



## **GENERAL PROVISIONS**

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There will be trophies, medals and jerseys presented to the champions of each bracket.  
There will be trophies and medals presented to the finalists of each bracket.

## **ARTICLE 1 REGISTRATION PROCESS AND FEES**

### **1.1 GENERAL ADMISSION**

In order to continue funding our non-profit organization's programs and cover some of the event costs, there will be an admission fee of \$30 per day to access the field complex. There will be no parking fee and players and coaches on official rosters and children under 12 will not pay an admission fee.

### **1.2 REGISTRATION**

All teams must register to the tournament via GotSport by June 20th. Once a team has registered and paid its registration fee, they will need to submit the following items to participate in the tournament:

- (i) Official roster, along with copies of player's identifications (see Section 1.6 below).
- (ii) Team waiver

These two completed items must be submitted electronically via email at [registrations@copatalento.org](mailto:registrations@copatalento.org) no later than July 1, 2026.

Roster lock is on July 10, 2026, no roster changes can be made after this date.

If teams fail to submit the required documents by the deadline there will be a \$100 fee to complete on sight. All rosters will be reviewed and approved electronically. Once approved, you will receive your official roster with an approved watermark. Please print at least three (3) copies and bring them to the tournament, as a copy must be presented to the referee prior to each match.

### **1.3 IN-PERSON CHECK-IN**

Once teams have submitted their completed team roster and waiver, there will be a required in-person check-in for all coaches or team managers to pick up their welcome board at the registration office. Coaching credentials and player wristbands will be required to access the field complex and to be present on the team's bench. Any player or coaching staff who loses a wristband, must pay a replacement fee of \$10 and must show identification to prove he or she is registered on the official roster.

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## 1.4 ROSTERS

Players may not play for more than one team in the tournament. Players must have jersey numbers and may not change numbers once registration is complete. Before each match, teams must present an official roster form to the referee. Upon request by the referee, or tournament officials, teams must be able to provide copies of identifications for each of the players on the official roster.

Under the registration fee, teams are allowed to register up to fourteen (14) players and two (2) coaching staff in the U8-U10 age groups, (18) players and two (2) coaching staff in the U11-U12 age groups and twenty-two (22) players in the U13-U21 age groups, with the exception of U13 Girls, who will be playing 9v9 and therefore can register up to (18) players and two (2) coaching staff.

## 1.5 AGE REQUIREMENTS

The age requirements are as follows:

U8 – All players must be born January 1, 2018 and later.

U9 – All players must be born January 1, 2017 and later.

U10 – All players must be born January 1, 2016 and later.

U11 – All players must be born January 1, 2015 and later.

U12 – All players must be born January 1, 2014 and later.

U13 – All players must be born January 1, 2013 and later.

U14 – All players must be born January 1, 2012 and later.

U15 – All players must be born January 1, 2011 and later.

U16 – All players must be born January 1, 2010 and later.

U17 – All players must be born January 1, 2009 and later.

U19 – All players must be born January 1, 2007 and later.

U21 – All players must be born January 1, 2005 and later

## 1.6 IDENTIFICATION REQUIREMENTS

All teams must submit an official roster form via email at [registrations@copatalento.org](mailto:registrations@copatalento.org), along with copies of identification for each of the players listed on the roster. Identifications must include the player's name, date of birth and include a photograph. The following options are all acceptable forms of identification:

(i) Passport or equivalent

(ii) Driver's License or State ID Card

(iii) Player Pass or League ID from State Association

(iv) Birth Certificate, must be accompanied by a school ID or similar identification

Only one of the above options are required and coaches are responsible for keeping in their possession the documents for each of the players and have them readily available if required by the referee or tournament officials or if a protest arises. Any player or team representative who provides false identification will be eliminated from the tournament.

## 1.7 REFEREE

Before the start of each match, each team will provide the referee with a stamped copy of their official roster form.



## **1.8 OFFICIAL TEAM PHOTO**

Teams will also receive an Official Team Photo card, which will need to be presented to the photographer assigned to take the official team photos on the stage in front of field 9 of the complex. All teams must find the time throughout the day on Saturday to take an official photo. Please advise your players that this is for team group photos only and individual photos will not be taken.

## **ARTICLE 2 COMPETITION SYSTEM**

### **2.1 GROUP AND PLAYOFF FORMAT**

Subject to registrations, teams in all age groups will be placed into a general table and play 2 group games between Friday and Saturday. Based on results, teams will be placed in a general standings table and most, if not all, teams will make it to the playoffs, which will guarantee them a third match. In the event that a playoff match cannot be guaranteed to all the teams of a certain age group, the top 8 teams will move to the playoffs and the remaining teams will play a consolation match

The playoff format will be determined and shared with team coaches once the schedule is finalized. Playoff brackets will also be published on GotSport.

### **2.2. GROUP STANDINGS**

The position in the general standings table will be determined by the following point system:

- (i) 3 points for win
- (ii) 1 point for a tie
- (iii) 0 points for a loss

### **2.3 TIEBREAKER IN GROUP PHASE**

If two or more teams are tied on points in their respective groups, the following tiebreak criteria will be applied:

- (i) Goal differential
- (ii) Direct result between the teams involved in a tiebreaker
- (iii) Goals scored
- (iv) If two teams are still equal based on criteria above, there will be penalties of 5 rounds if spot in elimination phase is in play; if spot in elimination phase is secured by both teams and only group ranking needs to be decided, there will be a coin flip.
- (v) If three or more teams are still equal based on criteria above, the tiebreaker will be decided by the yellow and red cards received, -1 point for each yellow card and -2 points for each red card

### **2.4 ELIMINATION PHASE**

Qualifying teams from the group phase will play the finals in direct elimination style. There will be no overtime in the elimination phase. If there is a tie at the end of the match, the winner will be decided by a round of five (5) penalty kicks. Only the players who finished the match will be able to participate in the penalty shootout.



