

BLUE MOUNTAIN YOUTH SOCCER LEAGUE

GARCIA CUP TOURNAMENT

October 30, 2026 – November 1, 2026

PLEASE REMEMBER THAT THE TOURNAMENT GAMES ARE FOR THE PLAYERS, AND THAT THE EXAMPLE SET BY PARENTS AND COACHES INFLUENCE THE ATTITUDE OF SPORTSMANSHIP THAT OUR PLAYERS WILL DEMONSTRATE IN THE YEARS TO COME. PLEASE SET A POSITIVE EXAMPLE.

LOCATION

All games to be held at the Lehigh County Sports Fields in Allentown Pa. see attached field map.

GAME DURATION & TIME

Time slots will follow a 50-minute format, beginning at 8:00 am.

To expedite kickoff, the HOME team will choose what end of the field to defend. The AWAY team have the ball at opening kickoff. The HOME team will start with the ball at the beginning of the second half.

- All round robin games (A and B Divisions) will consist of two (2) twenty (20) minute halves, with a five (5) minute halftime. The clock is continuous & will not be stopped for injury or ball out of play.

- Semifinal and final game durations are below. (A Divisions only)
  U19 Semi Final and final games (2) 30 min. halves - (1) 15 min overtime period - Golden Goal
  U16 Semi Final and final games (2) 30 min. halves - (1) 15 min overtime period - Golden Goal
  U14 Semi Final and final games (2) 25 min. halves - (1) 10 min overtime period - Golden Goal
  U12 Semi Final and final games (2) 20 min. halves - (1) 10 min overtime period - Golden Goal
  U10 Semi Final and final games (2) 20 min. halves - (1) 10 min overtime period - Golden Goal

- If the game starts later than scheduled, halftime will be cut short.

- If the delay of the game is more than five (5) minutes, the remaining half or halves will be cut short to keep each field on schedule.

- Round robin games for both A and B divisions may end in a tie.

- Penalty Shootout: (**A Division semifinals and finals only**) If the game is still tied after overtime, teams will proceed to 5 rounds of penalty kicks. If still tied after 5 rounds of penalties, the shootout will proceed into additional sudden-death rounds as needed until a winner is determined.

THE REFEREE(S) WILL SHORTEN GAMES AS NECESSARY FOR THE FIELD TO REMAIN ON SCHEDULE

TEAM CHECK-IN

It is imperative that teams get to their scheduled field **at least 15 minutes prior** to their scheduled game time. A referee will be available at each field to check teams in PRIOR to the start of the game

- **Coaches should have at least (2) copies of their team roster present at EVERY game** (round-robin, semis, and finals). Rosters will be used by the referees to check each team in and exchange with the opposing coaches.
- Home team coach will choose which end of the field they want to defend.

GAME BALLS

Each team must provide two (2) game balls for each game. Referees will determine which three balls to use for the game being played**.**

WARM UP AREAS

Teams may only warm up in areas away from the playing fields and team tents. Warm up drills should be restricted to close-order passing, foot skills and calisthenics. Long passing drills & shooting drills are prohibited.

SCORE REPORTING

Winning coaches are responsible for obtaining the signed game result ticket/slip from the referee and bring it to the BMYSL scoring booth on the map below. In the event of a tie game, whichever coach the referee gives the game slip to must report the score.

The game reports (game result ticket/slip) must be received at the BMYSL scoring booth within one (1) hour of completion of games played.

All games must be reported to the BMYSL scoring booth on the day that they are played.

Friday evening games MUST be reported to the BMYSL scoring booth Friday evening.

Failure to report game results within the (1) hour limit will result in a loss for both teams.

Coaches and/or Commissioners are NOT permitted to stay in the score booth area for any reason.

GAME RESULTS & STANDINGS

Game results and standings will be updated periodically throughout the day on Saturday and Sunday on the BMYSL website

TOURNAMENT POINTS

A and B Divisions

B divisions play round robin games for points to determine the final outcome of the age groups.

A divisions are the only divisions that move to penalty shootouts during the Semi and Final games.

