



COPA
ALIANZA

TOURNAMENT RULES

Copa Alianza 5v5 Tournament Regulations

Table of Contents

- 1. Team Registration and Enrollment Regulations**
 - 1.1 Online Registration
 - 1.2 Pre-registration
- 2. Liability Waiver**
- 3. Punctuality, Documentation, and Accreditation**
 - 3.1 Mandatory Documentation (Roster and Waiver)
- 4. Player Identification**
 - 4.1 Use of Official Wristbands
- 5. Roster and Eligibility**
 - 5.1 Registration of Players and Coaching Staff
 - 5.2 Player Eligibility
 - 5.3 Age Categories
- 6. Uniforms and Numbering**
- 7. Proof of Payment**
- 8. Competition Regulations**
 - 8.1 First Phase – Qualifying Stage
 - 8.2 Tie-breaking Criteria
 - 8.3 Second Phase – Direct Elimination (Penalty Shootout)
- 9. Competition Rules**
 - 9.1 Special Game Rules
 - 9.2 Match Duration
 - 9.3 Punctuality and Grace Period
 - 9.4 Minimum Player Count and Forfeiture (Default)
 - 9.5 Lineup and Substitutions
 - 9.6 Match Apparel (FIFA Law 4)
 - 9.7 Match Balls
 - 9.8 Hydration
- 10. Sanctions for Misconduct**
 - 10.1 Yellow Cards
 - 10.2 Red Cards
 - 10.3 Appearance before the Organizing Committee
- 11. Protests (Grounds, Deadlines, Process, and Costs)**
- 12. Expulsion from the Tournament**
- 13. Cancellation and Suspension of Matches due to Force Majeure**
- 14. Official Refund Policy**

1. Team Registration and Enrollment Regulations

The team registration process consists of **three mandatory stages**: **Online Registration**, **Pre-registration**, and **On-site Registration** at the event.

1.1 Online Registration

All teams intending to participate in Alianza de Fútbol tournaments must **obligatorily complete** their registration and enrollment payment through www.alianzadefutbol.com, adhering to the following steps:

- **Online Team Registration:** Completion of the registration form and **online payment** of the corresponding entry fee.
- **Confirmation:** Participation is subject to review and confirmation by the **Organizing Committee**, based on availability and compliance with established requirements.
- **Roster Submission:** Online registration of **all players** included in the team's official roster.
- **Digital Liability Waiver:** Execution of the digital **Liability Waiver** by each player (or legal guardian for minors).

Each player **aged 18 or older** must personally sign the liability waiver online. For **minor players**, the document must be signed online by a **parent or legal guardian**. **No player shall be permitted to participate** in the event without a completed registration and a duly executed waiver.

1.2 Pre-registration

To expedite the accreditation process, all teams will be summoned to a **pre-registration meeting held one day prior to the event**. The date, time, and location must be confirmed with the Organizing Committee.

Failure to comply with any of the aforementioned steps may result in the **cancellation of the team's registration without the right to a refund**, at the sole discretion of the Organizing Committee.

For inquiries regarding the registration and payment process, please contact: alianza.info@forsoccer.com **415-455-3023**

2. Liability Waiver

All players enrolled in **Copa Alianza 5v5** must possess a **duly signed Liability Waiver** as an **indispensable requirement** for tournament participation.

- **Players aged 18 and older:** Must personally sign their waiver.
- **Minor players:** The waiver must be signed by a **parent or legal guardian**.

All players enrolled in Copa Alianza 5v5 must have their liability waiver properly signed as a **mandatory prerequisite** to participate in the tournament. This document **releases Alianza de Fútbol**, its organizers, collaborators, sponsors, and venues from any **civil, criminal, or administrative liability** arising from accidents, injuries, or incidents that may occur during the tournaments or within the facilities, under the understanding that **each player participates at their own risk**.

Furthermore, Alianza de Fútbol **is not responsible for medical, hospital, pharmacy, or ambulance transport expenses**. It is the **exclusive responsibility of each team or participant** to maintain their own **accident insurance** or, failing that, to **assume the totality of costs** derived from any injury or medical emergency.

