Winter Classic

December 5th and 6th, 2026

Tournament Rules and Information

Tournament Date: December 5 & 6, 2026

Deadline for Entry: Monday, November 23, 2026

Location of Tournament: Games will be played at:

GVTC Sportsplex, 29064 Bulverde Rd., San Antonio, TX 78260
TBD

Tournament Director: Ivan Ferreris, tournaments@saunitedsoccer.com

Applications: All teams will use the online registration program through Got Sport.

Classification and Age Divisions:

The Winter Classic Tournament is proudly presented by SA United Soccer Club. The tournament is for select and recreational teams. The tournament is open to boys & girls teams from U7 – U19.

Every effort will be made to place teams in single, pure age group divisions as well as level of play in each of the brackets listed above. This effort is solely dependent upon sufficient applications which support the groupings. Grouping of 2 age groups of the same level of play will be established prior to different levels of play within the same age group. Example: U13-U14 Division 2 bracket would be formed before a U13 bracket with multiple levels of play.

Team Registration and Entry Fees:

4 v 4: $325
7 v 7: $575
9 v 9: $625
11 v 11: $775

All players (except guest players) must be registered to the team. All teams must provide an official member organization roster in their team account signed by the club or association registrar (this is NOT a GotSport event roster). Guest players may be written in at the bottom of the official roster for check-in. USYSA teams from outside STYSA must submit an approved USYSA travel permit along with an official roster. All teams must have approved USYSA ID, SAY ID, AYSO ID, USSSA, and/or US Club ID cards for each of the players including guest players. Teams or players will not be allowed to participate without approved paperwork. Validated rosters will be required prior to participating in any match.

Roster Size:

Eight (8) for U7 – U8 (4 v 4)
Fourteen (14) for U8 – U10 (7 v 7)
Sixteen (16) for U10 – U12 (9 v9)
Eighteen (18) for U12 – U19 (11 v 11) (teams may have 22 players listed on their roster but can only suit up 18 for each game).

Guest players: maximum of four (4) for U7 – U8 (4 v 4) and U8 – U10 (7 v 7)
maximum of five (5) for U10 – U12 (9 v 9) and U12 – U19 (11 v 11)

All teams must register through GotSport with the link on the tournament page at www.saunitedsoccer.com. Payment will be made by credit card. A team **will not be scheduled** until payment is validated.

Medical release forms must be on site with either the manager or the coach of the team in case they are needed.

Check-in Information:

Check-in will be done electronically and must be completed no later than Monday, November 30, 2026, at 5:00 pm. Rosters will be locked at this time.

You will need to build your event roster in Got Sport so that all players will print out on the game card and will need to upload:

1. A copy of the official member organization roster signed by the local association or club registrar. Guest players can be hand-written at the bottom. (This is not a Got Sport event roster or player list.).

2. Current player cards for each player, including club pass and guest players.

3. Permission to travel is you are a USYS team that is not within STYSA.

Team and Player Credential Check:

Each team must be able to provide proof of registration and age if asked to present by either a referee or tournament official. This proof will be a current 2026/2027 player card with pictures either physically or virtually. If you have a player whose player card is not yet available, you will need to submit a letter, on club stationery, verifying that your players are registered for the current 2026/2027 seasonal year through either USYSA, USSSA, or US Club. It will need to include the team name, player date of birth and player ID number. This is for every player for which you do not have a player card. Failure to provide proof of registration and age will result in the match being forfeited. Coaches will also be required to have a current/valid kid safe badge or adult identification pass from their home organization to coach on the sidelines with their team.

A player may play for only one team in the tournament and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.

All players must be listed on the team roster in Got Sport to print out on the game card. **PLAYER WRITE-INS WILL NOT BE ALLOWED. ALL PLAYERS MUST BE PRINTED ON THE GAME CARD. IF A PLAYER IS WRITTEN IN, THE GAME WILL BE RECORDED AS A FORFEIT AGAINST THE TEAM VIOLATING THIS RULE.**

SEE FORFEIT RULES AND PROCEDURES UNDER TEAM STANDINGS AND TIE BREAKERS FOR FURTHER EXPLANATION.

