



U90C TOURNAMENTS

TOURNAMENT RULES

Version 3.7 (revised 5.13.2016)

* Dallas Premier SuperCopa rules can be found at www.premiersupercopa.com *

** Any exceptions to the rules listed herein that are specific to a tournament series or playing division are listed on the last page of this document **

1. Team Rosters and Guest Players

- a. U90C tournaments are sanctioned through US Club Soccer, but we accept official team rosters from US Club Soccer, SAY, USSSA, AYSO, and USYSA State Associations (NTSSA, STYSA, OSA, etc.).
- b. Teams must be registered through one of the above organizations and all team paperwork must be from the same organization. *The official team roster that a team submits as part of online or in-person check-in MUST be certified through one of these organizations.* More information about which documents are required can be found at www.u90c.com

Example: Teams MAY NOT mix USYSA (NTSSA, STYSA, OSA, etc.) official rosters with US Club Soccer Player Loan forms or vice versa.

- c. All players, including guest players, must be listed on the team's online Gotsoccer roster prior to check-in.
- d. A player may play on two different teams in the same tournament, provided ALL of the following requirements are met:
 - i. Teams are in two different age groups
 - ii. Player is age eligible for both age groups
 - iii. Player listed on the game reports for both teams at check-in
 - iv. Player listed on the Gotsoccer roster for both teams prior to check-in
- e. There is no limit to the number of guest players a team may bring, provided they do not exceed the roster maximum for their age group and have required paperwork/documents for each guest player. More information about which paperwork/documents are required can be found at www.u90c.com
- f. **PLEASE SEE TOURNAMENT EXCEPTIONS FOR GUEST PLAYER RULES FOR LEAGUE CHALLENGE CUP IN U11-U19**



U90C Management Group

U90C Support Forms



Spring Kickoff | League Challenge Cup | Dallas Open | Premier Copa | Summer Splash | U90C Labor Day Cup | Upper 90 Challenge

2. Player Jerseys/Numbers

- a. Each team must have numbered jerseys for all players, no two players may have the same number.
- b. Player names and jersey numbers must match the game report AND the roster posted in the team's Gotsoccer account. This includes the primary AND alternate jersey.
- c. Goalkeepers are not required to have a number on their jersey, but should be identified by number on the team's Gotsoccer 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. Alternate jerseys or numbered T-shirts must be available with a unique number for each player.
- f. Pinnies (mesh scrimmage vests) may be used over the jersey resolve color conflicts as long as the jersey numbers shows through the pinnies to the referee's satisfaction.
- g. 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.
- h. Home Team is team listed first (left) on the schedule. Home Team will wear white or lighter-colored jerseys. **AWAY TEAM ARE NOT TO WEAR WHITE JERSEYS.**
- i. Players wear must shin guards that are age appropriate and completely covered by socks. Referees may require players to change improper/unsafe footwear.

3. Team players and coaches are to be on the opposite side of the field from all spectators. Only rostered players, coaches, assistant coaches, and team managers are allowed the sideline bench area. Spectators are to be in the same half of the field across from their team bench. *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 West side of playing field.*

4. 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, then only that ball will be used.

5. Game time is forfeit time, unless specifically directed by the Tournament Director.

6. 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.



U90C Management Group

U90C Support Forms



Spring Kickoff | League Challenge Cup | Dallas Open | Premier Copa | Summer Splash | U90C Labor Day Cup | Upper 90 Challenge

7. Teams will play full-length games, similar to league play regulations.

Division	Halves x2	Playing Format	Roster Max	Ball Size	Overtime (semi's & finals)
U7	22 minutes	7v7*	14*	3	2 x 5 minutes, then pk's
U8	25 minutes	8v8*	14*	4	2 x 5 minutes, then pk's
U9	25 minutes	9v9*	16*	4	2 x 5 minutes, then pk's
U10	30 minutes	9v9	18	4	2 x 5 minutes, then pk's
U11 Boys Only	30 minutes	9v9	18	4	2 x 5 minutes, then pk's
U11/12	30 minutes	11v11	18	4	2 x 5 minutes, then pk's
U13/14	35 minutes	11v11	18	5	2 x 5 minutes, then pk's
U15-19	40 minutes	11v11	22	5	2 x 5 minutes, then pk's

* = number of players may change for Spring/Summer events check tournament webpage for playing format

Pool Play games may end in a tie. Overtime only applies to Semi-finals and Finals. For 3rd Place and other Consolation games, 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 in calculating tournament points for tiebreaker determination.

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).

8. 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 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

9. Tiebreaker system for teams advancing from preliminary games to play-offs will be as follows:

If two or more teams are tied in points after their mini-games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- Head to Head game results - winner will advance.
- Most number of “shutouts” - team with most “shutouts” will advance.



U90C Management Group

U90C Support Forms



Spring Kickoff | League Challenge Cup | Dallas Open | Premier Copa | Summer Splash | U90C Labor Day Cup | Upper 90 Challenge

- c. Goal differential – team with highest goal differential against opponent will advance (maximum of five (5) goal differential). (Example: A 7-0 game = 5-0 in calculating advancement; a 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

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.

10. In U10-U19, each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. In U6-U9 five (5) players are required.

11. 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

12. Any send-offs should be reported to the Tournament Director immediately following the game. Any player or coach sent-off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played). If the send-off was for fighting, or if it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament. Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team (unless the third caution occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played). Any player sent off must immediately leave the complex. If their parent is not in attendance, they may report to the tournament headquarters with a manager or a team parent until the game has concluded. Any coaches or spectators sent-off by the referee must leave the complex immediately.

