



CINCO DE MAYO SOCCER TOURNAMENT ADULTS RULES - 2024

TOURNAMENT TEAMS. All teams who will participate in the Cinco De Mayo Tournament are all teams who have delivered to the Tournament Director the following:

- a. Registration Form and Team Roster Signed by tournament official.
- b. Waiver signed by each player listed on the Roster.
- c. Official ID (Current) of each player with photograph or league player passes.
- d. Payment for participation in the tournament.

All teams must be made up of a minimum of 13 players and a maximum of 20 players. The Cinco de Mayo Tournament is a category “open” so all players must be 18 years of age. In addition, each team may register a maximum of two (2) members of the Coaching staff to the Organizing Committee of the tournament. Under no circumstances will roster changes of players or coaches be accepted once the tournament starts.

PLAYER REGISTRATION. Coaches must submit their Form of Registration, Roster, signed Waivers and IDs no later than the day of the draw for teams and their corresponding payment. On the first day of the tournament, all players must register at the registration tent and present a photo ID at least one (1) hour before the start of the first game. Players must always have this identification during the tournament in case of any report or clarification from the Organizing Committee.

After having registered at the registration tent, each player will receive a bracelet which they must wear throughout the tournament. If the player does not wear this bracelet, the player cannot play.

OFFICIAL IDENTIFICATION. To register players, they must submit a current Official ID with photograph or player pass when registering the team in the tournament. At all tournament games, players shall submit to the Organizing Committee Official ID to the registration tent to identify the players and give them a bracelet. No player may participate in the tournament if they are not registered at the registration tent and are given a bracelet; any of the following Official Identification options are accepted, always ask to include date of birth, photograph and have a valid expiration date:

- a. Official league credential where the team plays.
- b. Driver's license.
- c. Passport and Consular ID's.

TEAMS AND PLAYERS. Only registered players can play in the tournament under the following guidelines:

- a. Players may not play for more than one team during the tournament.
- b. All players will be assigned a shirt number and cannot change this number once the team is registered.

COMPETITION SYSTEM. The competition will be held in two phases, one qualifying and a second phase of finals. In qualifying, the points system will be applied following the outcome of every game. This stage will be played in a round-robin format.

The overall group standings and position are subject to the following:

- Three (3) points per game won.
- One (1) point for a tie game.
- Zero (0) points for a loss.

If the tournament is 24 teams (6 groups of 4 teams). Will advance to the next round the top of each group and the two best second place of the 4 groups.

If the tournament is 16 teams (4 groups of 4 teams). Will advance to the next round the first and second place in each group.

If the tournament is 12 teams (3 groups of 4 teams). Will advance to the next round the top of each group and the best second place of the 3 groups.

If the tournament is 8 teams (2 groups of 4 teams). Will advance to the next round the first and second place in each group.

If at the end of qualifying, two or more teams are tied in points in their respective standings, the following tiebreakers will apply - in order 1-5, to define the position of the standings:

1. A direct result of the match between the clubs involved in the tie (Head-to-Head). If 3 or more teams are in the same head-to-head situation, then we advance to the second tiebreaker and so on.
2. Fewest goals against.
3. Goals differential.
4. Head-to-head goals differential.
5. FIFA Penalty kicks (5) then sudden death if still tie.

In the finals for the championship title, the rounds will be played by direct elimination until the final that will define the champion.

PLAYOFFS: THERE ARE NO OVERTIME PERIODS, IN CASE OF A TIE; KICKS FROM THE MARK WILL BE DONE TO DETERMINE THE WINNER.

THIRD PLACE. There will be no games to define third and fourth place clubs for the tournament.

YELLOW CARDS. Players who accumulate two yellow cards in the same match will be expelled from the field and will be sanctioned with a match suspension regardless of whether classification phase or finals phase. There will be no accumulation of yellow cards during the tournament.

