

COPA GULF COAST RULES OF COMPETITION



DEADLINE TO ENTER – May 2, 2024

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

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

WEBSITE: gcysc.com/tournaments-events/copa-gulf-coast

TEAM CHECK-IN:

ALL TEAMS MUST CHECK-IN

Complete the COPA GC Check-In Google doc and send your GotSport roster to tournaments@gcysc.com to complete check-in. You will receive a confirmation e-mail once check in. All GotSport rosters **MUST** be submitted by **Wednesday, May 15th Midnight NO EXCEPTIONS**. 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 coach or team manager can assign them to the team. Any player missing from the printed game card will not be able to play, **NO WRITE INS**.

All coaches or team managers must have at all games the following –

- Roster that was submitted to Check-in.
- Player cards (or GotSport virtual cards)
- 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.

COPA GULF COAST RULES OF COMPETITION

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 May 18th may be 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.

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 the completion of the tournament.

SCORING SYSTEM

The winning team shall be responsible for turning in the game scorecard to the tournament tent within 30 minutes after the completion of the game. The home team is responsible in the case of a tie.

4 TEAM BRACKETS – Round robin. Two teams with the highest total points will play in the final. If one team wins all 3 games that team will be crowned champion and there will be no final.

6 TEAM BRACKETS – Cross bracket format. Teams play 3 games. Two teams with the highest point total will play in the final.

8 TEAM BRACKETS – Bracket A plays round robin, Bracket B plays round robin. The team with the highest total points in Bracket A will play the team with the highest total points in Bracket B in the final.

Points & Tie Breakers

The event will operate in the 10-point format:

- 6 points for a win.
- 3 points for a draw.
- 0 points 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

COPA GULF COAST RULES OF COMPETITION

3. Goals for
4. Goals Against
5. Most wins
6. Most shutout
7. FIFA Penalty Kicks

ADVANCEMENT & AWARDS

U7-U8 (4v4) – Round robin. The top team after 3 games will be declared the winner. There will be no finals. The first-place team will be awarded individual medals.

U7-U8 Academy (5v5) – Finals will be played. 1st & 2nd Place teams will be awarded individual medals.

U9-U19 – Finals will be played. 1st & 2nd Place teams will be awarded individual medals.

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 birth year age groups. Participation in the COPA Gulf Coast tournament is open to all teams in the following ways:

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

FORMAT & DURATION OF GAMES:

U5-U6 3v3 Games (If available)

Teams will play 3v3 (no GK) and can have a maximum roster of 6 players. All teams will play with a size 3 ball. Teams are allowed a maximum of 2 guest players for the 3v3 competition. 4x10-minute quarters, 3-minute half time, and will operate with a one-man referee crew. Substitutions are unlimited and can occur at any stoppage. There will be no finals. All teams and players will receive a COPA Gulf Coast participation medal. All teams will play with a size 3 ball. The birthdate of the oldest player on the team determines the age bracket. **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.**

Kick-offs, free kicks, dribble-ins/kick-ins (no throw-ins), goal kicks, and corner kicks are used to start or restart play. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on kick-ins and at least the mid-line area on goal kicks. No penalty kicks. No heading permitted. Offsides will not be called. **NOTE: Referees will be instructed to assist players in getting the ball in play on restarts quickly to avoid static time or delays.**

COPA GULF COAST RULES OF COMPETITION

Players should be registered with their local organization or an organization that is affiliated with STYSA, US Club Soccer, or USSF. **Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).** 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 tournaments@gcysc.com**

U7-U8 4v4 Games

Teams will play 4v4 (no GK) and can have a maximum roster of 8 players. All teams will play with a size 3 ball. Teams are allowed a maximum of 3 guest players for the 4v4 competition. 4x10-minute quarters, 3-minute half time, and will operate with a one-man referee crew. Substitutions are unlimited and can occur at any stoppage.

Kick-offs, free kicks, dribble-ins/kick-ins (no throw-ins), goal kicks, and corner kicks are used to start or restart play. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. No heading permitted. Offsides will not be called.

The birthdate of the oldest player on the team determines the age bracket. **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. Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).**

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 tournaments@gcysc.com**

Teams will play in a regular tournament format with advancement for group winners. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website by 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 then execute 5 PKs each to determine the winner. If still tied after PKs, both teams will continue to take PK's until a winner is determined.

U7-U8 Academy 5v5 Games

Teams will play 5v5 (with GK) and can have a maximum roster of 10 players. All teams will play with a size 3 ball. Teams are allowed a maximum of 3 guest players for the 5v5 competition. 2x20-minute halves, 3-minute half time, and will operate with a one-man referee crew. Substitutions are unlimited and can occur at any stoppage.

Kick-offs, free kicks, dribble-ins/kick-ins (no throw-ins), goal kicks, and corner kicks are used to start or restart play. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner. Opponents should be 10 feet away from the ball on all restarts. No penalty kicks. No heading permitted. Offsides will not be called. All fouls will be indirect free kicks.