Tournament points are awarded as follows:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game
- One (1) point for each shutout
- A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

Forfeits -- A forfeit win will be scored as 3-0 win (10 points)

YELLOW CARDS, RED CARDS, COACH EJECTIONS

Yellow cards- Every 3 yellow cards accumulated **by a team** during the round robin will result in **two (2)** points being deducted from the team's tournament points.

Red cards- Every red card accumulated **by a team** during the round robin will result in **four (4)** points being deducted from the team's tournament points. **Player(s)/Coach(s) will also be ejected from that game**.

NOTE: If a player/coach earns a yellow-yellow-red card ejection from a game, BOTH yellow cards AND the red card will count against the team's total card count in the tournament

*****RED CARDS AND EJECTIONS DURING ROUND ROBIN OR SEMI/FINAL GAME PLAY WILL CARRY A MINIMUM ONE GAME SUSPENSION THAT WILL BE SERVED AT THE NEXT GAME. LONGER SUSPENSIONS OR EJECTION FROM THE REMAINDER OF THE TOURNAMENT ARE AT THE DISCRETION OF THE BMYSL EXECUTIVE BOARD. CLUB OFFICIALS WILL BE NOTIFIED OF ANY EXTENDED SUSPENSIONS OR EJECTIONS*****

All BMYSL regular season rules, guidelines, code of conduct and discipline policies apply to this event.

TIE BREAKERS FOR FINAL ROUND ROBIN STANDINGS

- First Tie-Breaker—Head-to-Head results during round robin (only if teams played each other)
- Second Tie-Breaker—Goals Scored - Add one (1) point for each goal scored by that team in round robin play, up to a maximum of three (3) goals per game.
- Third Tie-Breaker—Goals Allowed - Subtract one (1) point for each goal given up by that team in round robin play; goals against are unlimited.
- Fourth Tie-Breaker—Flip of a coin

TOURNAMENT SITE REGULATIONS

GRILLS

***** Due to local fire ordinances and for the safety of all concerned, neither cooking grills nor devices with open flames will be permitted at any time. Generators are permitted. *****

Sterno and propane camp stove heating devices are permitted. All tents MUST be equipped with a working/fully charged fire extinguisher.

TENT SITES

Tents are positioned in a designated area for your soccer club. Tent positions were determined at the October league meeting. Markers will be placed to specify these positions by Thursday evening. Tent vendors who do not center the tents on the marker will be called and made to move the tent. Clubs must keep their tent site clean. **This includes taking garbage to the dumpster during the tournament and before you leave on Sunday.** Your assistance in this matter is greatly appreciated.

Note: Due to the location of the tents, there will be no motor vehicle access to the tents during the Garcia Cup.

GARBAGE – BRING CANS

- Each club must bring its own supply of garbage bags and cans.
- Please clean any public eating areas after each game and at the end of each day.
- Each club is responsible to remove trash and place it in one of the dumpsters.
- Trash cans closest to your tent should be emptied when filled.
- Out of respect to the host facility, make sure all trash in and around your tent site is cleaned before all personnel leave your tent site on Saturday and Sunday!

PETS

Leave your pets at home! Players or spectators with pets will be asked to leave the tournament site.

SALE OF EQUIPMENT/ APPAREL

Only the host club and BMYSL authorized organizations may sell soccer equipment, apparel, and other commemorative or sports related products. Specific areas for such organizations will be established and identified.

CONCESSIONS

The following vendors will be onsite during various times of the tournament:

- **Red Robin**
- **Travlin Tom's Coffee Truck**
- **Kona Ice**
- **Cactus Blue**
- **LV Sweet Stuff**

TRAFFIC AND PARKING

Traffic patterns will be established and specifically designed for the tournament to ensure ease of traffic flow and pedestrian safety.

Parking areas will be filled in an order designated by those doing traffic control, attendees are to follow those directions.

BMYSL will post a site map for parking areas and traffic patterns. Designated and reserved parking spots will be established for the BMYSL officers and board and one spot for each member-club commissioner/director. Additional assigned spaces for the host club may be assigned to ensure critical personnel availability.

Park only in designated parking areas on the map below only, tickets will be issued.

Walnut Street will be one way only and an exit from the site only. No entrance from Walnut Street will be allowed.

THERE WILL BE NO MOTOR VEHICLE ACCESS TO THE TENT AREA DURING THE GARCIA CUP