

**10th Annual
NBYSA Wurst Cup
Tournament Rules**

The **10th Annual NBYSA Wurst Cup** is sponsored by the New Braunfels Youth Soccer Association (NBYSA) and sanctioned by the South Texas Youth Soccer Association (STYSA).

Classifications and Age Divisions:

Recreational: U11-U12 (D3)

Competitive: U11-U12 (D2 & SII)

Recreational: U7-U10 (D4)

Academy: U9-U10 (D4 Academy)

Both boys & girls brackets

NBYSA will strive to have single age group brackets, as well as single play level brackets, where sufficient team applications support those groupings. NBYSA will combine 2 age groups of the same level of play, prior to the same age group but different levels of play.

For Example: a U11-U12 D2 bracket will be formed before a combined U12 group with D2 with Super II teams. D1 teams are not able to play in the Wurst Cup.

Team Registration:

NBYSA Wurst Fall Cup registration can be submitted by completing the GotSport application found on the website & by paying by credit card through the GotSport link.

Cash, Checks or Money Orders will not be accepted.

NBYSA will charge the credit cards on file starting on Thursday, Nov 6 & Saturday, Nov 8, as teams are accepted to the tournament.

Team entry fees are as follows:

U11-U12 (Select): \$450

U11-U12 (Rec): \$400

U9-U10 (Rec and Academy): \$350

U7 – U8 (Rec): \$250

*If we are unable to process a team's payment, the team will not be accepted into the tournament until payment has been received.

Game Format

Age	Play model	Min # of players on the field per team
U11-U12	9v9	6
U9-U10	7x7	5
U7-U8	4x4	3

Maximum Roster Size:

U11/U12: 16

U9/U10: 12

U7-U8: 8

Club pass players: (players within the same club)

maximum four (4) for U9-U12

maximum two (2) for U7-U8

Guest players: (players from outside the same club)

maximum four (4) for U11-U12

maximum two (2) for U9-U10

maximum one (1) for U7-U8

TOTAL:

maximum eight (8) total for U11-U12

maximum six (6) total for U9-U10

maximum three (3) for U7-U8

Guest players (from outside the same club) must register through the tournament website into the Guest Player Pool. Once guest players have registered, a team must login to their GotSport registration to add the player to their tournament roster. Coaches are responsible to make sure guest players are properly registered & rostered to their team for the tournament.

To assign a guest player from the Guest Player Pool, please follow the instructions below:

[HERE - ASSIGNING A GUEST PLAYER](#)

PLAYER CARDS:

Coaches are responsible to possess a virtual or physical player card for every player, club pass player, & guest players who will participate in the Wurst Cup. Coaches are also responsible to upload a copy or picture of each player's player card.

Rosters will freeze at 5 pm Wednesday, November 12, 2025.

No changes may be made after this time.

Any player changes must be approved by the Wurst Cup Registrar

NOTE: A player may play for only one team in the tournament. If a player plays in a game and is not properly registered & rostered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.

Check-in:

Check-in will be online with a Google link provided to the accepted teams on Monday, November 10, 2025.

Completing the online check-in, each team will be certifying that:

1. The team's roster is finalized and presentable to officials before the start of each game if requested
2. The team's player cards (virtual or physical player cards will be accepted), including club pass and guest players' cards, are complete and presentable to officials before the start of each game if requested.
3. The team's medical releases are completed and will be in the possession of coach(s) during games
4. All coaches are Kid Safe certified, and their Kid Safe badge will be worn at all times while they are working and coaching the kids (during warm ups and games).

SAFETY ADVISORY:

The wearing of hard casts, padded or not, is not permitted at any time.

Wearing of earrings or any other jewelry is not permitted at any time.

Game information:

All teams will be guaranteed to play three (3) games. In round robin play, ties at the end of regulation time will stand. In all advancement games, including semi-finals & finals, the taking of penalty kicks (according to USSF guidelines) will break ties at the end of regulation.

Game length:

Teams must be at the field & ready for inspection 15 minutes prior to game time.

U11-U12: Two Thirty (30) minute halves/10 min half

U9-U10: Two Twenty-Five (25) minute halves/10 min half

U7-U8: Two Twenty (20) minute halves/10 min half

Play-Offs & Finals will be the same game lengths as above, but will go straight to Penalty Kicks in the event of a tie. There will be no extra time for any tournament games.

Sidelines:

Parents and spectators will occupy the opposite side across from their team's bench

Uniforms:

The home team must wear their "dark/colored" uniform, & the away team must wear "white/light". If the referee determines a color conflict exists, the home team will be required to change jersey colors. Each player's uniform must have an easily identifiable number. Teams without two sets of uniforms will be permitted to use "pinnies" (scrimmage vests) to provide color distinction. All U11-U12 teams uniforms must have a number that matches the number listed on the game card. Duplicate jersey numbers will not be allowed for any reason.

