

BLARNEY BLAST SOCCER TOURNAMENT

MARCH 15TH, 2026

TOURNAMENT DATE: March 15, 2026

DEADLINE FOR ENTRY: March 9, 2026

LOCATION OF TOURNAMENT:

GVTC Communications Sportsplex, 29064 Bulverde Rd., San Antonio, Texas 78260

AGE GROUPS:

Boys & Girls – U6-U8 = 3v3 – U9-U19 = 5v5

PLAYER REGISTRATION:

All teams must be registered in the online registration system, complete with players and payment before the tournament begins. A team **will not be scheduled** until payment is received. Payments are by credit card.

Any team or player determined by the Tournament Director to have falsified age will be dismissed from the tournament without a refund. **All teams** must have proof of age available at check-in. No formal roster is needed, the online registration system will be sufficient, but proof of age will be required and must match your online roster.

CHECK IN:

Check-in will be held one hour before your first kickoff.

1) You will need to provide proof of age for each player either with a current seasonal year player card from STYSA, US Club, AYSO, USSSA, or SAYSAT or, if you don't have any of these, then you will need to provide a copy of the player's birth certificate.

2) You will also need the official medical release for each player. This is an online form and must be completed by every player before your check-in. The link for this form can be found at www.worldwidesoccersa.com, and the link is <https://form.jotform.com/210534699963064>

3) Once you have completed the check-in requirements, you will receive wristbands for all players. **PLAYERS WILL NOT BE ALLOWED ON THE FIELD OF PLAY WITHOUT A WRISTBAND.**

The wearing of hard cast, whether padded or not, will not be permitted at any time.

ROSTERS:

All rosters are frozen at 5:00 pm on Friday, March 13, 2026. Exceptions may be allowed for extenuating circumstances but must be brought to the attention of the tournament director one hour before your first kick-off. All players must print out on your game card. **NO WRITE-INS.**

Roster size – 3v3 = 6 players & 5v5 players = 10 players

NUMBER OF PLAYERS:

3v3 all players must be on the roster; three field players at one time.

5v5 all players must be on the roster; four field players & goalkeeper at one time.

Players can only be rostered and play on ONE team. A violation of this rule will result in the player and all teams involved being immediately removed from the tournament. Substitutes may occur at any dead ball situation, but players must get the referee's attention and enter and exit at the half-field mark only. Players do not need to be STYSA registered players to participate. No players may be added to the team after a team has officially checked in.

GENDER:

No males will be allowed to participate in any female divisions. Females CAN play in male divisions.

EQUIPMENT:

All players must wear shin guards. Any player without shin guards will not be permitted to play. Home teams are responsible for providing game balls.

UNIFORMS:

Players do not have to have formal uniforms – t-shirts are acceptable. All players must be in the same color and teams that have a color conflict will need to wear pinnies to fix this issue. Goalkeepers will need to have different color jerseys. Shirts should be numbered. The home team will be listed first on the schedule. In the case of a color conflict in jerseys, the home team will be required to use an alternate jersey or pinnie. Shin guards are required for all age groups. Appropriate shoes must be worn (no metal cleats, no baseball or football cleats).

No jewellery will be allowed (this includes earrings, necklaces, and bracelets).

Ball Size for U6-U8 = #3; U9-U12 = #4; U13 and up = #5. In the event age divisions are combined, the teams should use the older division's ball size.

FIELD DIMENSIONS:

3v3 field size(s) will be within acceptable standards but can be modified by the hosting organization to fit within the field space available. Goal sizes are within the discretion of the hosting organization and will be appropriate in size.

5v5 field size is rectangular and 50 yards long x 35 yards wide. Goal sizes are within the discretion of the hosting organization and will be appropriate in size.

GOAL BOX:

3v3 the goal box (proportionate with the field played upon) is directly in front of the goal. No player may touch the ball within the goal box; however, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. If a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

5v5 the goal box will be 8 yards (length) x 16 yards (width).

GAME DURATION:

3v3 – U6-U8 will be two (2), ten-minute halves separated by a two-minute halftime period, OR the game shall end when a team reaches a 10-goal lead. Games tied after regulation play shall end in a tie except for playoffs & finals. For playoffs and finals ending in a tie after regulation, there will be a three-minute golden goal period followed by a shootout.

5v5 – U9-U19 will be two (2), 15-minute halves separated by a five-minute halftime period, OR the game shall end when a team reaches a 10-goal lead. Games tied after regulation play shall end in a tie except for playoffs & finals. For playoffs and finals ending in a tie after regulation, there will be a three-minute golden goal period followed by a shootout.