13. All referee decisions are final.



U90C Management Group

U90C Support Forms



Spring Kickoff | League Challenge Cup | Dallas Open | Premier Copa | Summer Splash | U90C Labor Day Cup | Upper 90 Challenge

14. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
15. Tournament Director is final in all matters. No appeals will be allowed beyond that point.
16. 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".
17. If a game has played one full half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete.
18. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
19. All scores shall be turned in to the Field Coordinator by both teams in each match.
20. Net and Flags are provide by the tournament.
21. All teams not accepted by the tournament will be refunded in full within ten (10) 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)
22. 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.
23. In case of hard rain, snow, or lightning - check the tournament website, www.u90c.com If inclement weather cancels the tournament, a decision will be made by the tournament committee regarding refunds/reschedules, etc...depending upon the situation.
24. 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.
25. 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 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.

DIVISION SCHEDULING AND ADVANCEMENT

4-team division = 3-game round robin, each team plays the other three teams one time in pool play. The top two teams in tournament points advance to Final. No 3rd Place game.

5-team division = 4-game round robin, each team plays the other four teams one time in pool play. No Final or 3rd Place game. Awards will be given to the top two teams in tournament points.

6-teams division = 3-game modified bracket play, 2 games inside the bracket and 1 cross-bracket game. The top two teams in each pool advance to the semi-finals. There will be a final, but no 3rd place game.

8-team division = 2 pools of four teams, each team plays the other three teams in their pool one time. The top two teams in each pool advance to the semi-finals. There will be a Final, but no 3rd place game.

10-team division = 1 pool of four teams and 2 pools of 3 teams. In Pool A, each team will play the other three teams in their pool one time. Teams in Pool B and C will play a modified (unbalanced) cross bracket. The team with the most tournament points in pools A, B, & C will advance to semi-finals along with one Wild Card team. The Wild Card team is the second place team in any pool with the highest amount of tournament points. Semi-Finals will be seeded - Pool A Winner vs Wild Card Team and Pool B Winner vs Pool C Winner. If the Wild Card advances out of Pool A, then the semi-finals will be seeded Pool A Winner vs Pool C Winner and Pool B Winner vs Wild Card. There will be a Final, but no 3rd place game.

12-team division = 3 pools of 4 teams. In each pool, each team will play the other three teams in their pool one time. The team with the most tournament points in pools A, B, & C will advance to semi-finals along with one Wild Card team. The Wild Card team is the second place team in any pool with the highest amount of tournament points. Semi-Finals will be seeded - Pool A Winner vs Wild Card Team and Pool B Winner vs Pool C Winner. If the Wild Card advances out of Pool A, then the semi-finals will be seeded Pool A Winner vs Pool C Winner and Pool B Winner vs Wild Card. There will be a Final, but no 3rd place game.

14-team division = 2 pools of four teams and 2 pools of 3 teams. In Pool A and B, each team will play the other three teams in their pool one time. Teams in Pool C and D will play a modified (unbalanced) cross bracket. The team with the most tournament points in pools A, B, C, & D will advance to semi-finals. Semi-Finals will be seeded - Pool A Winner vs Pool Winner D and Pool B Winner vs Pool C Winner. There will be a Final, but no 3rd place game.



U90C Management Group

U90C Support Forms



Spring Kickoff | League Challenge Cup | Dallas Open | Premier Copa | Summer Splash | U90C Labor Day Cup | Upper 90 Challenge

16-team division = 4 pools of four teams. Each team will play the other three teams in their pool one time. The team with the most tournament points in pools A, B, C, & D will advance to semi-finals. Semi-Finals will be seeded - Pool A Winner vs Pool Winner D and Pool B Winner vs Pool C Winner. There will be Final, but no 3rd place game.

TOURNAMENT EXCEPTIONS

League Challenge Cup Guest Players:

For U11-U19 competitive teams in a "Premier" division of the League Challenge Cup tournament...

- Guest players are limited to players on recreational league teams or competitive league teams who play in a second-tier "Premier" competitive league, such as Plano Premier, Arlington Premier, or West Texas Premier.
- Players who play on league teams in the North Dallas Chamber Classic League or Lake Highlands Girls Classic League may only guest play on teams in a "Classic" division of the tournament. There is a maximum of 5 guest players allowed, provided they do not exceed the roster maximum for their age group.
- Classic teams and players may not play in a "Premier" division, even if "playing up" into an older age group. Proof is required at check-in to show that a guest player is NOT on a classic-level team.

U9-U12 Boys and U9-U13 Girls SuperCopa Qualification Rules:

- The Champions of the U9-U12 Boys and the U9-U13 Girls age groups for the Fall League Challenge Cup will qualify for the final play-in slot into the following Dallas Premier SuperCopa. In the event that the Championship team cannot participate in the SuperCopa tournament, the SuperCopa Selection Committee will award the final slot to a suitable team of their choosing.
- For the SuperCopa divisions in League Challenge Cup and Dallas Premier SuperCopa, there is no limit to the number of guest players allowed, provided the team does not exceed the roster maximum for their age group and has required paperwork.
- Teams wishing to qualify for an invitation to Dallas Premier SuperCopa based on their performance in League Challenge Cup MAY NOT roster any player on an existing registered Dallas Premier SuperCopa team.

