



## **TOURNAMENT RULES FOR BEAUMONT SPRING CHALLENGE 2024**

I. FIFA RULES WILL APPLY EXCEPT AS NOTED.

Small-Sided Games (5v5) & See “Rules for 7v7 document for clarification on 7v7 matches”.

II. FORMAT OF PLAY

U7-U8- 5v5 roster limit 8

U9-U10 – 7v7, roster limit of 12

U11-U12 – 9v9, roster limit of 16

U13-U16 – 11v11, roster limit of 22

III. BRACKETING AND FLIGHTS

Tiered brackets will be created where numbers allow however tournament director reserves the right to combine age groups and have co-ed brackets.

IV. TOURNAMENT SCHEDULE

A. The schedule is final as published. No changes will be allowed.

B. We make every effort to account for coach conflicts in the schedules, but cannot always achieve that. You must properly identify your coach in GotSport for this to work.

C. Teams will play a minimum of 3 round robin games within brackets by flight on Saturday and Sunday morning. 4 & 5 team brackets will not have a championship game.

V. MATCH PLAY

A. Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field. Only properly identified team officials (up to 4) may be on the team sideline.

B. Playing Time:

U 7- U 8: 8 min. quarters (5 v 5)

U 9 - U10: 20 minute halves (7 v 7)

U11 - U12: 25 minute halves (9 v 9)

U13 - U16: 30 minute halves (11 v 11)

We reserve the right to shorten games as necessary. Once any game has reached halftime, the match is considered finished if tournament director or referee ends match early.

Scoring: a. (3) points for a win b. (1) point for a tie. c. Zero (0) points for a loss d. A maximum total points per qualifying game is three (3). e. Qualifying games may end in a tie score; no game tie breakers will be used. If a final results in a tie, the teams will go directly to FIFA Kicks from the Penalty Mark.

Forfeits In qualifying games, a forfeit will be scored as a three to zero (3–0) game or three (3) points. A team abandoning a game in progress will automatically forfeit that game. A team abandoning a championship game will automatically forfeit that game.

Round-Robin and Advancement a. 4-team brackets will play each other one time in the round-robin. High point will bet the winner of the bracket. b. 8-team brackets will be divided into two pools of 4 teams. Each team will play the other teams in their pool one time in the round-robin. The winner of each pool will meet in the final. c. 6-team brackets will be divided into two pools of 3 teams. Each team will play the three teams in the other pool one time in the round-robin. The two teams with the highest points totals, regardless of which pool they were placed in, will advance to the final. d. Brackets with 5 teams will not have a final. Each team will play the other teams in their bracket one time. The team with the highest point total at the end of group play will be the champion, and the team with the nexthighest point total the finalist. e. Finals that end tied after regulation will not have an overtime period.

The winner will be determined by FIFA “Kicks from the Penalty Mark”.

f. Tie Breakers In case of a tie, the pool winners and/or wild card teams will be determined in the following order: a. Head-to-head competition. b. Goal Difference: team with highest goal difference - goals for minus goals against (maximum three (3) goals per game for or against). c. Fewest goals allowed (maximum three (3) goals per game). e. FIFA “Kicks from the Penalty Mark.”

## VI. ELIGIBILITY

A. All players must be registered on the team making the application and have the proper USSF Player Pass (i.e., ID card) for 2022-2023. A proper ID card has the player’s picture attached and is laminated.

B. A player roster is required. Teams registered through USYSA (STYSA and its affiliates) must provide a

roster signed by the Club Registrar. Teams registered through US Club or SAY Soccer must provide proper rosters from their associations. A maximum of 3 guest players are allowed per team.

Guest players must be listed on the roster (handwritten is okay) which must be turned in at check-in.

Guest players must also have proper player passes.

A player may only be rostered to one team for the duration of the tournament. No dual rosters during the event.

All teams should have Player Passes (ID Cards) in their possession at all times during the tournament for inspection.

Team officials will be required to display an Adult Participation Pass or equivalent while on the team sideline during a game.

#### VII. REGISTRATION

A. To register, submit the tournament application form prior to the entry deadline 3/4/24

B. No team will be considered registered until full payment is received. Payment is due by 3/4/24

C. Tournament director reserves the right to reject any tournament application.

#### VIII. OFFICIATING

A. 7v7 and 9v9 games will be officiated by a single referee. 11v11 games will be officiated by a 3-referee crew.

B. All referee decisions are final. No protests are permitted.

#### IX. ILLEGAL PLAYERS

A. A team playing an illegal player will be disqualified and not permitted to continue tournament play.

All prior and future tournament games involving the team will be scored as forfeits.

