



CUP TEXAS INTERNAL REGULATION

1. There is no out of place.
2. All the goalkeeper's serves must be by hand.
3. The goalkeeper's serves cannot pass the half court.
4. If the ball crosses the half court line when the goalkeeper takes a throw-in from his area, a throw-in from either side of the half court line will be awarded to the opposing team.
5. The goalkeeper will have 5 seconds to clear. If the time is over, the referee will sanction with an indirect free kick in favor of the opposing team.
6. There are no throw-ins with the hands, all are played behind the touchline with the foot.
7. All free kicks, throw-ins must be indirect, except penalty kicks. throw-ins 3 passes from the ball, indirect kicks 6 passes the barrier.
8. No sweeps of any kind. If someone is swept, they will be penalized with a yellow card.

If a player has 2 yellow cards in the same game, he will be penalized with a red card and will not be able to participate in the next game. If the player receives a direct red card, he will not be able to participate in the next game.
9. The player will have 5 seconds to take the throw-ins, if time runs out, the ball will be given to the opposing team.
10. It is mandatory to have one goalkeeper per team in all games.
11. Penalties must be taken from the center of the penalty area.
12. During a penalty the goalkeeper must stay on his line.
13. Each team must have a coach and an assistant on the court who will be the main contact for their team and will represent their team in registration on the day of the event.
14. All players must present a photo ID and a copy of the birth certificate. Without exception

15. Each player must be verified by the organizing committee of the event before their first game.

16. No player may be registered to play in more than one division or with another team.

17. Each player (parent / guardian under 18 years of age) must sign the release sheet.

18. No player may participate if he has not signed the liability release sheet.

1. No hay fuera de lugar.
2. Todos los saques del portero deben ser con la mano.
3. Los saques del portero no pueden pasar la media cancha.
4. Si la pelota cruza la línea de la media cancha cuando el portero hace un saque desde su área, se le concederá un saque de banda de cualquiera de los 2 lados de la línea de la media cancha al equipo contrario.
5. El portero tendrá 5 segundos para realizar su despeje. Si se pasa del tiempo, el árbitro sancionará con un tiro libre indirecto a favor del equipo contrario.
6. No hay saques de banda con las manos, todos se juegan detrás de la línea de banda con el pie.
7. Todos los tiros libres, saques de banda deben ser indirectos, excepto tiros de penal. saques de banda 3 pasos del balón, tiros indirectos 6 pasos la barrera.
8. No barridas de ningún tipo. Si alguien se barre, será sancionado con una tarjeta amarilla.
Si un jugador tiene 2 tarjetas amarillas en un mismo juego, se sancionará con una tarjeta roja y no podrá participar en el siguiente juego. Si el jugador recibe una tarjeta roja directa, no podrá participar en el siguiente juego.
9. El jugador tendrá 5 segundos para realizar los saques de banda, si se pasa del tiempo se le dará el balón al equipo contrario.
10. Es obligatorio contar con un portero por equipo en todos los juegos.
11. Los penales se deberán realizar desde el centro del área penal.
12. Durante un penal el portero debe permanecer en su línea.
13. Cada equipo debe tener un coach y un asistente en la cancha que serán el contacto principal de su equipo y va a representar a su equipo en el registro en el día del evento.
14. Todos los jugadores deben presentar un ID con fotografía y copia del acta de nacimiento. Sin excepción
15. Cada jugador debe ser verificado por el comité organizador del evento antes de su primer juego.
16. Ningún jugador puede estar registrado para jugar en más de una división o con otro equipo.
17. Cada jugador (padre/tutor para menores de 18 años) deben firmar la hoja de relevo de responsabilidad.
18. Ningún jugador podrá participar si no ha firmado la hoja de relevo de responsabilidad.
19. Once the waiver is signed, the players understand and accept what is written there and are in full agreement with what is signed.

20. 20. The roster must have a maximum of 14 players.
21. 21. Each team must have a coach over 18 years of age, no player can be a coach.
22. 22. There is no limit to making changes of players and they can be made at any time, the referee does not have to stop the game for changes, just make sure that the player to be substituted is out.
23. 23. Teams must wear their uniform with a mandatory number.
24. 24. The goalkeeper must wear a different uniform color from the rest of the team.
25. 25. No jewelry is allowed.
26. 26. Any player who does not have his complete sports equipment will not be able to play.
27. 27. All players must wear their team shirt during each game, they must bring a light shirt and a dark one. If the 2 teams have the same jersey color, the "home" team must change their uniform.
28. 28. All the arbitrator's decisions are irrefutable, in case of wanting to present a protest, a fee of \$ 40 must be paid to submit it to evaluation. If you win the protest, the money is refunded.
29. 29. To the player who protests, if he does not verify the age with the birth certificate and photo identification, the team will be automatically eliminated from the tournament.
30. 30. The team that detects players who are not of the age for the category that is participating, will be eliminated from the current event and will not be able to participate in the next tournament that we organize.
31. 31. Each game will have a referee. Linesmen are not needed.
32. 32. The referee will check that each player has their complete sports equipment (shirt with number, shin guards, sports shoes, etc).
33. 33. There will be a maximum waiting time of 5 minutes to start a game. The game can be started with a minimum of 4 players including the goalkeeper, after 5 minutes the game will be considered lost.
34. 34. If a team wins by default, the team will win 3-0. If for any reason neither team shows up for the game, both will lose 3-0.
35. 35. At the end of each game, the coach of each team must sign the referee's results sheet to ensure the final result, otherwise it will be official what the referee says.
36. 36. Once the sheet has been delivered to the organizing committee in charge of scoring, no changes will be accepted.
37. 37. The event organizers reserve the right of admission.
38. 38. The decisions of the organizing committee are final and irrefutable. In the event of indiscipline, depending on the seriousness of the case, the organizing committee reserves the right to expel any participant from the event, who must immediately leave the event venue.
39. 39. Each game will last 40 minutes. Without a rest
40. 40. Teams, coaches or players who violate these regulations may be suspended from the event without refund of their payment.
41. 41. If there is a tie in scoring to define who advances, the following tiebreaker system will be carried out: Step # 1 Goal difference, # 2 Goals in favor # 3 confrontation with each other # 4 definition from the penalty spot 3 players per team and if the tie continues sudden death one shot per team until a winner is drawn

42. 42. Competition system. Game won 3 points, game tied 1 point and game lost 0 points.
43. 43. If the player loses his bracelet this will cost \$ 5.00 to replace it and he will have to go through the verification process again.
44. 44. All games must start at the indicated time without exceptions.
45. 45. When the champion of champions is taken to the stadium, each game will have a single time of 40 minutes.