completion of the tournament will be determined by the Tournament Director. Every attempt will be made to avoid cancellation. All communications with regard to schedule changes / modifications will be made directly with the coach and team manager / contact listed within GotSport.
27. Tournament cancellation post Round Robin games completion (declaring winners)
 - a. Group of 4
 - i. If round robin play is completed but the final cannot be played the 1st and 2nd place team will be determined by points acquired thru round robin play.
 - b. Group of 5
 - i. If all games cannot be completed, 1st and 2nd place can be awarded based on point's acquired during the first 3 games completed (**every team in the group must have played a minimum of 3 games*). In order for teams to be awarded 1st and 2nd place they must hold these positions with a mathematical certainty that they cannot be caught.
 - c. Group of 6
 - i. If Semi-Finals cannot be played no winner will be declared. However, if Semi-Finals have been played but the Final's cannot be played 1st and 2nd place can be awarded to the finalist based on points acquired through the 4 games played.
 - d. Group of 8
 - i. See group of 6
 - e. Group of 10
 - i. See group of 6

28. U90C offers the following event cancellation credit / refund policy:

Partial Credit / Refund

No Games Started - U90C will offer accepted and paid teams a partial credit or refund (standard 50%) of the registration fee if NO TOURNAMENT GAMES START for the event. Typically this happens when rain and/or snow moves in on Thursday or Friday immediately before the tournament begins, or there are forced cancellations outside of our control. Credits can be used for U90C Tournament events only. Money retained in this scenario pays for nonrefundable deposits and other unrecoverable actual costs incurred leading up to a tournament event.

A Credit / Refund Request Form must be submitted to qualify for a credit or refund from any cancelled U90C Tournament. All credits or refunds are on a tournament by tournament basis and will have a deadline to submit this request form. The U90C Tournament Director will communicate credit / refund details to team contacts inside GotSport if a tournament is cancelled.

No Credit / Refund

Games Started - U90C will not offer credit / refunds once the first game of the tournament begins.

29. All teams not accepted by the tournament will be refunded in full within fifteen (15) days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on web sites can be considered notification of teams accepted.)
30. Any team that withdraws from a tournament or does not complete all required scheduled games, will not receive any refund and may be banned from future U90C tournaments.
31. Once game time temperature exceeds 90 degrees, the Tournament Director may institute water breaks (mandatory or referee's discretion). The water breaks would occur in 1st and 2nd halves of play and the official time will not stop.

U-11 and Below guidelines:

32. Per USCS Guidelines: Players in U-11 programs and younger shall not engage in heading, either in practices or in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player **deliberately** heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within

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the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

7v7 Standards of Play

33. Build Out Line (per the U.S. Soccer Player Development Initiatives)

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner, but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Highlighted US Club National Cup Rules

- * These rules will apply should your team advance to National Cup Finals *
** These rules do not apply to Texas State Cup **

The National Cup is a restricted tournament open only to those teams in good standing that hold valid US Club Soccer passcards. Those teams that do not currently hold US Club Soccer passcards must obtain them prior to competing in the event.

Participants shall consist of U13 through U18/19 boys and girls teams.

Two levels of competition – Super Group (most competitive) and Premier Group – will be available. Teams can request to play in either the Super or Premier Group, however, a tournament committee will provide input on seeding and review all tournament and league history. If deemed appropriate, teams may be moved to a group more in line with their competition level.

Teams should review the US Club National Cup website and application information for National Cup, specifically for application deadlines.

If an age group is over-subscribed, or if the number of applicants cannot be accommodated in an acceptable competitive format, the following criteria can be considered in determining entries:

- Prior National Cup results
- Team's competitive level (but at the SuperGroup level only)
- If the U13 age group is oversubscribed, consideration for entry may be given to clubs that have also entered teams in older age brackets
- Date of team's application, regardless of the application deadline

US Club reserves the right to accept or reject any application.

The application fee is non-refundable. A \$1,000 penalty will be imposed for any team that drops within three weeks of the competition (US Club Regional or National) for which the team applied.

Champions in both the Super Group and Premier Group in the U13 to U18/19 age groups from Texas State Cup (a qualifying state cup) will advance to the National Cup Finals. There is no additional entry fee for advancing to the National Cup Finals (paid by U90C Sports).

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Roster Rules

Any player registered with and issued a passcard for a US Club Soccer member club, academy or sanctioned league team, who is a member of the designated age group or younger, is eligible to be placed on the tournament roster. NO guest or loan players shall be allowed.

Maximum **tournament** roster size is up to 26 players. Teams are expected to register all known players three weeks prior to their competition.

A player may play on only one team at any competition. If a Regional or State team does not qualify to advance to the National Cup Finals or South Central Regional, the player may play on another team for the same club at a later Regional competition or at the Finals. If a player is properly dual-carded to another team with another organization, the same rules set forth above shall apply to such player. Unless properly dual-carded, a player is Cup-tied to his/her first Cup club. Under NO circumstances may a player play for one team in a qualifying event, then be released by the club, and play for a second club.

Game roster size will be up to 18 players, selected from the tournament roster of up to 26 players.

Game Rules

For U13 to U18/19, once a player is substituted in one half of **any National Cup Competition (Regional competition)** the player may NOT re-enter the game for the duration of the half. Once a player is substituted in overtime, the player may NOT re-enter the game. There shall be a maximum of seven (7) substitutions in any half or overtime. In case of a suspected head injury, or serious injury, if, and only if, a team has used all seven (7) substitutions, an additional substitution may be granted by the game referee.

Standings points will be awarded based on results of the game based on the following: three (3) points awarded for a win; one (1) point for a tie; and zero (0) points for a loss. NO standings points will be awarded for goals or shutouts.