The Liability Waiver must be **signed exclusively online** via www.alianzadefutbol.com, and it is the obligation of each team to verify that their **entire roster** has completed this process prior to the start of the tournament. **No player may be accredited or participate** in official matches without fulfilling this requirement. Final validation rests with the **Organizing Committee**, whose decisions shall be **final and non-appealable**.

3. Punctuality, Documentation, and Accreditation

To ensure the punctual start of all matches, coaches or team representatives must report to the **registration tent one and a half hours (90 minutes) prior** to the start of their first match. This is required to complete team accreditation, review mandatory documentation, and collect **official wristbands**.

3.1 Mandatory Documentation (Roster and Liability Waiver)

Each player registered on the team roster must present their **duly signed Liability Waiver** in digital format. One Liability Waiver is required **per player, without exception**.

The **failure to present complete documentation** and fulfill all established requirements before the start of the team's first match will be grounds for **immediate disqualification**, without exception.

4. Player Identification

For registration and validation on the digital roster, any of the following **official identification documents** will be accepted:

- Official league credential from the team's current league, provided it is **affiliated with a US Soccer association**.
- **Driver's License**.

- **Passport** or Consular ID (Matrícula Consular).
- **Original Birth Certificate**, accompanied by a photo ID.
- **USSF** affiliated ID card.
- **State-issued** official identification.

It is **mandatory for coaches to maintain original documents** in their possession to verify player age in the event of inquiries or protests.

Once it is confirmed that players are properly registered on the official roster, the registration staff will provide each player with an **official wristband**, which accredits them as a qualified player to participate **exclusively in their category** within the tournament.

- **Every player must wear their wristband** during all matches.
- Any player who removes, loses, or drops their wristband **will not be allowed to participate** until a replacement is obtained.
- The **replacement cost** for a wristband is **\$5 USD**, without exception.

If a player participates **without a wristband**, they must leave the field immediately and report to the registration tent to verify their status:

- If the player appears on the roster, a new wristband will be issued, and they may rejoin the match.
- If the player **does not appear on the roster**, it will be considered an **ineligible lineup (alineación indebida)**, and the team will **forfeit the match (3-0)**.

5. Roster and Eligibility

5.1 Registration of Players and Coaching Staff

All teams must register a **minimum of 4 and a maximum of 8 players** on their official Roster. Each team may register a **maximum of two (2) coaching staff members** with the Organizing Committee.

5.2 Player Eligibility

No player may participate in more than one team within the same category during the tournament. A player is permitted to participate in a **higher age category** only if their age allows it (i.e., they are younger than the maximum age of the category in which they wish to compete).

It is **strictly prohibited** to register or line up players whose age exceeds the limit permitted for the corresponding category. The use of players outside their established category will be

considered an **ineligible lineup (alineación indebida)** and will be sanctioned with a **forfeit loss (3-0)** or **disqualification of the team**, as determined by the Organizing Committee.

5.3 Age Categories

Copa Alianza 5v5 OPEN Category (Open): A category intended for adult and senior level players. There is no upper age limit for participation, allowing for the registration of any player who has already moved beyond the tournament's youth developmental categories, making it the premier category for open competition.

6. Uniforms and Numbering

All players must wear a **visible number** on the back of their jersey. Each player must use the **same jersey and the same number** throughout the entire tournament. **No number changes** will be permitted once the tournament has commenced.

In the event that a team does not have numbers on their uniforms, they may reach a **prior agreement with the referee**. The lack of numbering shall not be grounds for disqualification.

7. Proof of Payment

The payment for team registration must be made **exclusively online**. Coaches are requested to have a **printed or digital proof of payment** available for any clarification that may be required.

8. Competition Regulations

The **Alianza 5v5** competition will be conducted in two phases: a **Qualifying Stage** (First Phase) and a **Direct Elimination Postseason** (Second Phase).

