



TIGRES USA CUP 7V7

TOURNAMENT RULES

A clear match-day guide for coaches, team managers, players and families

JULY 25-26, 2026

ARLINGTON, TEXAS

2026 EDITION

Please review these rules before your first match and keep this guide available throughout the tournament.

**01**

MATCH DAY AT A GLANCE

The most important details in one place

Use this page as your quick reference. The full explanations and weather procedures appear on the following pages.

FORMAT 7v7	TEAM CHECK-IN 15 minutes before kickoff
MAXIMUM ROSTER 14 players	MINIMUM TO START 5 players
U11-U15 MATCHES 25-minute halves	U10 AND YOUNGER 20-minute halves
HALFTIME 5 minutes	SUBSTITUTIONS Unlimited, with referee permission
FIELD SIZE Approx. 40 x 60 to 50 x 75 yards	BUILD-OUT LINE Not used

BALL SIZES LISTED IN THE TOURNAMENT RULES

U11-U12	SIZE 4
U13+	SIZE 5

FINAL AUTHORITY

Matches follow the FIFA Laws of the Game as modified by U.S. Soccer and these Tigres USA Cup rules. The Tournament Director has final authority on all matters.



02

BEFORE THE WHISTLE

Game start, players, team officials and spectators

GAME START - THREE SIMPLE STEPS

1

CHECK IN

Both teams must check in at the field 15 minutes before the scheduled kickoff.

2

HOME TEAM

The home team supplies the game ball and selects which side to defend.

3

AWAY TEAM

The away team takes the opening kickoff.

TEAM ELIGIBILITY AND PLAYER STANDARDS

PLAYER REQUIREMENTS

- Maximum roster: 14 players.
- A team must have at least 5 players to start.
- Every player must be properly listed on the tournament roster.
- Players must wear matching uniforms with unique numbers.
- Unlimited substitutions are allowed with the referee's permission.

SIDELINE RESPONSIBILITIES

- A maximum of 4 team officials is permitted.
- Spectators must remain on the designated spectator side.
- Coaches are responsible for the conduct of their spectators.
- Teams must follow instructions from referees and tournament staff.

COACH TIP

Before leaving for the field, verify the roster, uniform numbers, game ball and arrival time. This prevents most match-start delays.

**03**

SCORING AND ADVANCEMENT

Group-stage points and tie-breaker order

GROUP-STAGE SCORING

WIN	TIE	LOSS	FORFEIT
3 POINTS	1 POINT	0 POINTS	3 POINTS Recorded as 4-0

GROUP TIE-BREAKER ORDER

If teams are tied on points, the following criteria are applied in this order:

1	Result of head-to-head competition.
2	Goal differential - 4-goal maximum per game.
3	Least goals allowed - 4-goal maximum per game.
4	Number of shutouts.
5	Most goals scored - 4-goal maximum per game.
6	FIFA penalty kicks at a time and location determined by the Tournament Director.

REMEMBER

Advancement is based first on points. The tie-breakers above are used only when teams finish level on points.

**04**

SAFE PLAY AND DISCIPLINE

Player protection, referee authority and misconduct

Player safety comes first. Coaches must ensure that all players meet the equipment and age-specific safety requirements before entering the field.

SAFETY CHECKLIST

NO DELIBERATE HEADING Players in U11 and younger divisions may not deliberately head the ball.	SHIN GUARDS REQUIRED Every player must wear appropriate shin guards during play.
NO JEWELRY Jewelry must be removed before the match.	CONCUSSION PROTOCOL A player suspected of a concussion may not return without medical clearance.

REFEREES AND CARDS

MATCH OFFICIALS • Matches are officiated by U.S. Soccer Federation referees. • Substitutions require the referee's permission. • Teams must respect all referee instructions and decisions.	DISCIPLINARY ACTION • A red card carries a minimum one-game suspension. • Violent conduct may result in suspension for the remainder of the tournament. • The Tournament Director may impose additional action when required.
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SIDELINE CONDUCT

Coaches are responsible for spectator behavior. Keep the designated sideline organized, respectful and safe.



05

WEATHER AND FIELD CONDITIONS

How tournament staff will handle rain, lightning and unsafe fields

Every reasonable effort will be made to complete the scheduled matches while protecting players, referees and spectators.

