



REGLAMENTO INTERNO

1. There is no offside.
2. All goalkeeper kicks must be taken with the hand.
3. Goalkeeper kicks cannot cross the halfway line.
4. If the ball crosses the halfway line when the goalkeeper takes a kick from their area, a throw-in will be awarded to the opposing team on either side of the halfway line.
5. The goalkeeper has 6 seconds to take their kick. If they exceed this time, the referee will award an indirect free kick to the opposing team.
6. Throw-ins are taken with the hands.
7. For any foul, the referee will decide whether it is a direct or indirect free kick.
8. No sliding tackles of any kind are allowed. If a player slides, they will be given a yellow card.
9. If a player receives two yellow cards in the same game, they will be given a red card and will not be able to participate in the next game. If a player receives a direct red card, they will not be able to participate in the next game, and depending on the severity of the foul, as determined by the referee, they may be suspended for 2 to 3 games.
10. If a player is sent off, their wristband will be cut off, and to obtain a new one, they must complete the verification process before returning to play after their suspension.
11. The player will have 6 seconds to take throw-ins; if they exceed the time limit, the ball will be given to the opposing team. The defensive wall must be 5 normal steps away from the referee.
12. It is mandatory to have one goalkeeper per team in all games.
13. Penalty kicks must be taken from the center of the penalty area, 8 normal steps (by the referee) away from the goalbox.
14. During a penalty kick, the goalkeeper must remain on their line.
15. In the 2017 to 2015 age categories, heading the ball is not allowed. If a player does so, a free kick will be awarded to the opposing team.
16. Each team must have a coach who will be the main contact person and will represent their team during registration on the day of the event. A team manager may also be added.
17. All players must present a photo ID and a copy of their birth certificate for verification before participating in the tournament.
18. Each player (or parent/guardian for players under 18) must sign the liability waiver form.
19. No player will be allowed to participate if they have not signed the liability waiver form.

20. Once the waiver is signed, the players understand and accept what is written therein and are in complete agreement with what they have signed.
21. The roster must have a maximum of 15 players.
22. Each team must have a coach over 18 years old; no player can be a coach.
23. There is no limit to player substitutions, and they can be made at any time. The referee does not have to stop the game for substitutions; just ensure that the player being substituted is off the field.
24. Teams must wear their uniforms with visible numbers; this is mandatory.
25. The goalkeeper must wear a uniform color different from the rest of the team, and it must not clash with the referee's or the opposing team's colors.
26. The wearing of jewelry is not permitted.
27. Any player who does not have their complete sports equipment will not be allowed to play.
28. All players must wear their team jersey during each game; they must bring both a light and a dark jersey. If both teams have the same jersey color, the "home" team must change uniforms. The alternate jersey does not need a number, or pinnies can be used as an alternative.
29. All referee decisions are final. In case of wanting to file a protest, a \$50 fee must be paid to have it reviewed. If the protest is upheld, the money will be refunded.
30. Process for filing a protest: Notify the referee at the end of the game so that he can inform the opposing coach. The referee will then record the protest on the report sheet. The person filing the protest must go to the organizing committee and make the corresponding payment for the protest to be processed.
31. Each game will have one referee. Line judges are not needed.
32. The referee will check that each player has their complete sports equipment (jersey with number, shin guards, athletic shoes, etc.).
33. A maximum waiting time of 8 minutes will be given to start a game. The game can start with a minimum of 4 players, including the goalkeeper. After 8 minutes, the game will be forfeited.
34. Each team must arrive at least one and a half hours before their first game for player verification. We are not responsible if they arrive late to their game and lose by default due to this reason.
35. If a team wins by default, the winning team will be awarded a 3-0 victory. If for any reason neither team shows up for the game, both teams will lose 3-0.
36. At the end of each game, the coach of each team must sign the referee's score sheet to confirm the final result. If they do not, the referee's score will be considered official.
37. The winning team must deliver the game result report to the organizing committee. In case of a tie, the home team must deliver it.
38. Once the score sheet has been submitted to the organizing committee responsible for scoring, no changes will be accepted.
39. The event organizers reserve the right of admission.
40. The decisions of the organizing committee are final and binding. In the event of misconduct, depending on the severity of the case, the organizing committee reserves

the right to expel any participant from the event, who must immediately leave the premises.

41. Each group stage game will consist of two 20-minute halves, with a 5-minute halftime break.

42. The clock starts at the scheduled time, and teams must be ready to enter the field as soon as the referee blows the whistle.

43. Teams, coaches, or players who violate these rules may be suspended from the event without a refund.

44. In case of a tie in points to determine who advances, the following tie-breaking system will be used: Step #1 Goal difference, #2 Goals scored, #3 Head-to-head record, #4 Penalty shootout (3 players per team), and if the tie persists, sudden death (one shot per team until a winner is determined).

45. Competition system: Win = 3 points, Tie = 1 point, Loss = 0 points.

46. All participants on the roster must wear an armband of the color corresponding to their category, which will be given to them after verification prior to the start of their participation in the tournament.

47. If a player loses their armband, there will be a \$5.00 fee to replace it.

48. Players may wear indoor soccer shoes or cleats.

49. Each team must provide a properly inflated ball for the game. 2017-2014 age group uses size #4; all other age groups use size #5.

50. No one is allowed in the middle of the fields, and everyone, including parents and players, must remain in the designated areas.