8.1 First Phase – Qualifying Stage

- **Match Format:** The first phase will be played under a **single-round round-robin format**, where all teams within a group will face each other once.
- **Scoring and Standings:** Team placement in the group standings and general classification will be determined based on the following criteria:
 - **Three (3) points** for a win.
 - **One (1) point** for a draw.
 - **Zero (0) points** for a loss.
- **Note:** There will be **no extra time** during this stage. In the event of a tie at the end of regulation, the match will be recorded as a draw.

Based on the number of teams registered, the **Organizing Committee** will determine the number of teams advancing to the final phase. This information, along with match schedules, will be published at www.alianzadefutbol.com during the week of the tournament.

8.2 Tie-breaking Criteria – First Phase

In the event of a tie in points between two or more teams within the same group, standings will be determined by applying the following criteria in the specified order:

1. **Highest total points** accumulated during the group stage.
2. **Best goal difference** (goals scored minus goals conceded).
3. **Head-to-head result** between the tied teams.
4. **Highest number of goals scored** during the qualifying stage (productivity).
5. **Three (3) penalty kick shootout** to determine the final position.

General Considerations and Qualification Criteria

- **Tournament Format:** The definitive format of the first phase will be determined by the number of teams registered per category and the corresponding group configurations. This format will be **officially announced** during the week of the scheduled tournament date, prior to the start of the matches.
- **Competition System and Qualification Criteria:** The Organizing Committee will establish the competition system, qualification criteria, and any other guidelines necessary for the tournament's development. These criteria will be officially released during the tournament week, and teams must consider them **valid and mandatory** from the moment of publication.
- **Acceptance of Format and Criteria:** A team's participation in the tournament, including the play of its first match, implies **full knowledge, acceptance, and compliance** with the competition format, the system of play, and the qualification criteria officially published by the Organizing Committee.
- **Prohibitions on Claims:** Consequently, no team or player may file a protest, claim, or grievance based on ignorance, differing interpretation, or disagreement with said criteria once their first match of the tournament has commenced.
- **Final Decisions:** All decisions regarding the tournament format, group brackets, qualification criteria, and competition development are **final and non-appealable**. The Organizing Committee reserves the right to make any adjustments deemed necessary for the proper functioning of the tournament without creating any right to a claim, compensation, or appeal.

Second Phase – Direct Elimination

Match Format

In the final phase for the championship title, matches will be played as **direct elimination** up to the Grand Final. There will be no match to determine third place.

Final Phase Tie-breakers:

- There will be **no extra time**.

- If a match ends in a draw, the winner will be decided by a **penalty kick shootout**:
 - Each team will execute **three (3) shots** from the penalty mark.
 - **All players on the roster** are eligible to participate, regardless of whether they were on the field or on the bench at the end of the match.
 - The goalkeeper may be replaced by any player on the official roster.
 - If the score remains tied after the three initial penalties, the shootout will proceed to **sudden death** (alternating shots until a winner is determined).

9. Competition Rules

9.1 Special Game Rules

- Heading is **permitted** for **OPEN**.
- **Slide Tackling: Strictly prohibited** under any circumstances.
- **Throw-ins:** Must be executed exclusively **by hand**.
- **Penalty Kicks:** Must be executed in accordance with general rules, with the supporting foot correctly placed and the shot directed forward.
- **Offside:** The offside rule **does not exist** in any category.
- **Corner Kicks:** Executed according to the general rules of soccer.
- **Goal Kicks:** **Direct goals** from a goal kick are **not permitted**.

9.2 Match Duration

Each **Alianza 5v5** match consists of **two 12-minute halves**. There is **no halftime break** between periods. This information, along with official schedules, will be published at www.alianzadefutbol.com during the tournament week. Match lengths and schedules are subject to change in the event of tournament delays. The head referee and the Organizing Committee are responsible for communicating any changes to timing or scheduling before the start of each match.

9.3 Punctuality and Grace Period

Teams must report to the registration tent **1.5 hours (90 minutes) prior** to their first match for accreditation and document submission. The head referee may grant a **five (5) minute grace period** if a team does not have the minimum number of players to start. This grace period will **not be added** as stoppage time at the end of the match.

