

# Texas "Blue Chip" Showcase Rules

## I. TOURNAMENT HEADQUARTERS

The Tournament Headquarters are located at: Meyer Park, 7700 Cypresswood Drive, Spring, Texas  
The Tournament Director is: Paula Betts (979) 830-7968

## II. REGISTRATION AND TEAM ELIGIBILITY

- A. Team Check-in – Mandatory registration of teams will be held at the check-in tent located on the south side of Meyer Park no later than one hour prior to a team's first game of the Showcase. Teams who have their first game at Burroughs Park will check in at Burroughs Park.
- B. Check-in requirements --
1. Teams from the United States
    - a. All Players (including guest players) must present a photo identification card issued by the team's Federation Organization Member (STYSA, USYS, etc.)
    - b. All Players must have a signed Medical Release Form. Said forms must be available for inspection at check-in.
    - c. All Teams must provide a roster approved by their Federation Organization Member. The roster must include the jersey numbers of all players.
    - d. USYS Teams from outside the South Texas Youth Soccer Association (STYSA) must provide proof of permission to travel.
    - e. US Club Soccer teams must provide proof of their USCS Certificate of Liability Insurance.
  2. Foreign Teams (For any team coming from a CONCACAF nation)
    - a. All Players must present passports at check-in.
    - b. All Players must present a photo identification card.
    - c. All Players must have a signed Medical Release Form. Said forms must be available for inspection at check-in.
    - d. All Teams must provide a roster approved by their Provincial or National Association. The roster must include the jersey numbers of all players.
    - e. Teams must provide a completed form from their Provincial or National Association approving the team's participation in the tournament.

## III. PLAYER AGE AND ELIGIBILITY

- A. PLAYER ELIGIBILITY – All players must be registered with USYSA, US Club Soccer, or in the case of a foreign team, with their Provincial or National Association. Current player cards for each player will be required at check-in. No Card-No Play-No Exception. U16 teams are allowed a maximum of eighteen (18) players on a roster (including guest players). U17-U19 teams are allowed a maximum of twenty two (22) players on a roster (including guest players), but must name eighteen (18) players for each game's roster. A player may play for only one team during the tournament. This tournament is for Boys teams from U16 through U19.
- B. DETERMINATION OF AGE BRACKET – The birth date of the oldest player on the team determines the age bracket of that team. An ineligible player will be suspended from further participation in the tournament. A team playing an ineligible player due to age may continue to play after removing the ineligible player from its roster and from the field. The team WILL be reported to the Host State Association and the Team's State/National Association.
- C. GUEST PLAYERS – An unlimited number of guest players will be allowed per team. A player may only play for one team during the tournament.

## IV. TEAMS

- A. HOME TEAM – The first team listed on the schedule is considered the Home Team.
- B. UNIFORMS – All players must wear numbered jerseys. Each team must have an alternate color jersey for each player in case of color conflict. The Home Team, if deemed necessary by the Referee, will be required to change jerseys.
- C. TEAM AND SPECTATOR LOCATION – Players and Coaches from both teams will occupy the same side of the field. Spectators and parents must sit on the side opposite the players and coaches. No one is permitted to

sit or stand behind the goals.

- D. INSPECTION – Teams must be at the field no later than 15 minutes prior to match time ready for inspection by the referee.

## V. PLAYER CREDENTIALS AND UNIFORMS

- A. PLAYER CARDS – Player photo identification cards, the approved roster, and medical release forms must be present and available at all matches. Identification cards must be available for the referee to check prior to each match.
- B. UNIFORMS – The jersey number of each player must be the same as the player's jersey number on the roster. If the numbers are not the same, the referee shall not allow the player to participate in the match until the numbers are the same. Said player may change his shirt or the referee can note the change on the game card.

## VI. LAWS OF THE GAME

- A. All matches will be played in accordance with *FIFA Laws of the Game*, except as specifically modified as follows in the tournament rules:
1. MATCH LENGTH – All games will be played with 40 minute halves. The Tournament Director reserves the right to adjust game length and schedules due to weather or field conditions. Ties will stand in all games.
  2. SUBSTITUTION TIMES – A player may be substituted with the permission of the referee at the following times:
    - a. Prior to a throw-in in your favor.
    - b. Prior to a goal kick by either team.
    - c. After a goal by either team.
    - d. When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
    - e. At half time.
    - f. When the referee stops to caution a player, only that player may be substituted prior to the restart of the game.
    - g. No player shall leave the field of play without the consent of the referee.
    - h. Players shall enter and leave the field at mid-field.
  3. SUBSTITUTION AGE LIMITS – For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries. If it does include national teams, then up to six substitutions are allowed.

## B. PLAYER EQUIPMENT

- a. Per *FIFA Laws of the Game*, the wearing of shin guards is mandatory. No player will be allowed to play without shin guards.
- b. Per STYSA rules, no Player may play with a HARD cast even if it is padded.
- c. All other equipment related issues will be left to the discretion of the referee.

