2026 Club América Cup Texas Rules

REGISTRATION AND CREDENTIALS

GENERAL:
This is a Class I Tournament; open to USSF, USYS, US Club Soccer, USSSA and FIFA affiliated teams.

CHECK IN:
Teams must check in at the check-in/headquarter tent at the field of the first day of play a minimum of one hour before the team's first game. Failure to appear on time at mandatory registration may result in an automatic disqualification from the tournament without a refund.

By registering your team, you are committing to play all games scheduled for your team. If your team does not show up for a game without an extraordinary excuse (catching a flight is not an extraordinary excuse), your team will not be invited back to any future events. Games not played will be classified as a forfeit under the rules below. Games will not be rescheduled due to flight arrival or departure times. ALL teams are committed to playing ALL games, as scheduled.

CREDENTIALS:
This is a US Club sanctioned event. At the Mandatory Registration, teams must provide the required credentials. All U.S. teams must provide a **digital player card** and upload it into their team's GotSport application prior to the tournament. Teams need signed Medical Release Forms. Your USYS State Association may require additional paperwork to play in our tournament, including Travel Papers and/or Player Loan Forms. It is up to you to comply with your State Association's rules. Teams in Region IV of USYS do not need any additional paperwork. U.S. teams registered through AYSO, USSF or US Club Soccer must provide the appropriate travel documentation (for US Club, an approved roster from the US

Club website) for the organization to which they are affiliated. International teams must provide a certified team roster, League Identification Cards, medical release forms, Travel Papers, and/or Passports. In the event an International team does not have League Identification cards, passports for each player must be provided. All players must have a State Association approved player card to participate.

No player card, no play. Players may use valid player cards from the 2026/27 season.

GUEST PLAYERS:
Teams may use an unlimited number of guest players as long as they are sanctioned under the same association as the rest of the team (USYS or US Club), but are still subject to the maximum roster size rules above. Meaning – guest players must have the same type of player card as the team they are guest playing for. If a team is using USYS player cards (from any state) then the guest player MUST have a USYS player card (and it can be from any state). If a team is using US Club player cards then the guest player must also have a US Club player card (US Club cards also include boys and/or girls ECNL player cards).

PLAYERS CAN ONLY PLAY FOR ONE TEAM THROUGHOUT THE DURATION OF THE EVENT

RULES OF PLAY

FIFA Laws of the Game will apply as modified by USYSA and Cal South as described herein.

MATCH DURATION/TEAM SIZE

Division	Halves - Group & Finals	Field Size	Ball Size
U8	25 Minutes	7v7	4
U9	25 Minutes	7v7	4
U10	25 Minutes	7v7	4
U11	30 Minutes	9v9	4
U12	30 Minutes	9v9	4
U13	35 Minutes	11v11	5
U14	35 Minutes	11v11	5
U15	35 Minutes	11v11	5
U16	35 Minutes	11v11	5
U17	35 Minutes	11v11	5
U19	35 Minutes	11v11	5

ROSTER SIZE:
7v7 Divisions 14 player max roster- All players may dress and are eligible to play
9v9 Divisions: 16 player max roster- All players may dress and are eligible to play
11v11 Divisions: 22 player max roster- All players may dress and are eligible to play.

ROSTER FREEZE:

The roster freeze is before your first scheduled game. Once you turn in your Match Report/Game Card to the Field Marshal prior to your first scheduled game, your Roster is Frozen. You will not be able to add any players to your Team Roster for the remainder of the tournament.

A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

Semi-Final or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who is the winner.

GAME CHECK-IN:
Referees will perform safety checks prior to the start of each game. Field marshals will maintain game reports. Team managers must bring all player cards to every game (digital is fine), but do not need to provide player cards to field marshal or referee unless asked to do so. All semifinal and final matches will involve a full roster check-in. Tournament staff will conduct spot checks throughout the weekend and in response to requests from other teams in the age group. If a team is unable to produce player cards upon request will be disqualified. Any coach or player receiving a red card or being sent off from a game will have his player card surrendered to the referee until the required suspension has been served.

SUBSTITUTIONS:
Teams may substitute only with the referee's permission at any stoppage of play.Substitutions shall be unlimited.

PLAYERS' EQUIPMENT:
It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace or cast. Referees will perform safety checks prior to the start of each game.

COACHING:
All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS:

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for violent conduct will not be allowed to participate in the next TWO scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection. During game suspension(s) for coaches: there will be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in an immediate ejection from the tournament for the coach.

SUSPENDED AND TERMINATED GAMES:

If in the opinion of the referee a game must be suspended(for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY:
Additional time will not be added to the game for injuries unless determined by event official. All games will be played on a running clock.

TOURNAMENT COMPETITION

REFEREE DECISIONS: The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice of an assistant referee.

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss

In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Best goal differential in overall competition
3. Most goals for
4. Least goals against
5. Most total wins
6. PK Shootout

In the event three or more teams are tied in points at the end of bracket play or in the determination of a wild card team, the tournament will look to eliminate or advance teams based on applying criteria 2 through 6 above until teams are advanced or eliminated.

