



U90C TOURNAMENTS

TOURNAMENT RULES

Version 6.0 (revised 7.1.2019)

* 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 Eligibility and Guest Players

- a. U90C tournaments are sanctioned through US Club Soccer, but we accept registered / carded players from any organization under the US Soccer Federation, such as US Club Soccer, SAY, USSSA, AYSO, and USYSA State Associations (NTSSA, STYSA, OSA, etc.).
- b. All participating players must be registered through one of the above organizations and must be in possession of their player card or be included on the registered team's roster. Players/teams not registered with a USSF organization who wish to play with U90C can obtain US Club Soccer player cards through U90C by emailing info@u90c.com. More information about which documents are required can be found under the "Forms | Rules" section of any tournament listing on www.u90c.com.
- c. Required Guest Player Paperwork – Guest Players MUST present proper paperwork -OR- be in possession of their Player Card from the sanctioning body that they are registered with. Examples:
 - i. USYS guest players – Guest Player Release Form or Player Card
 - ii. US Club guest players – Player Loan Form or Player Card
 - iii. Academy ages – Added to Executed Event Roster, Individual Academy Form or Player Card
- d. It is the responsibility of the participating coach and player to ensure the player's contract with their existing team is not being violated (if applicable).
- e. Club Player Pass players are not considered guest players.
- f. 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.
- g. All players, including guest players, must be listed on the team's online GotSoccer roster prior to check-in.
- h. 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 or divisions (Gold & Silver),
 - ii. Player is age eligible for both age groups,
 - iii. Player listed on the GotSoccer roster for both teams prior to check-in.
- i. **PLEASE SEE TOURNAMENT EXCEPTIONS FOR GUEST PLAYER RULES FOR LEAGUE CHALLENGE CUP IN U11-U19**



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, primary and alternative jersey numbers must match the roster posted in the team's GotSoccer 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 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. 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 Home 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 West 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.

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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

Please see the Game Matrix on the appropriate Tournament Webpage at www.u90c.com for more details

Division	Playing Format	Roster Max	Ball Size	Overtime (semi's & finals)
U6	4v4	10	3	2 x 5 minutes, then pk's
U7	4v4	10	3	2 x 5 minutes, then pk's
U8	4v4	10	3	2 x 5 minutes, then pk's
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 Dev.*	11v11	18^	5	2 x 5 minutes, then pk's
U13/14	11v11	18	5	2 x 5 minutes, then pk's
U15/16	11v11	22	5	2 x 5 minutes, then pk's
U17-19	11v11	22	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.*

^If playing in the Development ("Dev.") Brackets, you may NOT include Guest Players that are older than your team's current age group (for example: a U8 calendar year age team may NOT bring in U9 calendar year Guest Players)

Please see the Game Matrix on the appropriate Tournament Webpage at www.u90c.com for more details

8. Scoring System

Pool Play games may end in a tie. Overtime only applies to Semi-finals and Finals. For Quarter-Finals, 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

*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
4v4	3	3

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 (other than on account of receiving two cautions in the same game) 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 sent-off for fighting (punching, kicking, etc.), spitting, or is the player's second tournament sent-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.

18. Non-Acceptance: U90C reserves the 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



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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:
- Notification System utilized by playing facility (Thor, Vaisala, etc.)
 - Notified by U90C On-site Staff (tournament official, etc.)
 - Notified by Referees
 - 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 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 or park closure, 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 GotSoccer.

- 27. Tournament cancellation post Round Robin games completion (declaring division 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. 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 GotSoccer if a tournament is cancelled.

No Credit / Refund

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

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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 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



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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 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.

4v4 Standards of Play

34. Restarts

- When the ball goes out of bounds via the sideline, the restart will be an indirect kick-in.
- Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offense.

PENALTY KICKS in 4v4: Penalty Kicks in 4v4 games are only awarded if the referee feels that the foul stopped an obvious goal scoring opportunity. Penalty kicks are direct, and are taken from anywhere on the midfield line, with all other players behind the midfield line. Penalty kicks are NOT live balls. If no goal is scored, the defense is given a goal kick.

In Kicks from the Mark scenarios to determine a game winner (overtime) or settle tie-breakers, each team will line up its four players behind mid-field and follow the procedures above, kicking in order, alternating teams, like a traditional Kicks from the Mark scenario.

If after the first round of kicks (all four players from both teams) the score is still tied, the shooting spot will be moved back to a single spot half way between the mid-field line and the opposite goal line from the goal being shot at, centered between the sidelines. All players will be behind this spot. The Kicks from the Mark will resume with kicks being taken from this spot until a winner can be determined.



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.
 - 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-U12 Girls SuperCopa Qualification Rules:
 - The Champions of the U9-U12 Boys and the U9-U12 Girls age groups for the Fall League Challenge Cup will qualify for the final play-in slot into the following 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 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 Premier SuperCopa based on their performance in League Challenge Cup MAY NOT roster any player on an existing registered Premier SuperCopa team.