

DEADLINE TO ENTER - August 10th, 2023

TOURNAMENT HEADQUARTERS: Gulf Coast Soccer Complex – 5601 Twin City Highway, Port Arthur, TX. 77642.

Contact: Daryl Miller – Tournament Director – tournaments@gcysc.com

WEBSITE: http://gcysc.com/tournaments-camps/southeast-texas-cup

TEAM CHECK-IN:

ALL TEAMS MUST CHECK IN

Team Check-In Documents (rosters, ID cards, Medical releases) may be uploaded through GotSport or emailed to check-in@gcysc.com on or before August 21st, 2023. You will receive a confirmation e-mail once checked in. Any player added after this time MUST be verified by the tournament committee to play in the event.

All participating players MUST be uploaded into GotSport. If a player is not registered with a club or organization, they can still play and can register for the event as a guest player. Once registered, the team manager/point of contact can assign them to the team. Any player missing from the printed game card will not be able to play, **NO WRITE INS**. See below of a maximum number of players allowed on each team.

All team managers or team points of contact must have at all games the following -

- Roster that was submitted to Check-in.
- Player cards (or alternative forms of ID)
- Medical release forms

A team check-in at the fields will take place for all finals and the above documentation will be checked and verified before any final is played.

TRAVELLING TEAMS

This is a STAY TO SAVE event for any team traveling over 75 miles to attend the host site (Gulf Coast Soccer Complex). ALL TEAMS need to go through our event coordinator for accommodation. STAY IS NOT REQUIRED TO PARTICIPATE.

Rooms have been blocked for participants in the Southeast Texas Cup 2023. Any team trying to circumvent this requirement for participation will be disqualified. Please advise parents of this policy.

Hotel room availability may change daily due to demand. We will do everything possible to place you in the type of room requested. Should it be necessary additional hotels will be added to the list. A list of hotels and bookings can be found on the tournament website.

For further questions on hotels and bookings, please contact Event Coordinator at renee@gycplanners.com

TOURNAMENT ENTRY FEE: Teams must submit payment at time of registration. If payment is rejected, teams may lose their spot should brackets be full. Any team not paid by August 21st maybe subject to removal.

No team will be fully accepted unless payment has been made.

Team entry fees will not be refunded to any team that has already been accepted into the tournament unless approved by the Tournament committee. All refund requests who reviewed by the Southeast Texas Cup Tournament committee.

In the event of a complete rainout, partial entry fees will be refunded, less an allowance for administrative & pre-tournament costs that will be determined at the time of the event. Once play has begun, no refunds will be given out.

In the event of inclement weather, the tournament committee has the authority to make any changes it deems necessary to allow completion of the tournament.

Points & Tie Breakers

The event will operate in the 10-point format –

6 points for a win.

3 for a draw

0 for a loss

1 point per goal (up to 3)

1 point for a shutout (including 0-0 draw)

Tie Breakers

1. Head-to-Head

- 2. Goal Difference
- 3. Goals for
- 4. Goals Against
- 5. Most wins
- 6. Most shutout

ADVANCEMENT & AWARDS

U9-U19 – Pool play plus final will be played. 1st & 2nd Place teams will be awarded individual medals and receive a team photo.

Note: In the event that finals are unable to be played due to weather, awards may be adjusted accordingly based on points. In the case of two bracket champions unable to meet in a final only the first-place team in each bracket will be awarded. 1st & 2nd place will be decided by points or tiebreaker rules.

AGE AND ELIGIBILITY

Brackets will be formed based on calendar year age groups. Participation in the Southeast Texas Cup is open to all teams in the following ways:

U9-U10 Teams playing 7v7:

Teams will play 7v7 and can have a maximum roster of 14 players.

The birth date of the oldest player on the team determines the age bracket using the USSF birthyear determination.

Emphasis will be placed on building brackets of like-talented teams based on age and team records with a stronger and weaker bracket in each age group where possible so please register accordingly.

Players should be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. All rosters should be generated through GotSport and sent to Check-in@gcysc.com.

U11-U12 Teams playing 9v9:

U12 teams will play 9v9 and can have a maximum roster of 16 players.

The birth date of the oldest player on the team determines the age bracket using the USSF birthyear determination.

Emphasis will be placed on building brackets of like-talented teams based on age and team records with a stronger and weaker bracket in each age group where possible so please register accordingly.

Players should be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by the State or

National Association will be required as proof of age. All rosters should be generated through GotSport and sent to Check-in@gcysc.com.

