



Rules DPC 2026

Agreement with Terms and Conditions of Registration:

In completing your registration for, and/or by attending a Dynamos Soccer Club Event, you agree to the Terms and Conditions of registration and participation. If you are an individual registering a team, it is your responsibility to ensure that each of your coaches, affiliates, players, and their families are aware of, and abide by these Terms and Conditions, to include the rules and regulations governing play, player eligibility, tournament and community facilities, Dynamos Soccer Club, and participant behavior, both on and off the field. Violation of the aforementioned regulations may result in the disqualification of your team and/or player(s).

This event is part of The US Club Soccer Sanctioning Program, which provides best practices for tournament operators in order to create a more safe and consistent event. Through the adoption of the Sanctioned Tournament Standards, tournaments commit to providing the best possible soccer experience. The Dynamos Select Soccer Club sponsors The Puma Cup Valentines Tournament annually. Tournament is to be an unrestricted tournament, the tournament is sanctioned by US Club Soccer and per hosting policies (to assure compliance with the Youth Soccer Hosting Procedures) "any tournament or games involving teams that are not members of US Club Soccer or a US Club Soccer affiliate, proof of medical and liability insurance must be provided by their organization of registration.

Classification and Age Divisions:

The tournament is open to boys & girls teams from U-9 Academy's through U-15. Additional single age brackets and levels will be formed if applications support the groupings. Unless otherwise amended below, the current Laws of the Game (as published by FIFA) will apply to this competition.

Team Registration and Check-in:

The Dynamos Puma Cup registration should be completed through the online system at www.dynamossoccer.com or directly at www.dynamospumacup.com . Any alternate applications will only be accepted if approved in advance by tournament director.

All teams must check in online prior to the first games.

All team players must either be registered to the team or appear as a guest on the roster. Guest players must be added to tournament roster prior to registration cut off. All teams must carry an official roster (with player uniform numbers) signed by the coach of record and their local association or club registrar. Guest players can be written into the roster for purposes of inclusion on tournament roster. Teams from outside area must submit an approved travel permit along with an official roster.

Game Limits. Player Pass is allowed. DPC registered players cannot exceed 3 games per day. No such limit for goalkeepers

All teams must have approved player cards for each of the players including all guest players. Teams or players will not be allowed to participate without approved paperwork. Coaches may provide the approved paperwork at check-in for validation. Validated rosters will be required prior to participating in any match.

Team rosters maximum is (15) players for U9 - U10 teams (7 v 7)
Team rosters maximum is (15) players for U11 (7 v 7)
Team rosters maximum is (18) players for U12 teams (9 v 9)
Team rosters maximum is (30) players for U13 - U15 teams (11 v 11)

TEAMS WILL BE ALLOWED TO CHECK IN ONLINE PRIOR TO THE EVENT THROUGH THE TEAM DASHBOARD AS DESIGNATED BY THE HOST CLUB.
Teams who do not check-in risk being removed from the schedule!

Tournament officials can and will ask for player ID's during the tournament for verification. **PLEASE CARRY THESE DOCUMENTS WITH THE TEAM THROUGHOUT THE TOURNAMENT.**

Game Information:

All teams will be guaranteed to play the minimum number of games posted for their age group on the official tournament website. In round robin play, ties at the end of regulation time will stand. For championship games, ties at the end of regulation will be followed the taking of kicks from the penalty mark, used to determine a winner.

Tournament Officials reserve the right to amend the rules of advancement if needed to ensure the timely completion of tournament. Teams will be informed in advance of the start of play if their group has been so affected.

First Round Game Times and Ball Size:

Age Group	Ball Size	Game Length
U15-16	5	2 x 35 min.
U13-14	5	2 x 30 min.
U9 - U12	4	2 x 25 min.

NO OVERTIME periods for any games.

INCLEMENT WEATHER OR EXTRAORDINARY CIRCUMSTANCES

In the event of extraordinary weather conditions or field circumstances, the Tournament Director shall have the authority to change the format as follows:

Relocate and reschedule any game
Reduce by up to 50% the scheduled duration of any game
Consider a game complete that has been called by the official with 50% or less remaining unplayed

After all efforts have been taken to complete tournament play and cancellation is required without reaching minimum game guarantee, partial refunds will be given minus tournament planning and processing fees. This will not exceed 25% of your application fee.

