



COMPETITION RULES

2025

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CHAPTER I INTRODUCTION

A. Application of the Regulations

ARTICLE 1

These Competition Regulations are applicable to the International Youth Tournament (hereinafter referred to as the "International Tournament") 2025 Edition, organized by LIGA MX.

B. Participants

ARTICLE 2

The following shall participate in this Tournament: 4 Clubs from LIGA MX, 1 Club from Mexico's U-16 National Team, 2 invited Clubs from Major League Soccer (MLS), and 1 invited Club from the First Professional Division of Uruguay.



NECAXA



RAYADOS DE
MONTERREY



SANTOS
LAGUNA



UNIVERSIDAD
NACIONAL

CLUBES / TEAMS

TORNEO INTERNACIONAL 2025



CLUB ATLÉTICO
PEÑAROL



ORLANDO CITY
SC



REAL SALT
LAKE



SELECCIÓN NACIONAL
DE MÉXICO S16

The International Tournament will take place in Toluca, Mexico, from Tuesday, August 26th to Sunday, September 7th, 2025.

It is the obligation of the aforementioned Clubs to comply with the Code of Ethics, Regulations and Protocols of LIGA MX, FMF, and FIFA.

CHAPTER II COMPETITION SYSTEM

A. General Provisions of the Competition System

ARTICLE 3

The competition of the International Tournament will be developed in two Phases, as follows:

Qualification Phase: All Clubs will play against each other in a single match, under the single round-robin system; and

Grand Final: to be contested between the best-placed Club from Group 1 and the best-placed Club from Group 2 at the end of the Qualification Phase.

B. Qualification Phase

ARTICLE 4

In the Qualification Phase, the 8 Clubs are divided into 2 groups of 4 teams each one.

The groups were formed by LIGA MX as follows:

G1



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RAYADOS DE
MONTERREY



SANTOS
LAGUNA



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G2



CLUB ATLÉTICO
PEÑAROL



ORLANDO CITY
SC



REAL SALT
LAKE



SELECCIÓN NACIONAL
DE MÉXICO S16

ARTICLE 5

In the Qualification Phase, the Points System will be observed.

The position in the General Classification Table shall be subject to the following:

5.1. For a game won, three points will be given.

5.2. For a game drawn, one point will be given.

5.3. For a game lost, zero points.

C. Grand Final

ARTICLE 6

The Competition Format shall be as follows:



ARTICLE 7

If at the end of the Qualification Phase (group matches), two or more Clubs are tied on points, their position will be determined according to the following tie-breaking criteria:

- 7.1. Best difference between goals scored and goals conceded.
- 7.2. Greater number of goals scored.
- 7.3. Head-to-head results between the tied Clubs.
- 7.4. Points system in which the number of yellow and red cards are counted.

ARTICLE 8

The points system in which the number of yellow and red cards referred to in section 7.4 above is counted, shall be as follows:

- First yellow card: 1 point
- Second yellow card: 3 points
- Direct red card: 3 points
- One yellow card and one direct red card: 4 points

In case that this tie-breaking criteria applies, the Club with the lowest number of points when adding the concepts indicated above will be the Club that has a better position to advance to the next phase.

ARTICLE 9

The Title of Champion of the International Tournament will be disputed between the best-placed Club of Group 1 and the best-placed Club of Group 2.

D. General Provisions of the Final Phase

ARTICLE 10

The Final match will be played as a single match, the winner will be the one who scores the greatest number of goals. If at the end of regulation time the match is tied, penalty kicks will be taken as described below until a winner is determined.

ARTICLE 11

Procedure for penalty kicks to determine a winner:

The Referee shall choose the goal where the penalty kicks will be taken.

The Referee shall toss a coin, and the team whose Captain wins the toss will decide whether to shoot first or second.

Kicks shall be taken alternately.

The Referee shall record all kicks taken.

Subject to the conditions below, each team shall take five penalty kicks.

If, before both teams have taken five kicks, one has scored more goals than the other could achieve even if it completed its five kicks, the shootout will end.

If both teams have taken five kicks and scored the same number of goals, the kicks will continue in the same order until one team has scored one goal more than the other after taking the same number of kicks.

If a Goalkeeper is injured during the penalty shootout and cannot continue, he may be replaced by a designated substitute, provided that the team has not exhausted the maximum number of substitutions allowed under these Regulations.

Clubs must provide a list of the Players who will take the penalty kicks. This list shall include the Players who participated during the match, including extra time if any, excluding those who were substituted during the match.

Each kick must be taken by a different Player, and all eligible Players must take a kick before any Player may take a second.

Any eligible Player may change positions with the Goalkeeper at any time during the penalty kicks.

Only eligible Players and Referees may remain on the field when penalty kicks are taken.

All Players, except the kicker and the two Goalkeepers, must remain inside the center circle.

The Goalkeeper teammate of the kicker must remain on the field, outside the penalty area where the kicks are being taken, at the intersection of the goal line with the line extending perpendicular to it (the penalty area line).

If, at the end of the match and before starting the penalty kicks, one team has more Players than the other, it must reduce its number to equal that of the opponent, and the team Captain must inform the Referee of the name and number of each excluded Player. Such excluded Players may not participate in the penalty shootout.

Before starting the penalty shootout, the Referee must make sure that the same number of Players per team remain in the center circle to take the kicks, and that all are on the list.

If, for any reason, a Player fails to take his penalty kick when it is his turn, it will be considered a missed kick.

CHAPTER III REGISTRATION

A. Players

ARTICLE 12

Only Players registered by the participating Clubs, born on January 1, 2008, or after that date, may participate in this Tournament.