U13-U19 Teams playing 11v11:

U13-U19 teams will play 11v11 and can have a maximum of 18 players on the roster.

The birth date of the oldest player on the team determines the age bracket using the USSF birthyear determination.

Emphasis will be placed on building brackets of like-talented teams based on age and team records with a stronger and weaker bracket in each age group where possible so please register accordingly.

Players should be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer or USSF. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. All rosters should be generated through GotSport and sent to Check-in@gcysc.com.

LAWS, FORMAT, & DURATION OF GAMES

LAWS OF THE GAME: All games shall be played in accordance with FIFA Laws, except as specifically modified below by these rules.

FORMAT & DURATION OF GAMES

U9-U10 7v7 Games

Teams will play 7v7 and can have a maximum roster of 14 players. U10 games will play 50-minute games (2 x 25-minute halves) with 5 minutes allowed forhalftime and will operate with a minimum of a one-man referee crew.

Points of Emphasis:

- All teams will play with a size 4 ball.
- Substitutions are unlimited (see below).
- Heading is not permitted.
- Offsides will be called.
- A Build Out Line will be enforced for this event.

Teams will play in a regular tournament format with advancement for group winners or winners of the group if the team is in a round-robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the event scorekeeper. All teams that win or are finalists will receive awards for their achievements.

For teams that advance, game times will remain in the above-stated format. However, in the event of a tie in the final game, the 2 teams will undergo 2 periods of 5 minutes of extra time. If teams are still tied, teams will then execute 5 PKs each to determine the winner. If still tied after PKs, both teams will continue to take PKs until a winner is determined.

Teams can forgo the extra time period and go straight to PKs at the agreement of both team

coaches. To be agreed upon before any final game is started.

U11-U12 9v9 Games

The 9v9 games will play 60-minute games (2 x 30-minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

Points of Emphasis:

- All teams will play with a size 4 ball.
- Substitutions are unlimited (see below).
- Heading is not permitted.
- Offsides will be called.

Teams will play in a regular tournament format with advancement for group winners or winners of the group if the team is in a round-robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the event scorekeeper. All teams that win or are finalists will receive awards for their achievements.

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Teams can forgo the extra time period and go straight to PKs at the agreement of both team coaches. **To be agreed upon before any final game is started.**

U13-U19 11v11 Games

All U13-U14 11v11 teams will play 60 minutes (2 x 30-minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

All U15-U19 teams will play 70 minutes (2 x 35-minute halves) with 5 minutes allowed for halftime and will operate with a 3-man referee crew.

Points of Emphasis:

- All teams will play with a size 5 ball.
- Substitutions are unlimited (see below).
- · Heading is permitted.
- Offsides will be called.

Teams will play in a regular tournament format with advancement for group winners or winners of the group if the team is in a round-robin bracket. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website via the event scorekeeper. All teams that win or are finalists will receive awards for their achievements.

For teams that advance, game times will remain in the above-stated format. However, in the event of a tie in the final game, the 2 teams will undergo 2 periods of 5 minutes of extra time. If teams are still tied, teams will then execute 5 PKs each to determine the winner. If still tied after PKs, both teams will continue to take PKs until a winner is determined.

Teams can forgo the extra time period and go straight to PKs at the agreement of both team coaches. **To be agreed upon before any final game is started.**

The Tournament Director reserves the right to adjust the game length and schedules due to possible weather or field conditions.

WEATHER INFORMATION:

We will update the fields and tournament home page if any change in field status occurs and the main tournament web page as well as send out text alerts and emails should inclement weather occur.

TEAMS/UNIFORMS:

The first team listed on the schedule/game card is considered the Home Team. All players on a team must wear numbered jerseys. Each team must have an alternate color jersey for each player in case of color conflict. The AWAY team, if deemed necessary by the Referee, will resolve any color conflict. As a convenience to both teams, it is recommended that the visitor wear their "lighter"uniform and the home team wear a "darker" uniform. Players / Coaches from both teams will occupy the same side and must stay within the technical area if outlined. Spectators and parents will occupy the side opposite the players and stay on their half of the field.

The jersey number of each player must be the same as the player's jersey number on the game card. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (Examples –The player changing his or her shirt, or the daily match report being changed).

OFFICIAL GAME CARDS & REPORTING SCORES:

Game cards will be printed out by the tournament, given to referees, and handed in by the referee to the event scorekeeper. There will be no extra time or PKs in the event of a tie or draw in any group games.

Each team manager/coach should verify and sign the score card at the end of the game. The referee will turn it in. The score on the signed game card is final.

