



Houston Express Soccer Club Futures Cup



Tournament Rules & Guidelines

1. **USSF Rules** apply if not modified within.
2. **Eligibility** – All players must be registered on the team making the application and have the proper USYSA ID Card or equivalent. A proper ID card has the player's signature and picture attached to the back and is laminated. A player roster including guest players with jersey numbers 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 will be required to display an Adult Participation Pass or equivalent while on the team sideline during a game.
3. **Registration** – To register submit the tournament registration and full payment prior to the entry deadline of November 30, 2016. Late registrations will be placed on a waiting list until all items are received.
4. **Protests** – All Referee decisions are final. **No protests are permitted.**
5. **Illegal Players** – Rosters will be limited to eight (8) players for U7 and U8 and to twelve (12) players for U9 and U10, with only three (3) guest players permitted on any team for all age groups. Player cards will be randomly checked prior to any game. Players may play for only one team, may not play at a level below his/her current registration age and must be list on the final roster provided at check-in. Any 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.
6. **Schedule** - It will be the responsibility of the coach or team manager to check at Tournament headquarters to learn of schedule changes. Individual or team requests cannot be considered.
7. **Substitutions** – Players may be substituted with the consent of the referee at the following times:
 - 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.No player shall enter or leave the field of play without the consent of the referee.
8. **Uniforms** – The Home team will wear their colored/dark jerseys and the Visitors wear white/light jerseys. Should there be a conflict in uniform colors; the Home team must change jerseys. Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use "pennies" to provide a unique identification. No jewelry of any kind including rings watches, necklaces, hair accessories. No hard casts, padded or otherwise. **NO EXCEPTIONS.**
9. **Awards** – All U7 and U8 players will receive a participation award. No standings will be released. The first and second place teams in each U9 & U10 age group bracket will receive awards.
10. **Qualifying/Round Robin Games**
 - A. Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field. Only four (4) properly identified team officials may be on the team sideline.
 - B. The Home team chooses the goal to attack and the Away team kicks off in the first half.
 - C. **Number of players on the field:** U7/U8 – 4 players (no Goalie) and U9/U10 – 7 players (6 + Goalie)
 - D. **Playing Time:** All U7/U8 Games – 45 Minutes (three 15 minute periods with a 3 minute break between periods). U9/U10 Qualifying/Round Robin – 50 minutes (twenty-five minute halves with a five minute half time).
 - E. **Game Ball:** U7/U8 – Size #3 and U9/U10 – Size #4



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- F. **Scoring:** (U9/U10 Age Groups Only)
- 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 - maximum of three (3) goal points per game
 - The maximum total points per qualifying game are 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.
- G. **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.
- H. **Advancement** (U9/U10 Age Groups Only)
- Teams with the highest point total in each bracket within an age group flight will advance to the championship round
 - For age group pools with only a single bracket the teams with the two highest point totals will advance to the final round.
- I. **Tie Breakers:** In case of a tie, the bracket 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
 - Most Goal scored
 - FIFA “Kicks from the Penalty Mark” with Sudden Death.
14. **Championship Games:**– (U9/U10 Age Groups Only)
- Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field.
 - **Tie Breakers Final Matches** – 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 Mark with Sudden Death will be applied immediately following overtime play.
15. **Referees and Game Cards** – Licensed referees will be scheduled for each game. The scheduled start time, should not be delayed for any reasons. A one (1) referee system will be used for all games. The Referees will bring the game card to the field and return it to the Tournament Director. Both Coaches must verify and initial the final results on the game cards.
16. **Withdrawals** – There will be no refunds for teams withdrawing from the tournament after the registration deadline. Should a team not be bracketed a full refund will be issued.
17. **Rain-Out Procedures**
- The Tournament Director reserves the right to cancel, shorten or adjust matches. 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, however, in the event of a total rainout prior to the first game of the tournament, a partial refund equal to team’s entry fee less an allowance for administrative costs will be given. In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director. 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. **Tournament Check-in**
- One official from each team will be required to check-in at the Tournament Headquarters at your playing venue at **least one hour prior** to the first game with:
- Final Player Roster including guest players and jersey numbers, signed by association registrar
 - Player Cards (Laminated, signed by club registrar & player, with picture) or equivalent
 - Medical Release forms (Signed by parent / guardian) or equivalent
 - Adult Participation Pass (STYSA teams) or equivalent