B. An illegal player is defined as one not listed on the final roster provided at check-in prior to tournament play, one who is of an age group older than the age group the team is playing in, or one who has otherwise been represented in a manner that differs from facts.

#### X. DISCIPLINE

A. Any ejected player or team official (coach, assistant coach, manager or trainer) may not participate in the next scheduled game, even if said game is a Championship Game. A player or team official who receives an ejection for violent conduct or referee assault will receive an automatic suspension until a hearing and they will be disqualified for the remainder of the tournament. All suspensions are

minimums and may be extended by tournament staff.

B. Any player or team official (coach, assistant coach, manager or trainer) receiving two (2) Red Cards/Send-Offs will be suspended from further participation in the tournament.

C. Any adult (parent or team official) sent off must leave the field area within two (2) minutes of receiving the Red Card/Send-Off or the game will be abandoned by the Referee and will be scored as a forfeit. Players may stay with the team bench but must change their uniform and the team officials will be responsible for their behavior. If an ejected player continues to disrupt the game it will be abandoned and scored a forfeit.

#### XI. GAME TIME

Game time is the scheduled start time. If a team is not ready to play at the scheduled time, the team will forfeit that game. If both teams are not ready, then both teams will forfeit the game and receive (0) zero team points.

#### XII. SUBSTITUTIONS

A. Prior to a throw in by either team.

B. Prior to a goal kick by either team.

C. After a goal by either team.

D. After an injury by either team when the Referee stops play.

E. At half-time.

F. When the Referee stops play to caution a player, the cautioned player only may be substituted.

#### XIII. UNIFORMS

A. In the event of a uniform color conflict, the team designated as the home team should change jerseys. Home team should wear their light-colored jerseys, and the visiting team should wear their dark jerseys.

B. Hard casts are not permitted under any circumstance.

C. No jewelry of any kind (i.e., earrings, rings, watches, bracelets, necklaces, hair accessories.)

#### XIV. SCORE CARDS

The referee or tournament official will be responsible for the tournament score card

#### XV. AWARDS

The first and second place teams in each age group will receive awards.

## XVI. RAIN-OUT PROCEDURES

A. The Tournament Director will have jurisdiction over field playability, cancellations, and rescheduling.

Every effort will be made to play as many games as possible.

B. In the event of a total rain-out, a make-up date will be considered. A partial refund will be given in the event of a total rain-out.

C. In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director.

D. If at least half of a game has been completed and conditions prohibit continuation, that game will be considered complete and the score at the time of the stoppage will be the final score.

E. No refunds will be given once the tournament games begin.

## XVII. WITHDRAWALS

A. There will be no refunds for teams withdrawing from the tournament after the entry deadline.

B. A nonrefundable fee of 25% will apply for teams withdrawing prior to the entry deadline.

C. Should a team fail to be bracketed a full refund will be issued.

## XVIII. TOURNAMENT CHECK-IN

A. Coaches or a team representative are required to check-in their teams by electronic check-in: All required documentation must be scanned in and emailed to Mike Zeto [mzeto@gmail.com](mailto:mzeto@gmail.com) by Monday, March 11<sup>th</sup> 2024.

You are not officially checked in until you receive a reply from the tournament officials stating that all appropriate documentation has been received. Please be patient as this process can take up to 48 hours.

B. Required team documentation includes:

Final Player Roster with numbers (signed by club registrar for USYSA teams). Players not participating in the tournament should be crossed off the roster. Guest players must be noted as such and may be handwritten on the roster.

Player Cards (laminated, signed, with picture).

Adult Participation Passes for all adults that will be on the player sidelines (STYSA teams).

Travel Permit (for USYSA teams outside of South Texas).

Note: during the registration process, the manager or coach agreed that all players had signed medical

releases. As such, they do not need to be provided at check-in but they are expected to be with the manager or coach at the field..

Note: Game times and rules are subject to change and should be verified by the coaches prior to the first match.

For questions, please contact; Mike Zeto [mikezeto@gmail.com](mailto:mikezeto@gmail.com) or for more information visit [Bysc.net](http://Bysc.net)