Game Information:

All teams will be guaranteed at least three games. In round robin play, ties at the end of regulation time will stand. Semi-final and championship games ending in a tie will be decided by penalty kicks. Not all brackets will have a semi-final or final match. Game format will be determined by the tournament officials and will be based upon the total number of teams entered in an age group, gender, and division.

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the unlikely event of game cancellation due to inclement weather, entry fees will not be refunded. Considerations will be made for credit for the next year's tournament. Every effort will be made to complete the tournament. Games will be considered complete if one half has been played in full.

Age Group	Ball Size	Players on Field	Round Robin Game Length	Semi-Final Game Length	Final Game Length
U7 – U8	3	4 v 4	2 x 15 min	2 x 15 min	2 x 20 min
U9 - U10	4	7 v 7	2 x 20 min	2 x 20 min	2 x 25 min
U11 - U12	4	9 v 9	2 x 25 min	2 x 25 min	2 x 30 min
U13 – U19	5	11 v 11	2 x 30 min	2 x 30 min	2 x 35 min

Teams must be at the scheduled game field and ready for inspection by the referee at least 15 minutes before the scheduled game time. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selections. All games will have a 5-minute half-time.

Player Substitutions:

Players may be substituted with the consent of the match referee at the following times:

1. Before a throw-in in your favor
2. Prior to a goal kick by either team
3. After a goal is scored by either team
4. When the referee approves an injury substitution
5. At half time

No player shall enter or leave the field of play without the consent of the referee.

Playing Conditions:

The Home Team is listed first or on top in the schedule. A coin toss will decide which team defends which goal to start the game. The team that loses the toss will kick off. In case of inclement weather, the Tournament Director and/or Site Coordinator will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not fully elapsed and the game is stopped, the game will be rescheduled if it could affect the outcome of the tournament, and if conditions permit as determined by the Tournament Director.

Special Rules:

9v9 – U11 Only

Heading of the ball is not allowed at the U11 (Aug. 1, 2015 to July 31, 2016) age group. If a player intentionally heads the ball, an indirect free kick for the opposing team is awarded. If this happens in the goal area (6 yd. box), the ball is placed on the goal area line.

4v4

Games will be played with 4 field players, no goalkeepers. There is no offside, and no throw-ins. Goal kicks can be taken from anywhere on the end line. The opponent must retire behind the mid-field line until the ball has been played in. Corner kicks are taken from the corner on the side that the ball went out on. Kick-ins will be taken instead of throw-ins and the opponent must be at least 5 yards away. There will be a goal box and a player should not be stationed inside the goal box. Heading is not allowed at this level and any heading will be an indirect free kick for the opposing team.

All kick ins and free kicks are indirect except penalty kicks.

If the defending team touches the ball inside the box, then it will result in a penalty kick taken from the halfway line, all players must be behind the halfway line. Ball is live once shot is taken.

If the attacking team touches the ball inside the box or if the ball comes to a stop inside the box, then it will result in a goal kick.

7v7

1. Each match will be played in the 7v7 format, consisting of 6 field players and one goalkeeper.
2. Restriction/build out line - On goal kicks and when the GK has possession of the ball, the opposing team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line once the ball has broken the plane for the penalty area or played by a teammate of the GK inside the penalty area or if the goalkeeper drops the ball to play with his feet, then the ball is live.
3. Punting the ball - there is no punting by the goalkeeper. Indirect free kick from the midline for infraction of this rule.
4. Heading the ball
    a. If a player heads the ball outside the penalty area, a drop ball shall be awarded at

the spot the ball was headed at.
b. If a player heads the ball inside the penalty area, a drop ball is awarded on the restriction/build out line.

5. Players must be a minimum of 8 yards away from restarts.
6. Offsides will be from the halfway line NOT the build out lines.
7. All other rules conform to regular standards.

Uniforms:

The home team will wear their dark-colored jerseys while the away team will wear their light- colored jerseys. Should there be a conflict in uniform colors, the home team, as listed on the game card, will be required to change uniforms. Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use "pinnies" to provide a unique identification. Uniforms and pinnies colors and conditions must be approved by the referee.

Safety of the players:

- The wearing of hard casts, whether padded or not, will not be permitted at any time.
- No jewelry is to be worn unless granted permission from the referee.
- No metal studded cleats will be allowed.
- Shirts are to be tucked in at the start of the game.