Goalkeeper (GK) jerseys do not have to have a number, but if the GK plays as a field player, his/her jersey number must be listed on the game card & it must match.

Kick-offs:

The home team will kick off each game & visiting teams will select the side of the field for starting play.

Build-Out Line (a.k.a. Line of Confrontation):

Will apply to all U9-U10 games.

Scoring:

6 points for a win

3 points for a tie

0 points for a loss

1 point for a shutout

1 point for each goal up to 3

A forfeit equals 10 points for the winning team. If a team forfeits more than one game, the team will be considered to have abandoned the tournament & the points from none of their games will be counted in the standings. In the event of a 0-0 tie, the scoring will be 3 points for the tie & 1 for the shut out, for a total of 4 points per team.

Advancement:

Specific advancement rules will be available at the start of the tourney & can be different per bracket.

Tiebreakers:

If two or more teams are tied in points after all games are completed, the following tiebreaker procedures will be used, in order, to determine the team advancing:

1. Head-to-Head game results: winner will advance.
2. Goal differential:
 - a) the team with the highest goal differential against opponents will advance
 - b) goals scored/goals against

Only the first 3 goals scored by any team in any game will be counted in calculating winning points for advancement.

3. Most goals scored: the with the most goals will advance (limit of 3 goals per game)
4. Fewest goals allowed: team with fewest goals allowed will advance
5. Most number of "shut-outs": team with the most "shut-outs" will advance.
6. Penalty Kicks

Score Cards:

All players must be listed on the game card to be eligible to play in the game (all U11 & U12 teams must also have jersey numbers on the score card). If a player is sitting out due to misconduct or illness, coaches must note that on the game card by having the referee draw a line through the player's name. Game cards will be supplied by the referees for all games. The referee will record the score & sign the card, after each game. Both coaches must verify the accuracy of the game card & sign the card. Coaches are responsible that the information written on the card is correct. Referees will be responsible for turning in the game card to the Tournament HQ Staff for posting of scores.

Discipline:

- Red Cards: A player receiving a red card in a game, must sit out the remainder of that game & the next game. A player receiving two red cards in the same game, will be suspended from the remainder of the tournament.
A player who receives a red card for violent conduct (VC) will be suspended for the remainder of the tournament.
- Yellow Cards: If a player receives two yellow cards in one game, it is the equivalent to a red card & that player will be suspended for the remainder of that game, as well as the next game.
- Misconduct of adults: coaches, managers, spectators, or supporters: Misconduct by any adult at any tournament game will not be tolerated. Adults will be ejected from the competition at the discretion of the Center Referee, Tournament Director, Site Coordinator, and/or the Director of Referees. All adult misconduct will be reported to the NBYSAs board & the State Association (STYSA), as well as the team's membership club. NBYSAs has a "Zero Tolerance Policy" that is in effect at all NBYSAs games (see below).

It is the coach's responsibility to make sure ineligible players serve their suspensions & let the referee & the opposing coach know the reason that the player is sitting out (red card, multiple yellow cards, etc.). Coaches are also responsible for the conduct of their team & supporters both on & off the fields. Coaches can be ejected from games for misconduct by spectators.

Field Rules:

NBYSAs has a Zero Tolerance Policy. All coaches, managers, trainers, players, families & spectators are expected to adhere to the NBYSAs policies without exception. The following are NOT permitted at any time: pets, smoking (to include e-cigarettes), grills, touching any other person that is not family, profanity, & abusive language. Any individuals violating the NBYSAs Zero Tolerance Policy are subject to ejection from the tournament event. Adults ejected for any reason will be suspended for the remainder of the tournament.

Playing Conditions:

In the event of inclement weather, the Tournament Director has sole authority to restructure games, schedule or game times or to cancel the tournament. If inclement weather forces tournament cancellation prior to start of the first scheduled games, a maximum of 50% of the entry fee will be refunded with 50% retained by the tournament to cover administrative costs to host the tournament. If games have been started or played, no refunds will be given. Every effort will be made to complete the tournament. 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.

Protest:

All referee decisions are final. No protests about referee calls will be allowed under any circumstances. All other protests need to be written/reported on the official game card by the coach & will be assessed by the Tournament Staff. Parents, players, & supporters are not able to submit any protests during the tournament.

Awards:

Awards will be presented to the 1st & 2nd place teams in the U9-U12 age groups immediately after the championship games. Participation Awards will be given to all U7-U8 players immediately following their team's last game.

Other Matters:

The Tournament Staff will decide upon any matter not provided for in the tournament rules. Decisions of the Tournament Staff will be final.