RED CARDS. Players receiving a straight red card during a match may not continue that game and will be suspended from the next match (no matter if classification phase or finals phase) and must leave the playing area. Should player continue with violent or unsportsmanlike conduct or by any club players, general club members, trainers, coaches, families, fans, friends, or any individual related to the team, the team may be expelled from the tournament without appeal, if the Organizing Committee of the tournament considers it so. If the team is expelled there is no possibility of reimbursement of registration of participation and the team will be excluded from future tournaments.

All coaches are responsible for the behavior of their players, their families, friends, fans, and team.

DISCIPLINE. Any player sent off during the tournament may be required to appear before the Organizing Committee of the tournament with his coach or team manager. The Organizing Committee of the tournament will determine whether the player can continue or whether it should be withdrawn from the tournament depending on the offense.

EXPULSION OF THE TOURNAMENT. The Organizing Committee will expel any player or tournament team that commits any of the following acts:

- a. Violent or unsportsmanlike conduct.
- b. Aggression to members of the Organizing Committee.
- c. Aggression to the public or berating opposing teams.
- d. Aggression to the Officiating members.

GAME TIME. Prior to the start of the tournament, the Organizing Committee will announce the official times for qualifying matches and for the finals phase.

EXTRA TIME AND PENALTY KICKS. There will be no overtime. The winner in the quarterfinal, semifinal, and final round, will be the one who scores more goals than its opponent.

If Quarterfinals, Semifinals and/or a final end in a tie score, the game must be defined via the direct winner of a penalty kicks. The penalty kicks will take place under the system of five kicks from the penalty mark as established by the FIFA procedure, a continued tie will proceed to execute alternate shots until there is a winner (sudden death).

UNIFORMS AND SHIN GUARDS. All teams must register the following information with the Organizing Committee - the color of the uniforms they will participate with in the tournament. The uniform consists of game shirt, shorts, socks, shin guards and soccer shoes. All uniforms must include the following on the back of the shirt game - a unique number that will be assigned to each team player. No player can participate in the tournament if the shirt game has no number.

If in the opinion of the game Referee both club uniforms are confusing in colors, they may be prompted to change shirts, or alternatively, using coats to the visiting club.

HOME AND AWAY. The first team named in match information is considered the "Home" team and the second team is the "Away". If there is a conflict of colors on the uniforms, the "Home" team will be responsible to use an alternate uniform.

MATCHES. For the timely initiation of matches, teams must report to the registration tent one (1) hour before the start of their game. There will only be a five (5) minute wait period (tolerance). A team can start playing a game with a minimum of seven (7) players on the field, including goalkeeper.

FORFEIT. If the team does not show on the field ready to play, or it happens to have less than seven (7) players during those first five (5) minutes, the match will be closed. If a team does not show on the field, the team on the field will win by a score of 3-0.

The bench can be made up of a maximum of nine (9) players as substitutes and two (2) registered members of the Coaching staff.

SUBSTITUTIONS. Any player who has left the game as part of a substitution, may return the pitch during the remainder of the game (unlimited).

SUSPENSION OF MATCHES. Once initiated, games may be suspended only by natural causes (hail or lightning), for reasons of major force as dictated by the Organizing Committee, either for lack of safety and security (invasion or aggression of public participants) or some other unforeseen event during the tournament.

If a team withdraws from the field once the game has started, the club to stay on the field wins the match by a score of 3-0.

If a game is suspended, the Organizing Committee will reserve the right to set (or not set) extra games to meet the schedule of the tournament without right of appeal by the clubs.

GAME BALLS. All clubs shall be responsible for presenting game balls for games.

HYDRATION. It is recommended that all players, coaches, and families bring water and hydrate during the tournament days. The tournament will not provide hydration to participants.

PROTESTS. THERE WILL BE NO PROTESTS. ALL DISPUTES WILL BE RESOLVED IMMEDIATELY BY THE TOURNAMENT DIRECTOR. THESE DECISIONS WILL BE FINAL.

FRAUD. Those teams that attempt to use players who are not officially registered in the tournament will automatically be expelled from the tournament without a refund of registration fees.

GENERAL PROVISIONS. The body responsible for the interpretation and enforcement of this regulation will be the Organizing Committee. The Organizing Committee will have broad discretion to resolve cases not covered by these rules.