WHEN PLAY MAY BE SUSPENDED

LIGHTNING	HAIL	FIELD CONDITIONS
Play may be stopped when lightning creates an unsafe environment.	Play may be suspended when hail threatens player or spectator safety.	Play may stop when the field becomes unplayable or unsafe.

GENERAL WEATHER PROCEDURES

- Matches will continue during rain unless conditions become unsafe.
- Matches may be rescheduled under lights, in the evening, or before normal play on Saturday or Sunday at the Tournament Director's discretion.
- Rescheduling will be handled as quickly and fairly as possible, based on field availability, referee availability and the overall tournament schedule.
- If no other solution is available, a coin toss may be used to determine advancement in knockout rounds.

DECISIONS ARE FINAL

All weather, field and rescheduling decisions made by the Tournament Director are final and are not subject to appeal.

SAFETY PRIORITY

The safety of players, referees and spectators is the tournament's highest priority, followed by fair competition and orderly completion of the event.

**06**

SUSPENDED MATCHES

What happens when a match has already started

IF PLAY IS STOPPED DURING THE FIRST HALF

1	Every attempt will be made to complete the first half before the next scheduled match.
2	Once the first half is completed, the match becomes official and the score at the time of suspension will stand.
3	If the first half cannot be completed, the Tournament Director will choose one of the options below.

OPTIONS WHEN THE FIRST HALF CANNOT BE COMPLETED

OPTION A	OPTION B	OPTION C
Reschedule the match and restart at 0-0.	Reschedule the match before normal Sunday play and restart at 0-0.	Decide the winner by FIFA penalty kicks if the match cannot be replayed.

IF PLAY IS STOPPED AT HALFTIME OR DURING THE SECOND HALF

MATCH COMPLETE	A match suspended at halftime or during the second half is considered complete. The score at the moment play is stopped becomes the final result.
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IMPORTANT TEAM RESPONSIBILITY

Teams must remain available and follow the instructions of referees and tournament staff. Do not leave the field complex until your team has been officially released.



07

DELAYED AND RESCHEDULED MATCHES

What teams must do when kickoff is delayed or a match is moved

DELAYED MATCH STARTS

1	Teams must remain at the field and be ready to play until 30 minutes before the next scheduled kickoff.
2	When possible, a shortened match will use two equal halves with no halftime break.
3	If less than one-half of the scheduled playing time is available, the match will be decided immediately by FIFA penalty kicks.
4	The match must finish before the next scheduled kickoff unless the Tournament Director authorizes otherwise.
5	The Tournament Director may declare a delayed match final or abandon play due to continuing delays.

DO NOT LEAVE

Teams must report to the scheduled field before kickoff, ready to play, and may not leave until released by the Tournament Director.

POSTPONED OR CANCELED MATCHES

TEAM REPRESENTATIVE

- Report to Tournament Headquarters for rescheduling information.
- Remain available for updated instructions.
- Share official updates with players and families.

SCHEDULE UPDATES

- Updated schedules will be available at Tournament Headquarters.
- Field and referee availability may affect the new time.
- Tournament Director decisions are final.

**08**

REFUND POLICY AND FINAL REMINDERS

Please review before arriving at the complex

REFUND POLICY

TEAM WITHDRAWAL

- A team that withdraws after it has been accepted forfeits its entry fee.

TOURNAMENT CANCELLATION

- If the tournament is canceled before play begins, refunds may be issued after tournament expenses are deducted.

FINAL MATCH-DAY CHECKLIST

1	Check in 15 minutes before kickoff.
2	Confirm every player is properly rostered and wearing a unique uniform number.
3	Bring the game ball when your team is listed as the home team.
4	Keep team officials and spectators in their designated areas.
5	Follow referee, field marshal and Tournament Director instructions.
6	Report to Tournament Headquarters for official rescheduling information.

FINAL AUTHORITY

This guide reorganizes the supplied tournament rules for easier use. It does not replace the authority of the Tournament Director, whose decisions are final on all tournament matters.

PLAY HARD. COMPETE FAIRLY. REPRESENT YOUR TEAM WITH PRIDE.