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.

Teams are expected to be warmed up, ready to play at game time. No warm ups on the fields will be permitted. 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 selection. All games will have a 5 minute halftime.

U11 – 7V7

- Length: 60 to 70 yards long.
- Width: 45 to 50 yards wide.
- Goals: Recommended 6.5 x 18.5. 7 x 21 are acceptable.

No Punting: Goal Keepers are not allowed to punt the ball. This includes drop kicking or bouncing the ball and kicking it. If the keeper puts the ball on the ground to kick it themselves, players can immediately press the keeper. Violation of the rule will result in an indirect free kick on the restraining line.

No heading. An indirect free kick will be awarded to the team who did not head the ball.

U12 – 9V9

- Length: 80 to 100 yards long.
- Width: 50 to 75 yards wide.
- Blue offside line 25 yards from end line.
- Goals: Recommended 6.5 x 18.5. 7 x 21 are acceptable

Coaches and Parents Behavior: It is very important to remember that play at this age is Developmental for Players, Refs, coaches, and parents. We will not allow poor behavior on anyone's part. Coaches and Clubs are expected to work together to improve the soccer environment for the players.

In cases where scores become lopsided please do one of the following:

1. Add a player or players to the team that is getting beat until the score becomes more balanced.
2. Remove a player from the team that is dominating the game. Not ideal for playing time if the team has several subs.
3. Teams can also borrow players from other teams playing to make the game more balanced.
4. Ultimately we want the coaches to work together to ensure the experience is a positive one for all players.

Player Substitutions:

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

- Before a throw-in in by either team.
- Prior to a goal kick by either team.
- After a goal is scored by either team.
- When the referee approves an injury substitution, either team may substitute an unlimited number of players.
- At half time.
- A player may be substituted AFTER a caution.
- 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 is on top on the schedule.

Both teams shall occupy the same side of the field, as identified by the Tournament Director at each complex. All game spectators, including parents and visitors for both teams will occupy the opposite side of the field. The Home Team chooses the goal to attack and Visitors Team kicks 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 cancelled, it is up to the coaches of the teams to check with the Site Coordinator, Communications Director or 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 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.

Uniforms:

**Home team wears their dark color, Away team wears white.
In case of a conflict, the team wearing the wrong color must change.**

Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use "pennies" to provide a unique identification.

Team and Player Credential Check:

Each team must be able to present its validated roster and player cards to either a Tournament Official before the start of each match, if requested. 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.

The wearing of any casts are regulated and may be authorized at the game officials discretion. A splint with a metal or plastic rod or support element is defined as a hard cast. Be aware that hard casts (padded or not) will more than likely not be allowed.

Team Standings and Tie Breakers:

Team standings will be based on the following scoring system (10 point system):

Win 6 points, plus 1 point for each goal scored (**max of 3 goals**)

Tie 3 points, plus 1 point for each goal scored (**max of 3 goals**)

Loss 0 points, plus 1 point for each goal scored (**max of 3 goals**)

Bonus 1 point is awarded for a shutout

Bye 10 points are awarded for a bye / forfeit

Shutout Tie 1 shutout bonus point shall be awarded for a 0-0 tie

YELLOW/RED CARDS – Any team accumulating 3 red cards (or 6 Yellow Cards) during general play will have 1 point deducted from their total. Any player receiving two yellow cards in a single game or any player receiving a red card must sit out the next game. Red Cards will carry over as per FIFA rules and any player suspended will serve suspension as per FIFA rules.

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.

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

In the event that two or more teams are tied in points at the end of these games, the following tiebreakers shall be applied in the following order, until a winner is determined. While following these criteria, never revert back to the top of the list even after a team has been eliminated from the tiebreaker.

