



Tournament Rules

The City Legacy Cup 2026 will be held on May 23rd, 24th and 25th 2026. The tournament is open to boys and girls from U7 (2019) through U19 (2007) Games will be played at Houston Sports Park, SaberCats Stadium, Memorial Park, Cullen Park and Milby Park

BRACKETING:

Brackets for each division will be on a first come first serve basis. Every consideration will be made to place teams in an evenly matched bracket. The tournament officials reserve the right to combine age groups or ore teams to fill a bracket if necessary.

CLASSIFICATION AND AGE DIVISIONS:

This is an unrestricted tournament open to boys and girls competitive teams from ages U11-U19 and recreational teams from U7-U19. Single age group brackets and levels of play brackets will be formed if sufficient teams support the groupings. Brackets may have to be combined to create a playing group. Unless otherwise amended below, the current Laws of the Game (as published by USYS) will apply to this competition.

ACCEPTANCE AND SCHEDULES:

Initial Schedules should be published on or before May 15th. **Once a team is accepted there are no refunds for teams that drop out on their own. If we drop a team, then we will refund their full registration fees or give credit to a future tournament. Teams will not be fully accepted or scheduled until payment is made.**

TEAM ROSTERS and TEAM CHECK IN:

All teams must have proper player identification for each player, including guest players. All players must be officially registered through USYS, US CLUB, recreation league, or association to be eligible for play. All Teams need to submit a copy of their official roster, player cards, and medical release forms through GotSport. You can also send a scanned copy of your roster, a copy of each player card and a copy of each player's medical release to Adrian.juarez@houstontx.gov by midnight Thursday, May 21st. Once your info has been checked, you will receive a confirmation email.

PLAYER ELIGIBILITY:

Current player cards for each player will be required as part of check-in for all U11-U19 teams (birth certificates for U10 and below). No Card-No Play-No Exception. Team managers or a team representative should have a signed medical release form for each player in their possession. A player may play for only one team in the tournament and must be listed on the GotSport roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director.

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.

NO PLAYER WRITE-INS ON GAME CARD:

Player write-ins are not allowed on the game card. Unapproved write-ins will automatically result in a forfeit for the offending team, regardless of the game outcome or the team's standing in the tournament.

| AGE: | # OF PLAYERS ON FIELD | ROSTER SIZE | # OF GUEST PLAYERS |
|----------|-----------------------|-------------|--------------------|
| U7 - U8 | 5 V 5 | 10 | 4 |
| U9-U10 | 7 V 7 | 12 | 4 |
| U11-U12 | 9 V 9 | 16 | 4 |
| U13 & UP | 11 V 11 | 18 | 5 |

GAME INFORMATION:

All teams will be guaranteed to play at least three games. In round robin play, ties at the end of regulation time will stand. For championship games, ties at the end of regulation time will be broken penalty kicks from the spot.

Teams must be at the scheduled field and ready for inspection by the referee at least 10 minutes before the scheduled game time. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selection.

| AGE: | BALL SIZE | GAME LENGTH | Half Time |
|---------|-----------|-------------|-----------|
| U6-U8 | 3 | 2 X 20 | 5 min |
| U9-U10 | 4 | 2 X 25 | 5 min |
| U11-U12 | 4 | 2 X 30 | 5 min |
| U13-U15 | 5 | 2 X 35 | 5 min |
| U16-U19 | 5 | 2 X 40 | 10 min |

PLAYER SUBSTITUTIONS:

Players may be substituted with the consent of the match referee at the following times:

- 1 Before a throw-in in your favor or if the throw-in team is making a substitution
- 2 Prior to a goal kick by either team
- 3 After a goal is scored by either team
- 4 When the referee approves an injury substitution by one team, the other team may substitute an equal number of players
- 5 At half-time

No player shall enter or leave the field of play without the consent of the referee.

SCORING SYSTEM:

The City Legacy Cup will use the 10-point system explained below: In the event a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings. All forfeited games will be scored as 1-0 (8 points to the opposing team). Any team who forfeits cannot qualify for advancement.

| POINTS | |
|---------|---------------------------|
| WIN | 6 |
| LOSS | 0 |
| TIE | 3 |
| SHUTOUT | 1 |
| GOALS | 1 per goal, up to 3 goals |

The following will be used to break ties in or between qualifying groups when teams tied in qualifying points

- Results of head-to-head competition
- Goal difference
- 3 FIFA kicks from the penalty spot (penalty kicks).

5v5 Rules

OFFSIDES: No offsides

GOAL SCORING: A goal may be scored by a touch in the offensive half of the playing field. A goal that is scored from the defensive half of the field will be disallowed and a free kick will be awarded to the defensive team on the half-way line.

HEADING: NO Heading

PENALTY KICKS: Penalty spot shall be on the line at the top of the box

5 YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball.

INDIRECT KICKS: All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

GOALKEEPER DISTRIBUTION: All goalkeeper distribution (including goal kicks) must bounce or be touched by another player before crossing the halfway line. Violation will result in the award a free kick where the ball crossed the line.

AWARDS:

Awards will be presented to the 1st and 2nd place teams for the U9 – U19 divisions. Awards will consist of individual medals for each player on the roster. Awards can be picked up at the Tournament Headquarters following your last game.

UNIFORMS:

As a convenience, the home team wears their "lighter" uniform and the visitors wear darker. Team wearing wrong color will have to change. Each player's uniform U9-U19 should have an easily identifiable number. U6-U8 don't have to have numbers on uniforms. Teams without two sets of uniforms will be allowed to use "pennies" to provide a unique identification.

TEAM PROTESTS AND APPEALS:

There is NO appeal or protest process. Referees' decisions are final. Any other non-game issues should be immediately reported to tournament headquarters and will be resolved by the Tournament Director or a representative.

TEAM AND SPECTATOR DISCIPLINE:

Spectators will sit on the opposite side of the field as their team. The coach/manager 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 immediately or the game could be terminated by the referee with further sanctions added by the Tournament Director. If a player refuses to give his or her correct name when requested by a referee or tournament official, the referee may terminate the game and additional penalties may be imposed. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent City of Houston tournaments. The use of artificial noise makers is prohibited.

EJECTIONS:

A red carded player is ineligible for their next scheduled game. An ejected coach or trainer is ineligible for the next scheduled game of the team he/she was ejected from, even if that game is a semi-final or final game. A second red card to the same individual results in that person being expelled from the tournament. Any ejected player, coach, or trainer will be noted on the game card. All red cards will be reported to your State Association.

HARD CAST:

No player will be allowed to play with a hard cast.

RAINFOUT POLICY:

In the event of a total rainout prior to the first game of the tournament, teams will be refunded all but \$125 to help cover administrative costs. Refunds will NOT be given once tournament begins.

In case of inclement weather, the Tournament Director will determine if a game is to be played. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. 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 will be rescheduled if it could affect the outcome of the tournament and if conditions permit as determined by the Tournament Director

REFUNDS: Under no circumstances will the City of Houston be responsible for any expenses incurred by any team. A team withdrawing from the tournament after being scheduled for games will forfeit the entry fee in full. In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once play has begun. If the tournament is cancelled entirely, a portion of the entry fee may be refunded. The amount of the refund will be determined by the Tournament Director and the tournament committee after all expenses have been calculated. A full refund will **not** be issued.

COMPLEX RULES: In addition to the rules established above, additional rules, and procedures are implemented by the soccer complexes. Please note that Alcoholic Beverages, Firearms, Pets, Tobacco Products, Drones, and Glass Containers are prohibited on the complex grounds