All games will work on a running clock. Teams found to be delaying a game will be penalized. Games will start on time and teams continuing to warm up when the game whistle has been blown will miss the start of the match and risk forfeiture of the match. Not all brackets will have a playoff or finals match and may be played on points only. The tournament reserves the right to adjust the brackets based on fair play.

GOAL SCORING:

3v3 – A goal may only be scored from a touch in the offensive half of the playing field.

Rules:

3v3 – No offside & no slide tackling

5v5 – No offside

KICK OFF: May be taken in any direction. Kick-off is indirect and players cannot score from the kick off

FIVE YARD RULE: In all dead ball situations, defending players must stand at least five yards away from the ball. If that is not possible, the ball shall be placed five yards back from the infringement in line with the place of the penalty.

KICK-INS: Kick-ins are indirect and replace throw-ins. A player on the field must touch the ball before the ball enters the goal. Any balls kicked directly into the goal from kick-ins are given as a goal kick.

FREE KICKS & PENALTY KICKS: All free kicks are direct or indirect depending on the infraction. A penalty kick is direct & penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken on the edge of the penalty box (5v5) or the edge of the circle (3v3). Goalkeepers must be on the goal line for penalties in 5v5 & in 3v3 all players must be behind the midfield line. If a goal is not scored in 3v3, the defense obtains possession with a goal kick. Penalty kicks are not live balls

GOAL KICKS: May be taken from any point inside the goal box or any point on the end line.

CORNERS: This is to be taken from the corner of the field where the ball went out and must be re-entered into play via a kick.

GOALKEEPER: The goalkeeper can return the ball to play by throwing or passing in, **no punting** allowed. Goalkeeper cannot score from his/her own half of the field. Goalkeeper cannot hold the ball inside the box for more than 6 seconds, longer than 6 seconds will be a free kick outside the box for the opponents.

SCORING:

It is the responsibility of the winning coach, or home team in the case of a tie, to verify that the correct scores are posted on the game card or official scoreboard and to bring the game card to the headquarters. Games will be scored according to the following:

6 points for a win.

3 points for a tie.

1 point for a shutout.

1 point per goal up to 3 goals.

0 points for a loss.

ADVANCEMENT:

3 teams: Round robin with teams playing each other twice, top 2 points given awards

4 teams: Round robin within bracket, top 2 points will play in the final.

5 teams: Round robin within bracket, top 2 points will be awarded 1st and 2nd.

6 teams: 2 brackets of 3 teams each. Will play cross bracket, top 4 points will go to semi-finals in format of 1 vs 4 and 2 vs 3. The winners of semi-finals will play in the final.

7 teams: Random round robin within bracket. Top points automatically advance to semi-finals. All others go to quarterfinals. The winners of quarterfinals will play in semi-finals. The winners of semi-finals will play in the final.

8 teams: 2 brackets of 4 teams. Will play round robin within bracket, top points in each bracket will play in the final.

TIEBREAKERS:

Ties between two or more teams will be broken by.

- 1) Head-to-head results between tied teams;
- 2) Goal difference in pool play with limit of 5 goals
- 3) Most goals scored in pool play
- 3) Fewest goals against in pool play;
- 4) Playoff team shootout with entire rosters

PLAYER DISCIPLINE:

(YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or because of an incident that warrants sending the player off.

RED CARD: suspension for rest of game PLUS next game. A player receiving (2) red cards will be suspended for the rest of the tournament. Teams still play with 3 on the field or 5.

YELLOW CARD: (3) yellow cards for a player will result in the player having to sit out the remainder of the game PLUS the next game.

FORFEITS:

A forfeit shall be scored as 3-0.

SPORTSMANSHIP:

Players, coaches, and spectators are expected to always act in good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the team responsible from the event. Each game will have an assigned referee to officiate. All decisions of the referee are final and will not be overturned.

PLAYING CONDITIONS:

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the event the tournament is canceled prior to the first games of the tournament kicking off, partial refunds will be given. Once a game has started the decision will rest with the referee and Director of Referees. Games will be considered complete if one half has been played in full. In the unlikely event of game cancellation due to inclement weather after the tournament has started, entry fees will not be refunded. Every effort will be made to complete this tournament.

AWARDS:

Awards will be presented to the 1st and 2nd place teams within each group.

PROTESTS:

No protests will be permitted, except for player eligibility. All decisions made by the referees or the Tournament Director are final. The Tournament Director will decide upon matters not in the tournament rules. Decisions of the Tournament Director will be final.