1. Winner of head to head competition.
2. Net goals (goal difference, limit of +/- 3 per game)
3. Goals scored (maximum of 3 goals per game)
4. Goals against
5. Most total wins
6. Yellow Cards/Red Cards presented
7. Coin Toss

Championship Games

If a championship game is tied at the end of regulation time, the game will be followed immediately by the taking of kicks from the penalty mark. Tournament officials will ultimately be responsible for collecting the match results from the winning coach, **WE ASK THAT YOU IMMEDIATELY TURN IN RESULTS AT THE COMPLETION OF YOUR GAME.** In event of a tie the home team is responsible to turn in game sheets. Each coach is responsible for verifying the posted scores prior to the team's next game.

Wild Card Selection & Advancement Pairings

For brackets with wild cards, wild cards will be selected from the pool of remaining teams after the others from the listed grid have been identified. Ties on points will be broken in accordance with the rules listed above. **Where possible, advancement pairings will be made to avoid any duplication of preliminary games.**

Once the wild card team has been determined then the group of advancing teams will be paired as follows:

Teams	Format	Round	Finals
4	1 brkt of 4	RR	G1 v. G2
6	2 brkts of 3 (E,F)	CB-(E,F)	Top 2 Points
8	2 brkts of 4 (A,B)	RR-(A,B)	WA v. WB

Where possible advancement pairings will be made to avoid any duplication of preliminary games.

Team and Spectator Discipline:

We encourage you to support your teams in a positive manner.

Dynamos Puma Cup and Dynamos SC seek to instill positive character-building traits in our communities' youth through the demonstration of good sportsmanship, respect for others, responsibility, fairness, caring and good citizenship. We ask that parents and their guests attending Dynamos sponsored events help us by reflecting these character traits at games. Consumption of alcoholic beverages in Harris County parks or on tournament grounds is prohibited. Smoking is strongly discouraged and may be restricted in event of a burn ban. Please limit smoking to designated areas.

When attending Dynamos sponsored events, all spectator participants agree:

- I will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game, practice or other sporting event.
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing, taunting or using profane language or gestures, etc.
- I will not encourage any behaviors or practices that would endanger the health and wellbeing of the athletes.
- I will teach my child to play by the spirit of the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials and spectators with respect regardless of race, sex, or ability.
- I will never ridicule or yell at my child or other participant for making a mistake or losing a competition.
- I will respect the officials and their authority during games and will never question, discuss, or confront coaches or referees at the game field, and will take time to speak with coaches at an agreed upon time and place.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.

Spectators also agree that if they fail to abide by the aforementioned rules and guidelines, they will be subject to disciplinary action that could include, but is not limited to the following:

- Verbal warning by game official and/or member of tournament committee
- Parental/Spectator game suspension
- Removal from parks by Harris County Officials

Any individual that has been sent off must leave the field area immediately after the ejection or the game could be terminated by the referee with further sanctions added by the Tournament Director.

Player Discipline:

An ejected player is ineligible for their next scheduled game. An ejected coach or trainer is ineligible for the next scheduled game, regardless of team. A second red card to the same individual results in that person 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 and/or team suspensions. In addition, any player or coach receiving a third caution in the tournament will be ineligible to participate in the next scheduled game. All red cards will be reported to your State Association. The coach is ultimately 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 player that has been sent off must leave the playing field area immediately after the ejection or the game could be terminated by the referee 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 further sanctions may be added by the Tournament Director.

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 additional penalties could be imposed by the Tournament Director. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent Club tournaments.

Team Protests and Appeals:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. Tournament staff must be notified immediately if there is a suspected ineligible play in a game. Tournament staff includes game officials who are the most immediate staff available to note protest and have been instructed to notify tournament director of any such occurrence. If game has not been started, officials have the liberty to delay start until the protest is resolved.

No other protests will be considered. No protests against referee judgments or opinions will be considered. The offended team may file a protest after the game by submitting in writing the nature of the violation within 30 minutes of the incident, along with \$300 in cash to the

Tournament Director of Dynamos Direct of Training. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to the Tournament Host.

Matters Not Provided For:

US Club 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 US Club rules shall be determined by the Tournament Director, whose decisions are final.