9.4 Minimum Number of Players and Forfeiture (Default)

A team may start a match with a **minimum of 3 players**. If the five-minute grace period expires and the team still does not meet the minimum requirement, the referee may terminate the match and award a **victory by default** to the opposing team (provided they have at least 3 players). The winning team will receive three points, while the losing team will not face further sanctions.

for the default. In the event that a team **fails to show up** for a match, the present team will win by a score of **3-0**.

9.5 Lineup and Substitutions

Each team must field **at least three players** on the pitch to start the match. Only substitute players and **two registered members of the coaching staff** are permitted on the bench. In the event a team loses a match by default, the Organizing Committee will determine their eligibility for invitation to the following year's tournament. **Female players** are permitted to participate one year above their division; for example, in a 2007 division, a female player born in 2006 may participate.

Any player who has left the field as part of a substitution **may re-enter the match** at any time, as there is **no limit on the number of substitutions** during the game. The goalkeeper may be replaced by any player on the official roster (applicable to the group stage, finals, or penalty shootouts). The **referee is the sole authority** to deny a substitution if they consider it a deliberate attempt to waste time or gain an unfair advantage regarding the remaining match time.

9.6 Match Apparel (In Accordance with FIFA Regulations)

Pursuant to **Law 4 of the FIFA Laws of the Game**, the mandatory equipment for players consists of:

- **Match jersey**
- **Shorts**
- **Socks**
- **Shinguards**
- **Football footwear** appropriate for the playing surface

Each player must wear a **visible and unique number** on the back of their jersey. Players with duplicate, missing, or non-visible numbers **will not be permitted to participate** until the infraction is corrected. The referee may order a player to temporarily leave the field to correct their equipment without stopping the game; re-entry is only permitted with **official referee authorization**. Note: This specific infraction shall not be grounds for disqualification or match forfeiture.

The use of any **objects or accessories** that represent a **danger to the player or other participants**—such as rings, bracelets, necklaces, watches, earrings, or similar items—is **strictly prohibited**. These must be removed prior to the start of the match; otherwise, the player may not participate.

The referee will determine if team uniforms are too similar in color. In such cases, the referee will order a change of jerseys or the use of **scrimmage vests (pinnies)**, a decision to be finalized by a **coin toss** if necessary. Goalkeepers must wear a uniform that clearly distinguishes them from the field players and the opposing team.

The Organizing Committee will provide a **set of uniforms to the two finalist teams**, which **must be used exclusively** for the championship match. It is **mandatory** for finalists to compete in the provided uniforms. Failure to comply grants the referee the authority to delay the start of the match until compliance is met. If a team **refuses to wear the provided uniform**, they will be **automatically disqualified**. Match time will not be stopped for teams to change into these uniforms.

9.7 Match Balls

The match ball must be in **optimal condition** and must be **approved by the head referee** prior to the start of the encounter. Each team is required to present at least **two (2) match balls** in good condition for the development of the game. The Organizing Committee will provide a ball to each **finalist team**, which **must be presented and used mandatorily** to play the championship match. Should a finalist team fail to present the provided ball, the referee is authorized to stop or delay the start of the match until compliance is met. Any situation regarding the match ball will be resolved by the officiating crew and/or the Organizing Committee, and their **decision shall be final**.

9.8 Hydration

It is highly recommended that all players, coaches, families, and attendees bring **water or other means of hydration** during the tournament days. The tournament may provide limited hydration to participants; however, it is **not responsible for the personal hydration** of players nor for the consequences arising from possible dehydration caused by the negligence of the coach, the player, or the team. It is recommended that each player take at least three (3) partial water breaks during the match, utilizing natural pauses in play or breaks authorized by the referee. The referee may authorize **additional hydration breaks** when weather conditions warrant it.

10. Sanctions for Misconduct

It is the responsibility of every coach, team, player, and fan base (porra) to maintain **appropriate and respectful conduct** both on and off the field—before, during, and after matches. Any unsportsmanlike, violent, or disrespectful behavior will be sanctioned in accordance with these regulations.

