



# HOUSTON PREMIER CUP

## TOURNAMENT RULES

### INTRODUCTION

Current FIFA laws of the game will be in effect except as modified herein. The Event Director reserves the right to decide all matters pertaining to the Event. The judgment of the Event Director is final. The Event Director has authority to make all decisions and these decisions will be final. All referee decisions are final and binding. Event committee will act upon any rules or items not listed. Protests are not allowed.

### REGISTRATION

Refunds will not be made once a team is accepted after the deadline for registration as stated on the event website. If a team withdraws prior to the registration deadline, the team will be subject to payment of a \$50 registration fee.

### HOTELS

All Out of Town teams participating in the event are required to make housing reservations through our official Event housing agent accessible from our website. Out of Town teams are defined as a team that is located over 100 miles from the event fields. Any team who refuses to follow this rule will be disqualified from the event and will NOT receive a refund.

### INCLEMENT WEATHER & CANCELLATION OF EVENT

Neither the Event Director nor the Event Sponsors are responsible for any expenses incurred by any team in the event that the Event is cancelled in whole, or in part; or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made. Event Director reserves the right to adjust game length and schedule due to weather, field conditions or other conditions. The Event Committee may restructure the game lengths or cancel the event due to inclement weather. Once play has begun, there will be no refunds.

### TEAM ROSTERS & ELIGIBILITY

Teams are required to have 2020-21 rosters and player cards signed by their league official. Player cards must have a picture and be laminated. Players must also have medical release forms, which do not need to be notarized. Players may only play for one team during the event unless an exception is granted by the Event Director.

AGE GROUP	BIRTH YEAR	FORMAT	ROSTER SIZE	GUEST PLAYERS	GAME LENGTH	BALL SIZE
U9	2014	7v7	12	3	30 min halves	Size 4
U10	2013	7v7	12	3	30 min halves	Size 4
U11	2012	9v9	16	3	30 min halves	Size 4
U12	2011	9v9	16	3	30 min halves	Size 4
U13	2010	11v11	18	5	35 min halves	Size 5
U14	2009	11v11	18	5	35 min halves	Size 5
U15	2008	11v11	18	5	35 min halves	Size 5



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### **PLAYER DEVELOPMENT & SAFETY INITIATIVE**

Goalkeeper distribution (goal kicks, punts & throwing) must either A: bounce or B: be touched by a player before crossing the halfway line. Goalkeeper distribution that is launched into the opposition half will be penalized with an indirect free kick at the point it crossed the halfway line.

### **TEAM EXPECTATIONS**

Coaches are responsible for the behavior of their team and spectators. Alcoholic beverages and pets are not allowed at the games. Absolutely no player will be allowed to play with a hard cast. Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Should a match be terminated/abandoned due to weather conditions after the game has begun the score at that time will stand. A FORFEIT shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. It is requested that teams be present at least 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team when playing 11v11. Six players when playing 9v9 and 4 players when playing 7v7. A forfeit will be scored 3-0. Teams must be ready to start all games at the scheduled time. Warm-up outside the touchlines prior to the game start time. 27. There will be a spectator side and a technical side of the field. Coaches are responsible for making sure their teams and spectators adhere to this rule. Coaches are also responsible for rendering first aid to their players.

### **UNIFORMS**

The first team listed is the home team. Visitors will wear WHITE and the Home will wear their darkest uniform. The home team must change jerseys in case of color conflict. For the semi-finals and finals, the team with the higher point total from the first round is the home team. Each team shall submit a ball of appropriate size, weight and pressure to the referee. The referee shall select a game ball from those provided by each team.

### **SUBSTITUTIONS**

Unlimited substitutions may be made with the permission of the referee at the following:

- Prior to throw-in, for the team in possession
- Prior to a goal kick, by either team
- After a goal is scored, by either team
- After an injury when the referee stops play, by either team
- Immediately after a caution (cautioned player only)
- At half-time

### **SCORING**

Event scoring will follow the 10-point system as follows:

- Six (6) points for a win
- Three (3) points for a tie (Games in bracket play may end in a tie)
- Zero (0) points for a loss
- One (1) point per goal scored up to a maximum of three (3)
- One (1) point for a shutout bonus
- Forfeit result in ten (10) points for the winning team (scored 3-0)
- One (1) point deduction for each red card assessed
- Points in first round games do not carry over to the semi-final or final games

Game cards must be filled out and signed by the referee (including any disciplinary action). Referee turns card in to Event HQ tent immediately after the game.



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### **TIEBREAKERS**

Advancement Tiebreakers will be used as follows:

- Winner in head-to-head competition
- Highest goal difference (goals for minus goals against) with a maximum of three (3) goals per game.
- Total goals allowed (Team with fewest total goals allowed advances).
- FIFA Penalty kicks
- Semi Final and Final game tiebreaker (No extra time).
- FIFA Penalty kicks

### **BRACKETS, FINALS & AWARDS**

First and second place teams will receive awards.

Brackets for the events will work in the following

- 4 team Brackets: Round robin between four teams. Each team play three games and the top 2 teams play in the final
- 5 team Brackets: Round robin between five teams. Each team play four games. Teams are sorted by points. 1<sup>st</sup> and 2<sup>nd</sup> receive awards. No final
- 6 team brackets: Bracket is split into two groups of three. Group A teams play across the bracket against the three Group B teams. The top two points from the 6 teams play in the final
- 8 team brackets: Bracket is split into two groups of four teams. In each group the four teams play round robin format. The top team from each group plays in the final.

### **DISCIPLINARY**

Any coach or player receiving a red card/ejection from a game will not be allowed to participate in that team's next game, at a minimum. Any player or coach guilty of assault (verbal or physical) on a referee will be removed from further Event participation. Two yellow cards received in the same game by the same player will be considered a red card and treated as such. Red/yellow cards must be reported on the game cards by the referee. Cards and other matters are reported to the Host State Association and the home club/league of the team. If a referee is late, the Event Director and/or Referee Coordinator will assign a substitute.

### **COACH DISMISSAL**

If a coach is red carded in a game, the coach is suspended for the entire day & must exit the premises. If the coach appears on the sideline with parents or players, the team will be disqualified from the event.