



HESC Reliant Power Cup



Tournament Rules & Guidelines

1. FIFA Rules will apply except as noted.
 2. Eligibility

All players must be registered on the team making the application and have the proper USYSA ID Card (2011-2012). A proper ID card has the player's signature and picture attached to the back and is laminated. A player roster (including guest players) signed by your Club Registrar is required. All teams should have ID cards in their possession at all times during the tournament for inspection. Team officials with STYSA teams will be required to display an Adult Participation Pass while on the team sideline during a game.
 3. Registration

To register, submit the tournament application form along with initial team roster signed by your club registrar and full payment prior to the entry deadline of January 20, 2012. No team will be considered registered unless full payment is received.
 4. Protests

All Referee decisions are final. No protests are permitted.
 5. Illegal Players

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. An illegal player is defined as one not listed on the final roster provided at check-in prior to tournament play.
 6. Discipline

The tournament will follow the STYSA progressive penalty point system with the exceptions listed below.

 - 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.
 - 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.
 - Any person 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.
 7. 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.
 8. 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, only the cautioned player may be substituted.
 9. Schedule

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

In the event of a uniform color conflict, the team designated as the home team must change jerseys. No hard cast, padded or otherwise. **NO EXCEPTIONS.**
No jewelry of any kind (i.e. earrings, rings watches, necklaces, hair accessories.)

11. Score Cards

The winning coach (or team representative) is responsible for turning in the game score card to the site headquarters. In the event of a tie, the home team coach is responsible for turning in the score card. The score card must be turned in within thirty (30) minutes of completion of the game. If a score card has not been received for a game after two (2) hours, the game will be scored as a forfeit for the team which failed to turn in the score card.

12. Awards

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

13. Bracketing

Teams will be divided brackets based on registration numbers. Brackets for each flight will be filled on a first come first serve basis. Every consideration will be made to place all teams in an evenly matched bracket. The Bracketing Committee reserves the right to combine age groups or move teams to fill a bracket if necessary.

14. MATCH PLAY – QUALIFYING GAMES

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: All U9, U10 qualifying games will be 50 minutes, 25 minute halves with 5 minute halftime. All U11, U12 qualifying games will be 50 minutes, 25 minute halves with 5 minute halftime.

C. Scoring:

- Six (6) points for a win
- Three (3) points for a tie
- Zero (0) points for a loss
- One (1) bonus point for a shutout
- One (1) bonus point per goal scored by each team, with a maximum of three (3) goal points per game
- Maximum total points per qualifying game is ten (10).
- A zero to zero (0-0) tie will be scored as four (4) points for each team.
- Games may end in a tie score; no game tiebreakers will be used.

D. Forfeits

A forfeit will be scored as a one to zero (1–0) game or eight (8) points. A team abandoning a game in progress will automatically forfeit that game.

E. Advancement

- The team(s) with the highest point total in each pool advances to the finals.
- In brackets with only one (1) pool, the teams with the two highest point totals advance to the final round.
- Some pools will advance wild card teams. The team with the highest number of points, after the pool winners are determined, is the wild card team.

F. Tie Breakers

In case of a tie, the pool winners and/or wild card teams will be determined in the following order:

- Head-to-head competition.
 - Goal Difference: team with highest goal difference - goals for minus goals against (maximum three (3) goals per game for or against).
 - Fewest goals allowed
 - FIFA "Kicks from the Penalty Mark."
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15. CHAMPIONSHIP GAMES (Finals)

- 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: All games will be regulation time. U9, U10 – two 25 minute halves with 5 minute half time; U11, U12 – two 25 minute halves with 5 minute halftime.
- C. Forfeits: A team abandoning a championship game will automatically forfeit that game.
- D. Tie Breakers: If a championship game results in a tie, two (2) five (5) minute overtime periods will be played in their entirety. If still tied, FIFA Kicks from the Penalty Mark will be applied immediately following overtime play.

16. Referees

USSF certified referees will be scheduled for each game. The scheduled game time, if possible, should not be delayed for any reasons. A one (1) referee system will be used for all qualifying games. A three (3) referee system will be used for all championship games.

17. Rain-Out Procedures

The Tournament Director will have jurisdiction over field playability, cancellations and rescheduling. Every effort will be made to play as many games as possible.

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

In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director. It will be the individual responsibility of the coach or team manager to check at Tournament headquarters to learn of schedule changes.

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.

No refunds will be given once the tournament games begin.

18. Withdrawals

There will be no refunds for teams withdrawing from the tournament after the entry deadline. A non-refundable fee of 25% will apply for teams withdrawing prior to the entry deadline. Should a team fail to be bracketed a full refund will be issued.

19. Tournament Check-in

Coaches are required to check-in at the Tournament Headquarters at least one hour prior to the first game with:

- Final Player Roster with numbers (signed by club registrar)
- Player Cards (laminated, signed, with picture)
- Adult Participation Pass (STYSA teams)
- Medical Release forms (signed by parent / guardian)

Game times and rules are subject to change and should be verified by the coaches at check-in.

Mark Gibbs
Director of Coaching, HESC
mark@houstonx.org

Jeff Fetzer
Tournament Director
tournament@houstonx.org

Houston Express Soccer Club
PMB 121, 2617C West Holcombe
Houston, TX 77025
www.houstonx.org



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Field Map & Directions

The South Campus is located on Stella Link just south of Loop 610. The address of the complex is 10001 Stella Link, Houston, TX 77035

From Hwy 59 South

Exit Loop 610 South, exit Stella Link, turn right. Fields are on your left approximately ½ mile south of Loop 610

From Hwy 59 North

From Hwy 59 take Hwy 288 South just south of downtown. Take Loop 610 West, exit Stella Link, turn left.

From Hwy 288 South

North on Hwy 288 to Loop 610 West, exit Stella Link, turn left.



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Participating Teams

Coming Soon
