



Copa Primavera 2024 Tournament Rules

Classifications and Age Divisions:

The Copa Primavera 2024 is sponsored by the SA City Soccer Club and sanctioned by US Club Soccer and the South Texas Youth Soccer Association (STYSA). The tournament is open to boys and girls competitive teams from ages U11 through U19 and boys and girls recreational teams from U7 through U19. Single age group brackets, as well as level of play brackets will be formed where sufficient applications support the groupings. We will group 2 age groups of the same level of play, prior to different levels of play within the same age group. For example, a U11-U12 Division 2 bracket will be formed before a U12 group with D2, Super 2, and D1 teams in it.

Team Registration:

Copa Primavera 2024 registration and payment must be completed online through GotSport. A team will not be accepted until payment is made.

Team registration fees are as follows:

4v4 \$280
7v7 \$500
9v9 \$575
11v11 \$700

Payment must be paid by April 19, 2024, or acceptance may be withdrawn. Credit cards will be run starting Apr 1, 2024 and teams will begin to be accepted at that time. If you need to be accepted prior to Apr 1, 2024, please contact us at tournaments@sacitysc.com to let us know. Once the tournament is full, teams will be placed on a waiting list. Priority is given to teams who have applied and paid by Apr 1, 2024.

Roster Size:

4v4 – 8, 7v7 – 14, 9v9 – 16, 11v11 – 18 (U15-U19 may have 22 players listed on their roster, but can only suit up 18 for each game)

Guest players: maximum 5 (Must have current, laminated/virtual player card and medical release on all guest players).

Club Pass: State has limits of 3 per 9v9 team and 4 per 11v11 team. If you have more club pass players, please use the guest player option for the additional players or contact gotsport for assistance.

Electronic Check in:

Check in will be electronic and the information and link will be emailed out to teams on May 6, 2023.

You will need to make sure all guest players are listed in GotSport and added to your roster. The roster on GotSport will serve as your tournament roster and all players need to be listed there. You will need to carry laminated players cards or virtual cards (USYS or US Club Soccer Cards are fine) to all games and be prepared to present them upon request.



This event is open to all U5-U18 teams that are in good standing and affiliated with US Soccer including those registered through US Club Soccer, American Youth Soccer Organization (AYSO), Soccer for Youth (SAY) and USYS associations.

PLAYER ELIGIBILITY: Current player cards for each player will be required as part of check-in for all U11+ teams (birth certificates for U10 and below). No Card-No Play-No Exception. U15-U19 teams are allowed a maximum of twenty two (22) players on a roster (including guest players), Only 18 players are eligible to participate in each match. NO player may be rostered or participate for more than ONE team during the event's entirety.

GUEST PLAYERS: Teams may have up to 5 guest players.

TEAM CHECK-IN: Mandatory registration/check-in for teams is an online process. There will be no in person check in. Team managers or a team representative should have a current, signed medical release form for each player in their possession. Medical releases can be found at:

[Medical Release Form](#)

You can also use one that you already have for USYS or US Club Soccer.

Team managers **MUST** have the following to complete check-in:

1. A copy of the official member organization roster signed by the local association or club registrar. The roster must include the name, date of birth and jersey numbers of all players including guest players. (This is NOT a GotSport event roster or player list.)
2. Current player cards for each player (U11+) or birth certificate (U10 and below), including guest players.

Game information:

All teams will be guaranteed to play three games. In preliminary play, ties at the end of regulation time will stand. In all advancement games including semifinals and finals the taking of Penalties (Penalty Shootout) (according to USSF guidelines) will break ties at the end of regulation.

Team, Player and Coach Credential Check:

Each team must be able to present laminated or virtual player cards to either a Tournament Official or the Referee team before the start of each match, if requested. Coaches must have an official "Kid Safe" pass for the current year. A player may play for only one team in the tournament, and must be listed on the getsoccer roster. If a player plays in a game and is not properly registered, the team may forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association. **The wearing of hard casts, whether padded or not, will not be permitted at any time.**

Game length:

All games will be played on a running clock. Each half will be 17 minutes in length for 4v4, 20 minutes for 7v7, 25 minutes for 9v9, and 30 minutes for 11v11. The Tournament Director reserves the right to adjust game length and schedules due to weather or field conditions. The referee may stop the clock for serious injuries. All decisions of this nature are made by the referee on the field and are final.

No player shall enter or leave the field of play without the consent of the referee. Players may be substituted, with the consent of the referee, at any stoppage of play.

Semi-Finals and Finals will go straight to Penalties (Penalty Shootout) in the event of a tie.

Playing Conditions: In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the event the tournament is canceled prior to the start of the tournament, partial refunds will be given (Tournament Fee less expenses at a minimum of 25%). Once play begins on Saturday, refunds will not be issued. SA City SC may, at its sole discretion, take extreme events (ie. Rain forces cancellation of the entire tournament Sat morning) into consideration. Every effort will be made to complete the tournament. Once a game has started the decision will rest with the referee



and Director of Referees. Games will be considered complete if one half has been played in full if not able to complete the game in its entirety. The home team is listed first on the schedule. Both teams will occupy the same side of the field. Parents and spectators will occupy the opposite side across from their team's bench.

Uniforms:

The home team will wear their dark colored jersey and the visiting team will wear their light colored jersey. The team that does not follow these instructions will be required to change. In the event that the home dark jersey and the away light jersey are the same color, the home team will change. All uniforms must have a number that matches the number listed (can be changed by the referee) on the game card. If you have a duplicate number, you must make the referee aware and be able to distinguish between the players with duplicate numbers. GK jerseys do not have to have a number, but if the GK comes onto the field as a field player, his jersey number must be listed on the card.

