



Pre-Easter Classic Tournament

SCORING SYSTEM

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 bonus point per goal (3 max)
- 1 bonus point for shutout
- Forfeit is scored 3-0 and counts as 10 qualifying points

GAME LENGTHS

*Half-times will be 5 min. for all age groups.

| <i>Age Group</i> | <i>Length of Halves</i> |
|------------------|-------------------------|
| U6 -U7 | 4x8 min |
| U8 -U10 | 20 min/Finals 20 min |
| U11-U12 | 25 min/Finals 25 min |
| U13-U15 | 30 min/Finals 30 min |
| U16-U18 | 35 min/Finals 35 min |

Play Formats

- **U6 – U7 Boys and Girls – 4 v 4**
- **U8 – U10 Boys and Girls – 7 v 7**
- **U11 – U12 Boys and Girls – 9 v 9**
- **U13 – U19 Boys and Girls – 11 v 11**



ADVANCEMENT CRITERIA

| | |
|--|--|
| 4 team round-robin bracket | top 2 teams (based on points) advance to Finals |
| 5 team round-robin bracket | top team (based on points) is declared Champion |
| 6 team cross-over bracket | top 2 teams (based on points) advance to Finals |
| 8 team bracket with 2 groups of 4 (roundrobin play within group) | top 2 teams from each group (based on points) advance to SemiFinals |
| 10 team bracket with 2 groups of 5 (roundrobin play within group) | top team from each group (based on points) advance to Finals |
| 12 team bracket with 3 groups of 4 (roundrobin play within group) | winner of each group (based on points) + wildcard (highest point total among remaining teams) advance to Semi-Finals |
| 16 team bracket with 4 groups of 4 (roundrobin play within group) | winner of each group (based on points) advance to Semi-Finals |
| 18 team cross-over bracket with 3 groups of 6 (cross-over play) | Top 2 teams (based on points) from each group plus 2 wildcards (best 2 third place teams) advance to Quarter Finals |
| 20 team bracket with 4 groups of 5(roundrobin play within group) | Winner of each group (based on points) plus 3 wildcards (best 3 second place teams) advance to Quarter Finals |
| 24 team bracket with 6 groups of 4 (round-robin play within group) | Winner of each group (based on points) plus 2 wildcards (best 2 second place teams) advance to Quarter Finals |

TIE-BREAKERS

Ties in qualifying games will not be broken. The following criteria will be used in the order listed below to break ties between teams that finish regular play with an equal number of qualifying points:

1. Results of Head-to-Head competition
2. Goal Difference: (total goals for minus total goals against)
3. Total Goals (NO LIMIT on goals scored or allowed per game).
4. Ties between teams when only 1 team advances: FIFA shootout
5. Ties between teams when both teams advance (for seeding purposes) Coin flip with representatives of both teams present.

FORFEITS

Any team forfeiting a game will not be eligible for advancement to playoffs and all previous game points will not count towards group standings. Forfeits are scored 3-0 and count as 10 qualifying points.



PLAYOFF (ADVANCEMENT) GAMES

TIE-BREAKERS

Semifinals and Finals:

- Proceed directly to FIFA shootout. NO OVERTIMES
- Participation in penalty kicks: Only players on the field at the end of regulation time. All other players, spectators, etc. must remain on the sidelines. Only the coach may enter the field to join the team, with referee permission.

ROSTER LIMITS

U6 – U7 (4v4): 8 players

U8 – U10 (7v7): 14 players

U11 - U12 (9v9): 16 players

U13 – U19 (11v11): 18 players

PLAYERS REQUIRED/SUBSTITUTIONS/WATER BREAKS

PLAYERS REQUIRED

- 11-a-side games: 7 players
- 9-a-side games: 6 players
- 7-a-side games: 5 players
- 4-a-side games: 3 players

SUBSTITUTIONS

- Free & unlimited. Substitutions must have referee permission in **ALL** cases.
- USSF substitution rules apply, as modified by USYSA.

Substitutions for BOTH TEAMS allowed:

1. on goal kicks
2. after a goal
3. at halftime

Substitutions for ONE TEAM allowed:

1. On throw-ins by possession team only.



2. On stoppage due to injured player (injured player ONLY).
3. For yellow cards (player who received card ONLY).

WATER BREAKS

- **Teams may agree to water breaks prior to game start.**
- **Running game clock will continue during water break**

GAME ARRIVAL AND STARTING TIMES

ARRIVAL TIMES

- Teams must be at their assigned field 15 minutes before scheduled game time.
- Teams must be ready for inspection by referee and/or field commissioner.