After applying each tiebreaking criteria, the tournament will attempt to fill the spot(s) available from the remaining teams. If a tie prevents all spots from being filled, the teams who qualify will be advanced, the teams not involved in the tie for the remaining spots will be not be advanced, and the teams tied for the remaining spots will be evaluated under the next criteria on the list. In the event

that all tie-breaking procedures have left three or more teams tied, team names will be randomly selected by draw by at least two tournament officials present the result of which will then be communicated to each team manager.

As an example, in the following scenario in which there are 3 wild cards available and five teams tied with 5 points:

Team	GF	GA	GD
Team A	12	3	9
Team B	4	1	3
Team C	5	2	3
Team D	3	0	3
Team E	5	6	-1

[GF = Goals For, GA = Goals Against, GD = Goal Differential]

The tournament will apply criteria 2 (goal differential) to the above teams to fill three spots. Team A fills the first spot, but three teams are tied with a +3 differential. Team E is eliminated, and Teams B, C and D are evaluated under the next criteria (goals for). Teams B and C are awarded the final two spots.

If the initial three way tie is broken and the top team advanced, and two teams are still tied for a second qualifying spot - the first tiebreaker will be head to head.

HOME TEAM: The Home Team will be the team who appears first on the game schedule. HOME TEAM WEARS WHITE/or LIGHT colored jersey. The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff.

The game ball will be supplied by the Tournament. The game balls will be subject to Referee approval. Once game balls are lost or stolen, home team will provide a game ball to be used.

VISITING TEAM: The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEY. The Visiting Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. The Visiting Team shall be awarded the initial kickoff.

SPECTATORS: All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team “mirroring” their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

FORFEITS: An automatic forfeit may be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players, an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A team fails to check in at Mandatory Registration.
3. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.

With regards to #1 above and in the case that players, coach or player cards arrive after the match has been forfeited, by mutual consent the teams may elect to play a shortened match that must end at the originally scheduled end time for the match.

PROTESTS: No protest or appeal process exists for disputes on or off the field.

DISPUTES: Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee’s decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

GUEST TEAMS: The Tournament may accept a team as a “Guest Team” in order to fill a late vacancy in a Division. Guest Teams cannot advance out of Bracket. Guest Team game results are predetermined to be a 1-0 loss against the Guest Team. The opposing team is awarded three points.

TOURNAMENT SEEDING: The tournament may shuffle wildcard seeds for Showcase, Quarterfinal, and Semi-final matchups to avoid two teams playing in bracket and again in future rounds. All seeding decisions are final. In the scheduling with a 12-team bracket, Winner of A plays the Wildcard and Winner of B plays Winner of C. In the event the Wildcard comes from Group A, then Winner of A will play Winner of C and Winner of B will play the Wildcard.

BRACKETING

SIXTEEN TEAM FLIGHTS

Sixteen team flights will consist of four (4) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games with the top team in each bracket advancing to the semifinals. Semifinal games will be played as the winner of Bracket A against the winner of Bracket D, and the winner of Bracket B against the winner of Bracket C. The winning teams in the semifinal matchups will compete for a championship in the finals

TWELVE TEAM FLIGHTS

Twelve team flights will consist of three (3) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games with the top team in each bracket advancing to the semifinals, along with one wildcard team. Semifinal games will be played as the winner of Bracket A against the wildcard, and the winner of Bracket B against the winner of Bracket C. If the wildcard team comes from Bracket A then the winner of Bracket A will play the winner of Bracket C and the winner of Bracket B will play the wildcard team. The winning teams in the semifinal matchups will compete for a championship in the finals.

EIGHT TEAM FLIGHTS

Eight team flights will consist of two (2) brackets of four (4) teams. Each team will play the others within its bracket for a total of three (3) preliminary games with the top 2 teams in each bracket advancing to the Semis and Final.

SIX TEAM FLIGHTS
Six team flights will consist of two (2) brackets of three (3) teams. Three teams from one bracket will play three teams from the opposite bracket. This is called cross-play. The top two teams with the highest points from all six teams, across both brackets will advance to the Final.

APPEALS/FAIR PLAY
Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.We will not review any video to support any protest, objection, complaint or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the event and will not be accepted into any Surf Cup Sports event in the future. Other teams from the cheating team's club will also be banned from Surf Cup Sports events and if already accepted to a future event will be withdrawn and refunded.

Surf Cup Sports are not responsible and will not be held liable for any lost, damaged, or stolen property while on site.

WEATHER ADJUSTMENTS:

- Tournament directors may reschedule, relocate, shorten, or cancel matches.
- If a match is halted due to weather, one-half must be completed for the score to stand.
- Matches that cannot continue may be decided by IFAB kick from the mark not FIFA.

REFUND POLICY: In the event of inclement weather or other circumstances out of the tournament's control leading to a complete cancellation of the event in which no games are played, Surf Cup Sports may refund a maximum of 25% of the tournament's registration fees.