

## 1. TEAM STRUCTURE & ELIGIBILITY

### 1.1 Participants

A **Participant** is any individual officially registered as part of a team, including:

- Players
- General Managers (GMs)
- Coaches & Assistant Coaches

**All participants must:**

- Create an account using the **DaySmart** application
- Be listed on an official team roster
- Present a **valid, unexpired photo ID** (passport, driver's license, state/military ID) at on-site check-in

### 1.2 General Manager (GM)

Each team must designate **one (1) General Manager**, responsible for:

- Team registration and overall management
- Player and coach recruitment
- Communication with the Event Coordinator
- Roster maintenance and compliance

*A GM may also be a Player (counts toward the 14-player max roster).*

### 1.3 Team Composition

- Each team has a max of **14 players** per team
- All team staff (players, coaches, managers) must have accounts and be rostered.
- Players are **prohibited** from switching teams once officially registered. **No double rostering**
- Teams will provide their own jerseys

### 1.4 Disqualification

The Tournament Committee reserves the right to disqualify any participant whose actions harm the competition, livestream, production, or overall event integrity.

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## 2. MATCH PLAY GUIDELINES

### 2.1 Field & Ball

- Played on **three indoor turf fields** (92 ft x 60 ft)
- Matches use a **Size 4 futsal ball**
- **Two referees** officiate each match

### 2.2 Game Duration

- **Two 15-minute halves**
- After regulation time, game proceeds to **Target Score Time™** (see Section 4)

### 2.3 Substitutions

- **On-the-fly** substitutions allowed

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- Sub may only enter after the exiting player is fully off the field
- Early substitution = yellow card + indirect free kick to opponent

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## 3. MATCH RULES

### 3.1 Start of Play

- Kickoff from center circle on referee's signal
- Opponents must stay **5 yards away**
- No direct goals allowed from kickoff
- Ball must touch another player before kicker can touch again

### 3.2 Restart of Play

- **Injury/Stoppage:**
  - If clear possession: indirect free kick
  - If unclear: possession drop ball to defensive team
- **Kick-ins** (no throw-ins):
  - Ball must be stationary and played within 4 seconds
  - No direct goals allowed
- **Corner kicks:**
  - Direct goals not allowed
  - Have 4 seconds to kick-in
- **Goal kicks:** Must be a **throw** (not a kick); no direct goals

#### **Goalkeeper Possession:**

- No punting or drop-kicking
- Throw must bounce **before midfield**, or results in opponent corner kick
- No screening the keeper (ref discretion applies)
- Goalkeeper has **4 seconds** to put the ball into play via throw.
- Goalkeeper can touch the ball one time per possession

### 3.3 Goal Scoring

- A goal is valid when the ball fully crosses the goal line
- **Referee decision is final** on goal validity

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## 4. TARGET SCORE TIME™

### 4.1 Format

- After two 15-minute halves, and it's full time, we will go directly to Target Score Time (TST) style
  - **Target Score** = 1 goal more than the leading team
    - If tied: next goal wins
  - 2-minute every TST

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- Every **2 minutes**, one player is removed per team (down to 2v2)
- A keeper must remain on field but player may be change out. **Keeper must be defined**
- Game ends immediately when the Target Score is reached

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## 5. FOULS, MISCONDUCT & PENALTIES

### 5.1 General Fouls

- **No slide tackling** – results in direct free kick and player will be carded
- **Pass-back to goalkeeper** = indirect free kick
- All opponents must give **5 yards of space** for free kicks
- Referee must restart game with whistle
- If a team accumulates **5 fouls in one half**, the **6th foul** will result in a **penalty kick (PK)** for the opposing team.

### 5.2 Cards

- **Yellow Card** = official warning
- **Two yellows in one match** = Red Card
- **Red Card** = ejection + suspension for next match
  - Team plays one player down unless carded individual was a non-player
  - Team will play down for 2-minute period or until a goal has been scored.
  - 2-minute player down will continue through regular TST time
- **Accumulation Rule:** 3 yellow cards in Group Stage = suspension for the next game

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## 6. SPORTS CONDUCT & ENFORCEMENT

### 6.1 Code of Conduct

- All players, staff, and spectators must demonstrate respect, sportsmanship, and fair play at all times.
- Violations may result in removal or permanent expulsion at the organizer's discretion.

### 6.2 Fighting & Unauthorized Field Entry

- Any unauthorized entry onto the field = **immediate ejection**
- **Fighting** = **disqualification** from the entire tournament

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## 7. GAMEPLAY & EQUIPMENT NOTES

- **No Offside Rule**
- **No CLEATS** – flat indoor or turf shoes only
- Non-players may only enter the field during emergencies or with referee permission

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- Indirect kicks awarded for:
  - Illegal substitutions
  - Improper restarts
  - Keeper double-touches



## TOURNAMENT SCHEDULE

- **Final Roster Additions:**
  - 🕒 Friday, October 31 at 12:00 PM
  - ⚠️ **Valid ID required to play – No ID = No play!**
- **Group Stage & Knockout Rounds:**
  - 📅 Friday & Saturday, Oct 31 – Nov 1
  - 🕒 Games start **on the hour** both days
    - *warm-up times on field depend on length of previous game*
- **Quarterfinals, Semifinals & Finals:**
  - 📅 Sunday, November 2

### All players must:

- Arrive and check in **30 minutes before game time**
- Present a valid photo ID
- Receive a wristband at check-in
- Wear **matching jerseys with visible numbers on the back**
- Wear **shin guards**
- Wear **flat indoor or turf shoes** (cleats are not allowed)



## UNIFORM RULES

- Teams must wear **matching jerseys** with visible numbers
- Highly recommended: **bring two jersey color options**
- Goalkeepers must wear a **distinct color** from both teams and referees
- **Shin guards are mandatory**
- **No cleats** — no exceptions