STARTING TIMES

- All games START at the time shown on the schedule. ▪ NO GRACE PERIODS allowed. Failure to have minimum players or Coach on sidelines will result in a forfeit.

UNIFORMS

NUMBERS AND COLORS

- All players shall wear matching color jerseys, shorts and socks of like color to distinguish them from the opposing team and the referee.
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ALTERNATE JERSEYS

- Each team must have an alternate color jersey in case of color conflict.
- Home team(first team listed on the schedule) must change colors if deemed necessary by ref.
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PLAYER JERSEY NUMBERS

- All players must have a number on their jersey.
- If a referee allows an emergency numbering attempt for a player, player will be allowed to play with referee's approval.

HOME TEAM RIGHTS/RESPONSIBILITIES—ALL GAMES

- Home team (1st team listed in a pairing or top team in a playoff tree) must provide the game ball for all games.
- Home team has 1st choice of field playing side for their team.



TEAM SUPPORTERS

- Team supporters must be located on the opposite side of the field and must not go to the team side at any time during the game.

SCHEDULES AND SCORE REPORTING

SCHEDULES

The game schedule is final as published and no changes will be permitted without the Consent of tournament Board Directors.

SCORE REPORTING

- Referee will be responsible for providing all game reports.
- Referees and tournament officials are free to check player cards prior to and at any time during a game.
- Games will not start without an official game report.
- Immediately upon conclusion of a game the Head Referee or Assistant Referee must give the game report to the Field Marshall.
- Both coaches must sign game report.
- Any player age verification request must be done prior to game ending to the referee.

DISCIPLINE

RED CARDS

- Player receiving a red card is banned from the game in which it was received and the following game (1 game suspension).
- 2nd red card to the same player results in that player's suspension from the tournament.

YELLOW CARDS

- Player accumulating 2 yellow cards is suspended for the next game (1 game suspension).
- A player accumulating 1 red card plus 2 yellow cards will be suspended from the tournament.



APPLICATION

- Above disciplinary rules apply to tournament games only.
- Cases of serious misconduct will be reported to a player or team's governing association for follow-up action.

REPORTING

- Referees are required to report all disciplinary actions taken before, during and after the game, on the official game report.
- All cases of serious misconduct must be reported immediately following the game during which the misconduct occurred.

PROTESTS

- Referee decisions are final during the course of a game.
- **Protests will not be allowed.**

RAINOUTS

- Tournament Directors have final decision over field conditions and game cancellations.
- In case of rainout, games will be rescheduled if possible, within tournament time constraints.

OFFICIAL GAME LENGTH

- A full half of a game must be played to completion to be considered a complete or official game.

REGISTRATION

- Check-in will be available the night prior to the first games or before your first game on Saturday.
- Each player must have a current signed and laminated player ID card (USYSA/STYSA/US Club Soccer) available for inspection by tournament officials at the site of each game in which the player participates.
- Each player must have a signed (parent or guardian if under 18) medical release.
- ALL players must be on your Got Soccer registration roster to be eligible to play.
- Coaches or Managers in technical area must be 21 years of age
- All appropriate team registration and age bracket will be based on South Texas Youth Soccer Association's published age-birth year parameters.



- GUEST PLAYERS – 3 Guest players are allowed. All players need to be added to the team's Got Sport registration roster.
- GOLD flight teams need to be more competitive teams (i.e. Premier, Div 1 and Div II).
- SILVER flight teams need to be less competitive (DIII & DIV).
- U9 and U10 ACADEMY teams should play in the Gold bracket.
- U7/U8 RECREATIONAL teams should play in the Silver bracket.

INSURANCE/OTHER REQUIREMENTS

- The wearing of hard casts, whether padded or not, will not be permitted in tournament games...**NO EXCEPTIONS**
- No jewelry or piercings permitted.

REFUND POLICY

A team withdrawing from the tournament after being accepted shall forfeit its entry fee. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once play has begun. If the tournament is cancelled prior to the start of play, a FULL refund will be distributed.

COMPLAINT POLICY

All complaints must undergo a 24-hour waiting period before being submitted to the Headquarters Tent. Complaints must be registered in writing and include the following:

1. Date and time of occurrence
2. Detailed description
3. Player # and team name
4. Coach's signature