COPA GULF COAST RULES OF COMPETITION

Goalkeepers are authorized to utilize their hands within the goalkeeper area. During goal kicks, the opposing team is required to withdraw to the midfield line. Furthermore, when the goalkeeper has possession of the ball, the opposing team must also retreat to the midfield line. While the goalkeeper has the option to wait for the opposing team to retreat, they also retain the prerogative to initiate play swiftly if desired.

The birthdate of the oldest player on the team determines the age bracket. **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. Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).**

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 tournaments@gcysc.com**

Teams will play in a regular tournament format with advancement for group winners. All teams will play a minimum of 3 games. Scores will be recorded and posted on the tournament website by 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 then execute 5 PKs each to determine the winner. If still tied after PKs, both teams will continue to take PK's until a winner is determined.

U9-U10 7v7 Games

Teams will play 7v7 and can have a maximum roster of 14 players. Teams are allowed a maximum of 4 guest players for the 7v7 competition. Substitutions are unlimited and can occur at any stoppage. Offsides will be called by the center referee. **Heading is not permitted.**

The 7v7 games will play 50-minute games (2 x 25-minute halves) with 3 minutes allowed for halftime and will operate with a one-man referee crew. Offside will be called by the center official. NO HEADING IS PERMITTED. All teams will play with a size 4 ball.

The birthdate of the oldest player on the team determines the age bracket. **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. Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).**

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**

COPA GULF COAST RULES OF COMPETITION

through GotSport and sent to tournaments@gcysc.com

Teams will play in a regular tournament format with advancement for group winners or winner of 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 then execute 5 PK's each to determine the winner. If still tied after PKs, both teams will continue to take PK's until a winner is determined.

U11-12 9v9 Games

U12 teams will play 9v9 and can have a maximum of 16 players on the roster, with a maximum of 5 guest players. **Per USSF guidelines, heading is not permitted in age pur U11 brackets. Heading is allowed in age pure U12 or mixed U11-U12 brackets.**

The 9v9 games will play 60-minute games (2 x 30-minute halves) with 3 minutes allowed for halftime and will operate with a 3-man referee crew. All teams will play with a size 4 ball.

The birthdate of the oldest player on the team determines the age bracket. **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. Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).**

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 tournaments@gcysc.com**

Teams will play in a regular tournament format with advancement for group winners or winner of group if 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 then execute 5 PK's each to determine the winner. If still tied after PKs, both teams will continue to take PK's until a winner is determined.

13-U19 11v11 Games

U13-U19 teams will play 11v11 and can have a maximum of 18 players on the roster, with a maximum of 6 guest players.

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 teams will play with a size 5 ball.

All **U15-U19** 11v11 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. All teams will play with a size 5 ball.

COPA GULF COAST RULES OF COMPETITION

The birthdate of the oldest player on the team determines the age bracket. **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. Bronze bracket teams are reserved for recreational teams from a qualifying Spring league (all academy, select, or recreational teams wishing to play up, should choose the gold or silver bracket).**

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 tournaments@gcysc.com**

Teams will play in a regular tournament format with advancement for group winners or winners of 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 then execute 5 PK's each to determine the winner. If still tied after PKs, both teams will continue to take PK's until a winner is determined.

The Tournament Director reserves the right to adjust 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 home team wear "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

COPA GULF COAST RULES OF COMPETITION

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. 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 – \(GC\) Tournament HQ – 5601 Twin City Highway, Port Arthur, TX, 77642](#)
Maps & addresses can be located on the tournament website.

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 forfeiting the match.

The home team will provide the match ball and get kick-off. The away team will choose 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 if deemed necessary or requested. The coach or manager must have at the fields: approved roster, medical release forms and laminated Player ID cards or alternative ID for each player.

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

Water Breaks

Water breaks, at the discretion of the referee and tournament director, may be put into effect if temperatures and conditions suggest it for the safety of the players. Water breaks are not time-outs. Players will have 1 minute to get to the sideline, drink and return to play while the clock is running. Referees will enforce this to keep the game on time!

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 on show and must be removed or covered. All other equipment-related issues will be left to the discretion of the referee.

- A minimum of four (3) players are required to start a 3v3 match.
- A minimum of (4) players are required to start a 4v4 match.
- A minimum of four (5) players are required to start a match for 7v7.
- A minimum of five (7) players are required to start a match for 9v9.
- A minimum of seven (9) players are required to start a match for 11v11.

COPA GULF COAST RULES OF COMPETITION

There is no use of guest players from other teams once the event is underway, **NO EXCEPTIONS.**

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 in the COPA Gulf Coast. Players may be substituted with the consent of the field referee at the following times:

- Prior to throw-in (team in possession only, unless both teams wish to sub).
- 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

COPA GULF COAST RULES OF COMPETITION

(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 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 the match.

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

- NO SMOKING OR 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.