10.1 Yellow Cards

Players who receive **two (2) yellow cards** in the same match will be **automatically expelled** from the field of play. A player expelled for a double-caution will be sanctioned with a **one (1) match suspension**, regardless of whether the match belongs to the qualifying phase or the final phase. There is **no accumulation of yellow cards** throughout the tournament; only cautions received within the same match will be considered.

10.2 Red Cards

Any player who receives a **direct red card** must immediately leave the field of play and may not continue participating in the match. The sanctioned player will be **automatically suspended for the following match**, whether in the qualifying or final phase.

If an expelled player participates in the following match despite being suspended, they will be sanctioned with **two additional matches of suspension**, and their team will **forfeit the match** in which the ineligible player participated, **without the right to appeal**.

10.3 Appearance before the Organizing Committee

Any player expelled during the tournament may be required to **appear before the Organizing Committee**, accompanied by their head coach or the team representative registered on the official roster. The Organizing Committee shall have the authority to evaluate the severity of the infraction and determine whether the player may continue participating in the tournament or if they shall be **permanently removed**. The Committee's decision shall be **final and non-appealable**.

11. Protests

On-field conduct is under the sole authority of the referee, and the tournament **will not overturn referee decisions**. All off-field disputes will be resolved by the Organizing Committee. If necessary, the Tournament Director or their representative will make the final decision, which shall be **definitive and non-appealable**.

Grounds for Protest

- Protests are accepted **exclusively** to report fraudulent lineups or regulatory non-compliance by opposing players.
- Protests regarding the interpretation of the rules of the game, referee decisions, or incidents not governed by the Official Tournament Regulations **will not be accepted**.
- Protests may **only be filed** by coaching staff members registered on the roster (Head Coach or Assistant Coach).
- Protests from players, parents, family members, or other attendees **will not be accepted**.

Deadlines for Filing a Protest:

- **Starter players (First Half):** The coaching staff has until the **end of the first half** to file the protest with the referee and at the registration tent.
- **Substitutes (Second Half):** The protest must be filed **before the conclusion of the match**.
- **Note:** No protests will be accepted after the match has ended.

Protest Process:

- The protest must be delivered to the **Organizing Committee** at the registration tent.
- Once notified, the protested team will have **10 minutes** to present the requested documents and evidence.
- If the protested team fails to present documentation within this timeframe, they will **forfeit the match (3-0)**, lose all earned points, and may be **expelled from the tournament** without a refund and barred from future tournaments due to fraud.
- The resolution will be communicated **only** to the coaching staff of both teams.

Protest Costs:

- Each protest requires a **\$200 USD cash deposit**.
- If the protest is upheld, the deposit will be **refunded** to the coach.
- **Multiple Players:** The cost increases proportionally to the number of players being protested:
 - 1 player: **\$200 USD**
 - 2 players: **\$400 USD**
 - 3 players: **\$600 USD** (And so forth).

Evidence Requirements:

- The protest must be supported by **written evidence and official documents**.
- **Video, photography, or other audiovisual materials will not be accepted as proof.**
- Imprecise, misleading protests, or those without sufficient evidence will **not be eligible for a refund**.

Scope of Decisions:

- **No match will be replayed**, rescheduled, or have its kickoff time altered due to a protest.
- All decisions are made to protect the interests of the tournament and the Organizing Committee and are **final and non-appealable**.

12. Expulsion from the Tournament

The **Organizing Committee** reserves the authority to **expel** any player, coach, coaching staff member, or an entire team from the tournament for engaging in any of the following behaviors:

- **Violent attitude** or grave unsportsmanlike conduct.
- **Physical or verbal aggression** toward members of the Organizing Committee.
- **Physical or verbal aggression** toward the public or opposing team supporters.
- **Physical or verbal aggression** toward the officiating crew (referees).

Should an expelled individual continue their violent or unsportsmanlike behavior, or if such conduct is replicated by players, coaches, staff, family members, fans, friends, supporters, or **any individual associated with the team**, the **entire team may be expelled** from the tournament, **without the right to appeal**, at the discretion of the Organizing Committee.