## VII. TOURNAMENT AND MATCH SCHEDULES

- A. TOURNAMENT FORMAT – For all age groups, play will be bracketed.
- B. MATCH SCHEDULES – All teams will play a total of 2 or 3 games.
- C. PROCEDURES FOR DETERMINING A WINNER – There will be no overtime periods. Ties will stand.
- D. REFEREES – US Soccer and International qualified Registered Referees will be used for all tournament matches, and the tournament shall utilize a three-referee system on all matches.
- E. MATCH DELAYS, SUSPENSIONS, CANCELLATIONS – In case of inclement weather, the Tournament Directors and Klein Soccer Club will determine if games are to be played. Once the game has started, the decision rests with the referee and Klein Soccer Club. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Directors for rescheduling information. Games shall be considered complete if one half of the game has elapsed; in which case, the score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game must be rescheduled if it affects

the outcome of the tournament and if weather permits. Klein Soccer Club have the ultimate authority in determining whether or not the fields are playable. Any decision will be accepted by the Tournament Committee and acted on accordingly. A tournament weather advisory line has been established. **PLEASE HAVE ONLY ONE MEMBER OF YOUR TEAM CALL. THIS WILL INSURE THE LINE IS AVAILABLE FOR ALL TEAMS. ALSO, IF THE LINE IS TIED UP, WE CANNOT UPDATE ANY INFORMATION.**

**TOURNAMENT WEATHER ADVISORY LINE  
281-583-4970**

- F. REFUND POLICY – A team withdrawing from the tournament after being accepted shall forfeit its entry fee. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once any play has begun. If the tournament is cancelled prior to the start of any play, a refund less expenses will be distributed.

**III. FORFEITS**

- A. FORFEITURE – 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, and with the minimum number of players, or the team is subject to forfeiting the match.
- B. MINIMUM NUMBERS – The minimum number of players required to start play is seven (7).
- C. PERMISSION TO CONTINUE PLAY – Following the forfeiture of a game, a team will be allowed to continue through bracketed play.
- D. POINTS – A forfeit will be scored as a win and a total of 3 points will be awarded.

**IX. STANDINGS AND TIE-BREAKERS**

- A. TEAM STANDINGS – Team standings will be based on the following scoring system:

Win – 3 points  
Tie – 1 point  
Loss – 0 points  
Forfeit – Scored as a win with 3 points awarded

- B. TIE BREAKERS – In the event of a tie following the completion of all games in a bracket, placement will be determined in the following priority:

(1) Point Total  
(2) Head to Head  
(3) Goal difference (maximum of 3 per game)  
(4) Goals scored (maximum of 5 per game)  
(5) If a tie is still present after these criteria, Co-Champions will be declared.

**X. MATCH AND SCORE REPORTING**

- A. REPORTING – The referees will turn in the Official Match Report following the completion of each game. **Each coach is responsible for verifying the posted score prior to the team's next game.**

**XI. PROTESTS AND DISPUTES**

- A. PROTESTS – There will be no protests. Issues can be raised to the Tournament Director, but all referee decisions are final.

**XII. CONDUCT AND DISCIPLINE**

- A. TEAM AND SPECTATOR CONDUCT – Misconduct by a team, players, coaches, parents, spectators, supporters or officials will not be tolerated on or off the field. A team, player, coach, parent, spectator, supporter or official may be withdrawn from the competition at the discretion of the Tournament Director. In the event that this occurs, a misconduct report will be made to STYSA and/or the team's State or National association. **COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEIR TEAM AND SUPPORTERS BOTH ON AND OFF THE FIELDS.**
- B. GENERAL RULES – Verbal abuse or harassment of anyone will not be tolerated. Alcohol, firearms, fireworks and glass containers are not allowed at the park. Artificial noisemaking devices are prohibited. Smoking is not

allowed.

C. EJECTIONS – Any player or coach who received a red card/ejection during a match is not allowed to play or coach in the next match.

1. Players and/or coaches receiving an ejection must leave the match immediately and report to the Tournament Director at the Tournament Headquarters tent. Upon completion of the match the player and/or coach ejected must report to the scorekeeper at the Tournament Headquarters tent and surrender his Player Card.
2. Players may sit on the bench during their suspension. However, they shall not be in uniform. Coaches shall not return to the tournament site during the match for which they are serving the one game suspension.
3. After serving the one match suspension the coach may pick up the Card from the scorekeeper at the Tournament Headquarter tent.
4. Any player or coach who receives a second red card/ejection is suspended from that match **AND** from further tournament participation.
5. **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 OR NATIONAL ASSOCIATION.**

D. 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 (3) yellow cards over the course of the tournament, which did not culminate in a red card, is suspended from the next match (one match suspension). A player or coach receiving two red cards/ejections will be suspended from further tournament participation.

E. REPORT OF DISCIPLINARY ACTION

1. Disciplinary actions taken during a match will be marked on the game card with the name and jersey number of the player or the Coach's name. Serious misconduct will also be reported by the Referee on a Misconduct Report form. All game cards and Misconduct Reports will be turned in to the Scorekeeper immediately following the match.
2. For United States teams, any incidents of ejections in a final game, any incidents of referee abuse or referee assault or any other incidents of a serious nature will be reported to the Host State Association and the team's State Association.
3. For CONCACAF teams, the Tournament Committee will report any incidents of ejections in a final game, any incidents of referee abuse or referee assault or any other incidents of a serious nature, along with the disciplinary action taken or required to the US Soccer Federation. The Federation will transmit the disciplinary action taken or required to that team's Provincial or National Association.

## **XV. GAME BALLS**

A. RESPONSIBLE TEAMS – Match balls will be provided by the hosting organization which shall be returned to the Center Referee at the end of each match. Each team will need to provide FIFA approved balls to be used as extras in the event the original match ball is lost or irretrievable.

## **XVI. AWARDS**

A. Bracket winners will be announced. No trophies will be awarded.

## **XV. NON-ADDRESSED ISSUES:**

Any issues or situations not covered by these rules or The FIFA Laws of the Game shall be resolved in the sole and absolute discretion of the Tournament Director; whose decision shall be final in all such matters.