

## DALLAS CUP

### RULES OF THE COMPETITION

1. Team rosters are limited to a **maximum of twenty two (22)** players in 13U, 14U, 15U, 16U, 17U, 18U and 19U age groups. Team rosters are limited to a **maximum of eighteen (18)** players in the 10U, 11U and 12U age group. **Game day** rosters are limited to eighteen (18) players. Players not designated to participate in any given game may not dress in uniform or sit on the team bench.
2. All teams shall be allowed to have up to a combined total of **seven (7) Club Pass/Guest Players** (the maximum number of Guest Players is five (5)), with a maximum roster of **twenty two (22)** for 13U, 14U, 15U, 16U, 17U, 18U and 19U age groups, and with a maximum roster of **eighteen (18)** for the 10U, 11U and 12U age group, as defined in #1. All Guest Players/Club Pass Players must meet the following criteria: 1) must be approved for participation by their respective governing body [USA teams] or by the provincial association of their national federation [International teams]; 2) must be a registered player with the appropriate governing body [USA teams] or provincial association of their national federation [International teams]; 3) may not be selected from any other team that is participating in the tournament, nor from any team designated as an "alternate pool" team. If a Guest/Club Pass player is selected from any team which is subsequently invited to participate in the tournament, the player must return to his original team. If a Guest/Club Pass player participates in a tournament match and the player's original team is subsequently invited to participate, said player must remain with the team for which he played the tournament match.
3. Players may not play for more than one team in the tournament. Players must have jersey numbers and may not change numbers once registration is complete.
4. The first team listed is considered the home team. **Any color conflicts will be resolved by the visiting/away team.** Both teams will be on the same side of the field, spectators will be on the opposite side.
5. All USA teams are required to present player picture identification cards that are issued by their governing body at registration and at all matches. All international teams are required to present passports at registration. Tournament player picture identification cards will be made for all international players and must be presented at all matches. Identification cards will be checked by the referee prior to each match. The player's shirt number must be the same as the shirt number on the daily match report. If the numbers are not the same, the referee is instructed not to let the player take part in the match until tournament officials resolve the matter.
6. All matches will be full length. 10U, 11U & 12U, two 30 minute halves; 13U & 14U, two 35 minute halves; 15U & 16U, two 40 minute halves; and Super Group, 17U, 18U and 19U, two 45 minute halves.
7. During the preliminary stage of the tournament, teams are bracketed in groups of four and matches will not have overtime periods. Matches will be counted as: Win - 3 points; Tie - 1 point; Loss - 0 points. In the elimination stage, if the score is tied at the end of regulation time, for 10U, 11U, 12U, 13U, 14U, 15U, 16U, 17U, 18U and 19U, kicks from the penalty mark as per IFAB laws will decide the match. In the elimination stage, if the score is tied at the end of regulation time for 19U Super Group, two (2) 10 minute overtime periods will be played. If the score is tied at the end of the two over time periods, kicks from the penalty mark as per IFAB laws will decide the match.
8. a. Age Groups consisting of 8 teams will have the 1st and 2nd place teams in each bracket advance to **semifinals**. Age Groups consisting of 12 teams will have the 1st place team in each bracket and a wild card team with the most points per (7) above advance to **semifinals**. Age Groups consisting of 16 teams will have the 1<sup>st</sup> place teams in each bracket advance to **semifinals** or the 1<sup>st</sup> and 2<sup>nd</sup> place teams in each age bracket advance to the **quarterfinals** at the Tournament Managers discretion. Age Groups consisting of 20 teams or more will have the 1st place team in each bracket, and if applicable, the wild card team(s) with the most points per (7) above, advance to the **quarterfinals**.  
b. **Note: In the pre-determined pairings for the first game of the elimination stage, adjustments will be made if the wild card team comes out of the same preliminary round bracket, to avoid teams that have already played each other having to play each other again. No adjustments will be made after that.**

9. In the event a tie breaker is necessary to determine which teams will advance beyond the round robin, the following order of tie breakers will apply:

For All Age Groups:

(1) goal difference in overall competition; (2) highest gross goals scored in overall competition; (3) head to head competition; (4) least amount of penalty points (caution = 1 point, send off = 2 points); (5) Tournament Manager's decision.

10. Substitution will be allowed during natural stoppage of the match at the referee's discretion. For the Super Group, 19U, 18U, 17U, 16U and 15U, each team may nominate up to a maximum of seven (7) substitutes; however, the team may only use a **maximum number of six (6)** substitutions during a match. The substitution is completed when the substitute enters the field of play and the player whom he is replacing ceases to be a player. Free substitution is not permitted. Once a player leaves the match and is substituted, he cannot return to play further in the match. For 14U, 13U, 12U, 11U and 10U free substitution up to seven players and re-entry will be allowed.
11. The official match report for each completed match **must** be verified (i.e., score, cautions, send offs) immediately after the game by the team coach or manager. Match reports that are not verified stand as submitted and may not be contested or appealed.
12. Players or Coaches sent off during a match are not allowed to play/coach in the next match. A player receiving two cautions during the preliminary round robin of the tournament is not allowed to play in the next match, including the first game of the elimination stage. A player receiving two cautions during the elimination stage of the competition is not allowed to play in the next match. Cautions received during the preliminary rounds of the tournament do not carry over to the elimination rounds. In case of continued bad conduct of players, teams, officials, or supporters, the team may be withdrawn from the competition and reported to their association. Coaches are responsible for the conduct of their team and supporters.
13. Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and/or manager. Official Match Reports will be reviewed by the Disciplinary Committee, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being required to sit out additional matches or being withdrawn from the competition. Team officials will be notified as soon as possible if a hearing has been scheduled.
14. Judgment calls by referees may not be appealed.
15. Disciplinary Committee decisions may not be appealed.
16. All protests must be submitted in English to the Disciplinary Committee within three hours of the end of the match with a \$500 (US) cash non-refundable fee. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.
17. Subject to the foregoing, IFAB laws, as modified by USSF and NTSSA rules and USYS policies, apply. Please note that per IFAB Laws of the Game number 4, the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards.
18. In the event of inclement weather, bracket games that have completed the first half will be considered complete games and will not be rescheduled. For Quarter-final, Semi-final and Final games, play will be resumed from the point of suspension if weather and field conditions permit (this may be the following day). The final decision will be made by the Competition Committee, in conjunction with the Board of Directors.
19. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of fifty percent (50%) of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.
20. Once a team has been accepted, the teams has ten (10) days to withdraw and get a full refund. If a team withdraws after the ten days, no refund will be issued.
21. The decision of the Tournament Manager, in conjunction with the Board of Directors, on any matter is final and may not be appealed.