## **ARTICLE 3 GAME RULES**

### **3.1 GAME DURATION AND FORMAT**

The following table shows the match length and format for each group. Please note the Tournament Committee may, at any time, adjust the match lengths to maintain a fluid event with limited to no interruptions.

Age Group Format Match Length Halftime

U8 -U10 7v7 50 minutes; 2 halves of 25 minutes 5 minutes

U11-U12 9v9 50 minutes; 2 halves of 25 minutes 5 minutes

U13-U21 11v11 70 minutes; 2 halves of 35 minutes 5 minutes

### **3.2 GAME SCHEDULES AND TIMES**

Game schedules and times will be communicated to the coaching staff and be posted on GotSport and our social media platforms a week prior to the tournament. If there is a discrepancy between graphics posted on social media platforms and GotSport, the schedules and playoff brackets are always the official ones.

For punctuality purposes, teams must report to their assigned field 30 minutes before the start of their match to check-in with the assigned referee. After the scheduled time has passed, the referee will only wait a maximum of ten (10) additional minutes to allow the teams to be ready to start the match, unless a longer waiting period is approved by tournament officials.

### **3.3 WIN BY DEFAULT**

If the additional period of ten (10) minutes has passed and no longer waiting period has been approved by tournament officials, the referee can end the match and give the victory by default to the team that was present, with the minimum required players. The team that wins by default will earn a 3-0 victory.

### **3.4 LINEUPS**

For the 7v7 format, a team can start playing a match with a minimum of 5 players on the field, including the goalkeeper. For the 9v9 format, a team can start playing a match with a minimum of 6 players on the field, including the goalkeeper. For the 11v11 format, a team can start playing a match with a minimum of 7 players on the field, including the goalkeeper. Only players and coaches on the official roster are allowed on the team benches and sidelines.

### **3.5 PLAYER SUBSTITUTIONS**

Teams will be allowed to make unlimited substitutions and reentry will be allowed. To protect the nature and flow of the game, the referee has the discretion to limit or prohibit substitutions, if he or she believes that a certain team is taking advantage of substitutions to waste remaining game time.

### **3.6 UNIFORMS AND EQUIPMENT**

Teams are required to be fully uniformed to start a match. This includes jerseys with a number that matches the official roster, shorts, shin guards, socks and soccer shoes. If the referee determines that the color of both teams will cause confusion, there will be a coin toss to determine which team will need to change jerseys. There is no home or visitor team. Each team is required to present at least two (2) game balls in good condition and approved by the central referee. U8-U12 will use a number 4 ball and U13-U21 will use a number 5 ball



### **3.7 HEADING RULE FOR U11 AND UNDER**

Whenever the ball strikes a player on the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

### **3.8 BUILD OUT LINES**

Build out lines will be established for U10 age groups and younger.

### **3.9 CONDUCT**

Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law and the letter of the Law. Displays of temper or dissent will cause ejection from the game and the surrounding field area.

### **3.10 YELLOW AND RED CARDS**

Players and coaches who accumulate two yellow cards in the same match, will be expelled from the match and be suspended from the following game. Yellow cards are not cumulative during the tournament. Players and coaches who receive a red card during a match, will be expelled from the match and be suspended the following game.

### **3.11 EXPULSION FROM TOURNAMENT**

Tournament officials have the right to expel any player, coach or team from the tournament if any of the following acts occur:

- (i) Violent conduct or aggression to tournament officials, referees, opposing team members or attendees.
- (ii) Racial slurs to tournament officials, referees, opposing team members or attendees.
- (iii) Forgery of identification or use of a false identity.
- (iv) Match fixing of any kind.

Upon investigation, if any of the above acts are committed during a game and a team is deemed to be the aggressor, such aggressor team will be disqualified and the victim team will be declared the winner by a score of 3-0, regardless of the score at the time of the aggression.

### **3.12 PROTESTS**

Game conduct and referee decisions are considered final. Protests are available for teams that want to prove that players on the opposing team were lined up in a fraudulent manner. Protests can only be filed by the coaches listed on the final roster and must be submitted at the registration station immediately after the match in question. There will be a protest fee of \$150 due at the time of filing. The protested team will then have 10 minutes to present documents for the player in question. If they fail to present any of the acceptable forms of identification, the protested team will lose the match and the team that filed the protest will win by a score of 3-0 and be reimbursed \$150.

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### **3.13 GAME SUSPENSION DUE TO FORCE MAJEURE**

Copa Talento Officials and Referees have the right to suspend, terminate or stop a match if weather conditions or security are not optimal to continue the match. If conditions or situation improve, the game may be resumed or rescheduled. If the game has been played for more than 75%, it will be declared over and the score at the time of stoppage will be final. If the game is declared over and teams are in the elimination phase and tied, a penalty shootout will take place once the game is resumed or rescheduled.

### **3.14 NO ALCOHOLIC BEVERAGES**

The use and presence of alcoholic beverages are prohibited near and at all game sites, including parking areas. Copa Talento officials, staff, volunteers and security personnel have the right to revise all coolers, containers and bags to ensure the safety of all participants.

### **3.15 TENTS**

Teams will only be allowed to set up their tents outside of the fields. No tents are allowed on the turf surfaces.

### **3.16 NO OUTSIDE FOOD**

Teams will not be allowed to bring outside food into the complex.

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