FIELDS:

The tournament is located at one complex for the event, with a possibility of a second if needed.

Gulf Coast Soccer Complex – Tournament HQ – 5601 Twin City Highway, Port Arthur, Texas 77642

Field Map

PRE-GAME:

Kickoff will be at the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as

determined by the referee, or the team is subject to forfeit the match.

The home team will provide the match ball and get kick-off. The away team will choose
a side to play. There will be no coin toss. Teams must be at the field 15 minutes prior to
match time ready for any inspection by the referee. The coach or manager must have at
the fields: approved roster, medical release forms. and laminated Player ID cards or
virtual cards.

All referees will have the game cards and will bring them to each game.

Mandatory water breaks may be put into effect if temperatures and conditions suggest it for the safety of the players. Water breaks are limited to 2 minutes and are running clock.

In the absence of mandatory water breaks, courtesy water breaks may be requested by teams due to no substitutes if both teams agree prior to kickoff. Water breaks are limited to 2 minutes and are running clock.

PLAYER EQUIPMENT:

No Player may play with a HARD cast even if it is padded. Please note that per FIFA Laws of the Game, the wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards. No jewelry of any kind will be allowed to be seen and must be removed or covered. All other equipment-related issues will be left to the discretion of the referee.

- A minimum of four (5) players are required to start a 7v7 match.
- A minimum of five (7) players are required to start a 9v9 match.
- A minimum of seven (9) players are required to start a 11v11 match.

Any team seen or reported playing an ineligible player within any game that does not meet the tournament requirements or rules will be removed forthwith from the event with no refund.

A Forfeit will be scored as a 3-0 win to the opposing team.

SUBSTITUTIONS:

There is an unlimited number of substitutions allowed. Players maybe substituted with the consent of the field referee at the following times:

- Prior to a throw-in
- Prior to any goal kick by either team.
- After a goal by either team
- When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
- At half time.
- When the referee stops to caution a player, only that player may be substituted prior to the restart of the game.

No player shall leave the field of play without the consent of the referee. Players shall enter and leave the field at mid-field.

POST GAME:

Each Team will be responsible for updating their scores within one hour after the completion of the match (see call in scores above). Each coach is responsible for verifying the posted scores prior to the team's next game. Any issues should be reported to the HQ immediately.

CONDUCT:

RED CARDS: A player or coach receiving a red card/ejection is suspended from that match and the next match (one-match suspension). If the same player or coach receives a second red card/ejection, he is suspended from that match and suspended from further tournament participation. When a player or coach receives a red card/ejection he must immediately report to the tournament HQ with their manager or parent representative. At this time, the player/coach will surrender his US Club/USYSA or equivalent card. After the player or coach has served his one-match suspension the coach may pick up the card from the HQ. Red/Yellow cards are reported to the Host State Association for any further action deemed feasible by the association. Any player, coach, or spectator guilty of Referee Assault will be suspended immediately from that match and suspended from further tournament participation. A report will be made to the Host State Association and the team's State/National Association.

YELLOW CARDS: A player or coach receiving two yellow cards during a match is suspended from that match and suspended from the next match (one-match suspension). Two yellow cards in the same match is a red card and are counted as a red card. A player or coach accumulating three yellow cards, which did not culminate in a red card, is suspended from the next match (one-match suspension).

MISCONDUCT:

Misconduct of teams, players, coaches, spectators, supporters, or officials will not be tolerated on or off the field. A team, player, coach, spectator, or supporter may be withdrawn from the competition at the discretion of the Tournament Committee and reported to the Host State Association and the team's State/National Association. Coaches are responsible for the conduct of their team and supporters both on and off the fields. The tournament committee will notify the US Soccer Federation of disciplinary action taken against any International Team and the The Federation will transmit the disciplinary action taken or required to that team's provincial or national association.

REFEREE REPORTS: Disciplinary actions taken during the match will be marked on the match card with the name and jersey number of the player or coaches. Serious misconduct will be reported on a Misconduct Report with card(s) and turned in to the Scorekeeper immediately following thematch.

The referee's decision is final. No game protests will be accepted for this event.

- NO ALCOHOLIC BEVERAGES ARE ALLOWED AT ANY LOCATION.
- NO PETS ALLOWED.
- EVERYONE MUST PICK UP THEIR OWN TRASH AND USE THE TRASH CANS PROVIDED.

The approving association (US CLUB) has the right to impose penalties, fines, and bans if deemed necessary to any team, player or person should circumstances warrant it regarding any matters arising from the above-mentioned tournament.