In the event of a **pitch invasion** where supporters or individuals associated with the teams participate in acts of violence, the case will be reviewed by the Organizing Committee to determine if one or both teams shall be expelled. Any team that provokes or participates in confrontations resulting in **brawl-like scenarios (batallas campales)** will be investigated and sanctioned.

In the event of team expulsion, **no refunds** will be issued for registration or enrollment fees. The team will also be **barred from future tournaments** organized by the committee for a period to be determined at their discretion.

Spectator Conduct:

- Spectators must remain on the **opposite side of the field** from their team's bench and maintain sportsmanlike conduct, avoiding interaction with opposing supporters.
- The presence of spectators on the **rival team's side** is not permitted. Failure to comply may result in sanctions or **team disqualification**.

Prohibited Substances:

- The entry of **alcoholic beverages is strictly prohibited**. If detected, immediate removal will be requested. **Recurrence** will be grounds for the team's **disqualification** from the tournament.

All decisions made by the Organizing Committee regarding expulsion are **final and non-appealable**.

13. Cancellation and Suspension of Matches due to Force Majeure

The **Organizing Committee** and the officiating crew reserve the right to **suspend or cancel matches** or the entire tournament due to natural causes or **Force Majeure**, such as:

- Hail, storms, tornadoes, or lightning/electrical storms.
- Lack of safety or security guarantees.
- **Pitch invasion** by individuals not involved in the match.
- Aggressions or attempted aggressions that affect the progress of the game or the **safety of participants**.

When a match is affected by these causes, the Organizing Committee will evaluate the **actual time played**:

- If at least **50% of the regulation time** has been completed, the match will be declared finished, and the score at the time of suspension will stand.
- If **less than 50%** has been completed, the Organizing Committee will decide whether the match is **rescheduled** or **declared concluded**.

There are two ways a match may be terminated due to weather conditions:

1. When at least **50% of the regulation time** has been played.
2. When, even without reaching 50%, the Organizing Committee determines that continuing the match affects the **overall development or structure of the tournament**.

In the event of a **total cancellation** of the tournament prior to its start, the Organizing Committee will issue the only official communication via the official **Alianza de Fútbol** channels. The event may be rescheduled for a new date. If the tournament is rescheduled, teams will have the right to **voluntarily withdraw**. If it is not rescheduled, teams may maintain their registration for the **next edition of the tournament**.

All decisions made by the Organizing Committee shall be **final and non-appealable**.

14. Official Refund Policy

1. Team Withdrawals (Dropping out): Tournament planning, field rentals, and scheduling happen months in advance. Therefore:

- **30 Days or Less:** If a team withdraws within **30 days** of the tournament start date for any reason (lack of players, travel issues, etc.), **no refund or credit will be issued**.
- **More than 30 Days:** If a team withdraws more than 30 days before the event, a refund may be issued minus a **\$100 administrative fee**.
- **Transaction Fees:** Credit card processing fees are paid to a third party and are **non-refundable** under any circumstances.

2. Full Tournament Cancellation (Force Majeure): If the tournament is canceled in full before it begins due to factors beyond the control of Alianza de Fútbol (such as **extreme weather, unplayable field conditions/city closures, government restrictions, or natural disasters**), teams will have two options:

1. **Partial Refund:** A refund of the registration fee minus a **\$75 administrative fee** (this fee covers non-recoverable costs like insurance, permits, and pre-event labor).
2. **Full Credit:** A **100% credit** of the paid entry fee to be used for any Alianza de Fútbol tournament during the **current calendar year or the following calendar year**.

3. Cancellations After the Tournament Starts: If an emergency or weather condition forces the cancellation or shortening of the event **once the first whistle of the first game has blown**, no refunds or credits will be issued. Alianza de Fútbol is not responsible for any expenses incurred by teams or individuals, including travel, lodging, or transportation.

4. Disciplinary Expulsion: Any team, player, coach, or spectator whose conduct leads to the team being expelled from the tournament (fighting, verbal abuse, etc.) **forfeits their entire registration fee**. No refunds or credits will be granted to teams removed for disciplinary reasons.

5. Refund Processing: Approved refunds will be processed within **30 business days** of the official announcement.