Advancement:

3 teams: Round robin with teams playing each other twice (total of 4 games each); top 2 points will be given awards
4 teams: Round robin; top 2 points will play in a final
5 teams: Straight round robin; top 2 points will be given awards
6 teams: 2 brackets of 3 teams ea. playing cross bracket with top 2 teams overall in points playing a final
7 teams: 2 games of group play, with first place going directly to semis and places 2-7 going to quarter finals; semis, and final
8 teams: 2 brackets of 4 teams ea.; round robin within bracket; top points for each bracket will play each other in the final

Team Standings and Tie Breakers:

Win: 6 points, plus one point for each goal scored (maximum of 3 goals)
Tie: 3 points, plus 1 point for each goal scored (maximum of 3 goals)
Loss: 0 points, plus 1 goal for each goal scored (maximum of 3 goals)
Bonus: 1 point awarded for a shut-out. Shut-out bonus **will be** awarded for 0 – 0 ties.

Maximum number of points awarded to a team in one game is 10. Each team's total points from all first-round games will determine the placement of teams in each bracket, with the team earning the highest total points being the bracket winner.

In the event a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings. All forfeits will be scored as 1-0. (8 points to the opposing team) for all games forfeited. Any team who forfeits cannot qualify for advancement.

Ties in the standings will be resolved in the following order:

- Round Robin games/qualifiers

1. Result of head-to-head
2. Goal differential (maximum of 3 goals for/against)
3. Goals scored – max 3 per game
4. Goals against – max 3 per game
5. FIFA Penalty kicks.
6. In the event of inclement weather, the final decision may go to coin toss. Decision to be made by the Tournament Director.

Semi-Finals and Finals

All semi-final and final games ending in a tie will go straight to FIFA style penalty kicks.

Match officials will take the game cards to the field. At the conclusion of the game, each coach and/or manager is responsible for verifying the score and any cautions issued as well as signing the game card. The winning team, or the home team in the case of a tie, is responsible for turning in the game card to tournament headquarters within 30 minutes of the conclusion of the match.

Awards:

All 7v7, 9v9, and 11v11 age brackets, will receive awards for first and second place teams. Awards will be presented immediately after the final game. 4v4 brackets will receive participation medals given at the end of your last game.

Team and Spectator Discipline:

An ejected player is ineligible for their next scheduled game, unless they are given a Red Card for Violent Conduct or Foul and Abusive language. If this is the case, then there is a minimum 2 game suspension with possible dismissal from the tournament pending the referee report and the tournament director's decision. An ejected coach, trainer, or spectator is ineligible for the remainder of the day (for all teams) and to include the next scheduled game for the team he/she was coaching at the time.

A second red card to the same individual results in that individual being expelled from the tournament. Any ejected player, coach, or trainer must report to the complex tent or leave the complex. Violation

could result in further game suspensions, and/or being banned from participation in future SA United Soccer Club tournaments.

In addition, any player or coach receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. All cautions will be reported to your State Association.

The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the ejection or the referee could terminate the game with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and the Tournament Director may add further sanctions. If a player refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game, and the Tournament Director could impose additional penalties. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent club tournaments.

Consumption of alcoholic beverages on tournament grounds is prohibited.

Smoking is prohibited at all times.

Any parent or spectator associated or known to be affiliated with a team, risks his/her affiliated team being disqualified from the tournament if they violate any of the above-mentioned tournament rules, at the discretion of the tournament director.

Team Protests and Appeals:

All referee decisions are final. No protests will be allowed under any circumstances.

If you believe an ineligible player is being used in a game, please get a tournament official during the game so that the rosters/cards may be checked prior to the game ending (this is the best way to prove that an ineligible player is being used or not used). If you wait until after the match when all the players are gone, it will be impossible to prove an ineligible player was being used.

Complex Restrictions:

No pets of any kind allowed at the complex.

No glass containers or alcoholic beverages allowed in the complex.

No noise makers of any kind allowed at the complex.

Players and spectators are to respect and follow all rules posted at each complex.

Matters Not Provided For:

USYSA and STYSA Administrative Rules books will govern any situation or questions on rules of competition not covered herein. Any matter not provided for in the Tournament rules or USYSA or STYSA rules shall be determined by the Tournament Director, whose decisions shall be final.

Thank you.

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