Scoring:

6 points for a win, 3 points for a tie, 0 points for a loss, 1 point for a shut-out, 1 point for each goal up to 3. Forfeit equals 10 points. If a team forfeits more than one game, the team will be considered to have abandoned the tournament and the points from all of their games will not be counted in the standings. In the event of a 0-0 tie, the scoring will be 3 points for the tie and 1 for the shut out, for a total of 4 points per team.

Advancement:

4 teams: Round robin, top 2 points will play in a Final

5 teams: Each team will play 2 preliminary games, top three points will go into the semi's and then the 4th spot will be determined by a play-in game between the 4th and 5th points.

6 teams: Will either be a crossover bracket with a final between the top 2 points overall, or 2 brackets of 3, with semis, final and a consolation game for the 2 teams who finished in third in their bracket.

8 teams: 2 brackets of 4 teams. Round Robin within bracket. Top points from each bracket will play each other in the final.

Tie breakers: 1. Results of head to head competition 2. Goal difference (total goals for minus total goals allowed) up to +/- 5 per game 3. Total goals scored up to a maximum of 5 per game 4. Total goals allowed up to a maximum of 5 per game 5. Penalties (Penalty Shootout)

Score Cards:

All players with numbers should be properly registered with their state association and listed on the game card in order to be eligible to play in the match. Game Card rosters will be used to verify players in the event an illegal player is being used. If a player is sitting out due to misconduct or illness, please note that on the game card and let the referee and opposing coach know. Score cards must be checked at the conclusion of the game to verify the score and any cards issued. The referee must record the score and sign the card after each game. Both coaches should also sign the card. Game cards will be brought to the fields by the referees and turned in by the referees except in the case of playoffs, where the game card should be brought to tournament HQ by the winning team. Game cards should be turned in no later than 30 minutes after the conclusion of the game. All standings will be updated online and should be your go to for updates.

Discipline:

Team and Spectator Discipline:

A red-carded player is ineligible for their next scheduled game, unless they are given a red card for Violent Conduct or Foul and Abusive Language, then there is a minimum 2 game suspension with possible dismissal from the tournament pending the referee report and tournament director's decision. A dismissed coach, trainer or spectator is ineligible for the remainder of the day (for all teams) and to include the next scheduled game for the team he was coaching at the time. If a coach, trainer or spectator is dismissed for Foul and Abusive Language or Violent Conduct, they will be removed from the



tournament for all teams. A second red card/dismissal to the same individual results in that person being expelled from the tournament. Any dismissed/red carded player, coach or trainer must report to the complex HQ or leave the complex. Violation could result in further game suspensions. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the dismissal or the game could be terminated by the referee with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and further sanctions may be added by the Tournament Director. If a player/coach refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and additional penalties could be imposed by the Tournament Director. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent SA City SC tournaments.

Playing Time:

As a reminder, all players must play at least 50% of every game. The exception to this is a Division One/Super 2 team at U13+. If a player is not going to play at least 50% of the game, and does not fall into the exception listed above, you must notify the referee and opposing coach of the reason (illness, injury, misconduct, etc.)

Team Protests and Appeals:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with \$100 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to the SA City SC. If you believe an ineligible player is being used in a game, please get a tournament official during the game so that the rosters/cards may be checked prior to the game ending (this is the best way to prove that an ineligible player is being used or not used.) If you wait until all the players are gone, it will be hard for us to prove an ineligible player was being used.

Awards:

Awards will be presented to the 1st and 2nd place teams within each 7v7, 9v9 and 11v11 group immediately after the championship game or last round robin game in 5 team brackets. 4v4 brackets will be played on Saturday only in a festival format with participation medals given at the end of your last game.

Special Rules:

4v4 - Games will be played with 4 field players, no goalkeepers. There is no offside, no penalty kicks, and no throw-ins. Goal kicks can be taken from anywhere on the end line. The opponent has to retire behind the mid-field line until the ball has been played in. Corner kicks are taken from the corner on the side that the ball went out on. Kick-ins will be taken instead of throw-ins and the opponent must be at least 5 yards away. There will be a goal box and a player should not be stationed inside the goal box. Heading is not allowed at this level and any heading will be an indirect free kick for the opposing team. 4v4 brackets will be played on Saturday only in a festival format with participation medals given at the end of your last game.

7v7 -

1. Each match will be played in the 7v7 format, consisting of 6 field players and one goalkeeper.
2. Restriction/build out line - On goal kicks and when the GK has possession of the ball, the opposing



team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line once the ball has broken the plane for the penalty area or is played by a teammate of the GK inside the penalty area.

3. Punting the ball - there is no punting by the goalkeeper. Indirect free-kick from the midline for infractions of this rule.
4. Heading the ball
 - a. If a player heads the ball outside the penalty area, a drop ball shall be awarded at the spot the ball was headed at.
 - b. If a player heads the ball inside the penalty area, a drop ball is awarded on the restriction/build out line.
5. Players must be a minimum of 8 yards away from restarts.
6. All other rules conform to regular standards.

9v9 - U11 only

Heading the ball is not allowed at the U11 age group (2013). If a player intentionally heads the ball, then an indirect free kick for the opposing team is awarded. If it happens in the goal area, the ball is placed on the goal area line.

Other Matters:

Hotels: All out-of-town teams are required to book hotels through Anthony Travel/On Location. Detailed information is available on the tournament website. Teams found to be out of compliance with this requirement will be dropped from the tournament and no refund will be provided. THIS IS A STAY TO PLAY TOURNAMENT.

Noise makers will not be allowed during the soccer games at any facility.

Pets are not allowed at any field location.

Consumption of alcoholic beverages or smoking on tournament grounds is prohibited.

The Tournament Director will decide upon any matter not provided for in the tournament rules. Decisions of the Tournament Director will be final.