Mexican Clubs and invited Clubs must register at least 20 Players and 5 members of the Technical Staff, of which one Head Coach and one Doctor are mandatory, as well as a Head of Delegation, who may or may not be part of the Technical Staff, without exceeding the limit of 7 members of Technical Staff.

In order for Clubs to register their Players in this Tournament and for them to be eligible to play, they must enter the Sports Information System (SIID) and provide the information requested on that platform.

If a Mexican Club wishes to additionally register a Player or a member of the Technical Staff who does not have a unique identification number (NUI), or who is not Active, it must comply with all the requirements and particularities established in the Competition Regulations of the 2025–2026 Season. The registration of Technical Staff members under this assumption will only be valid during this Tournament.

B. Registration

ARTICLE 13

The period for submitting the list of Players and Technical Staff who will participate in the Tournament will be notified by LIGA MX.

All Players or members of the Technical Staff of the Mexican Clubs must be registered with their Clubs according to the applicable requirements established in the Competition Regulations of the corresponding category, as well as in these Regulations.

Tournament accreditations, up to a maximum of 30, will be delivered as detailed in the General Event Program.

CHAPTER IV OFFICIAL MATCHES

A. Lineups

ARTICLE 14

The lineup of Players and Technical Staff refers to the list of names that the Head Coaches submit to the Referee to be recorded on the official match sheet (starters and substitutes), even if they do not participate in the match.

ARTICLE 15

Improper lineup shall be considered as follows:

- a) When a Player not registered on the lineup sheet enters the field of play during the course of the match, either as a starter or substitute.
- b) When, in an official match, a Player who participates, for any reason, is suspended by the Executive Committee, Disciplinary Commission, FMF authority with sanctioning powers, or by FIFA or CAS bodies. In the case of Technical Staff members, the violation occurs simply by being lined up.
- c) Failure to comply with the lineup conditions set out in each Regulation (excluding conditions of lineup of the Technical Staff).
- d) The impersonation of Players or members of the Technical Staff.

B. Sanctions for Ineligible Lineup

ARTICLE 16

The disciplinary Commission shall sanction an ineligible lineup ex officio in accordance with the following article.

ARTICLE 17

Any club that incurs in an ineligible lineup will be awarded the following sanctions:

The Club that incurs in improper lineup will lose the match, awarding the opposite Club the three points in dispute.

If the score ends 0–0, the final score will be 1–0 in favor of the Club that acted legally.

If the score is 1–1 or higher, the goals scored by the Club that acted legally will stand. The final result for the Club that acted illegally will be 0 (zero), while the goals scored by the Club that acted legally will be respected.

If the Club that acted legally lost the match without scoring, the final score shall be 1–0 in its favor. In case of losing the match but scoring goals, their goals will be respected, and only the goals scored by the infringing Club will be disallowed.

Chapter V UNIFORMS

A. Uniform Registration

ARTICLE 18

Mexican Clubs must use the uniforms registered in any of their Youth Categories for the 2025–2026 Season.

Foreign Clubs must use the uniforms notified to LIGA MX.

The designation of uniforms will be made in due time. In case of confusion in the Club's colors, the Referee's Commission, after hearing the opinion of LIGA MX, will decide which Club shall change its uniform.

The mandatory uniform of as player shall consist of:

1. Jersey, shorts, socks, shinguards and cleats.
2. If thermal pants and/or shirts are used, they must be the same color as the shorts or sleeves. Exceptionally, if the uniform supplier of a Club does not have a thermal shirt of the same color as the game jersey, a different one may be used only if it does not cause confusion with the color of the game jersey or the opponent's thermal shirt, and is used uniformly by all Players who decide to wear it. There may not be color differences in thermal shirts among Players of the same Club.
3. Goalkeeper: each goalkeeper shall wear colors that distinguish him from the other players, referees, and the assistant referees.
4. Players are prohibited from wearing headbands, caps or wristbands with unauthorized commercial advertising by their club.
5. Safety: Players shall not wear or carry any object that is dangerous to themselves or to other players (including any type of jewelry)

ARTICLE 19

Clubs must use in each official match the uniform designated by the Referee's Commission.

B. Uniform Characteristics

ARTICLE 20

Players must obligatory wear on the game jersey (on the back) and on the front of the short, a number that identifies them during the Tournament, which may not be changed or used by another Player of their Club during the Tournament.

For the International Tournament, Mexican Clubs must use the numbers with which they were registered in LIGA MX.

Foreign Clubs must use the numbers with which they participate in their respective Leagues.

ARTICLE 21

Clubs may display commercial advertising on their uniforms, only if the Club's colors, the Player's number, and the official Club's crest remain clearly identifiable.

The number on the Player's jersey must meet the following characteristics:

a) Back number between 25 cm and 35 cm in height, clearly legible, placed in the center of the back of the jersey.

b) The number must also appear on the front of the shorts (right or left), between 10 cm and 15 cm in height, clearly legible.

c) The color of the numbers must clearly contrast with the uniform. As an alternative, the numbers may be placed on a neutral-colored patch. For striped or checkered jerseys, the numbers must be placed on a neutral-colored patch.

d) Numbers must be in a single color. To improve legibility, an outline or shadow may be applied.

e) Numbers may not contain the manufacturer's logo, sponsor advertising, or any design or elements that prevent proper identification.

f) Numbers may be sewn, adhered, or applied thermally. They may not be attached with Velcro™ or other provisional systems.

CHAPTER VI SOCCER BALLS

A. Characteristics

ARTICLE 22

The official balls used in the matches of the Tournament, shall be size 5, and will be provided by LIGA MX.

ARTICLE 23

The Referees must check, through physical tests, the roundness, consistency, bounce, pressure, and finish of the balls to be used in the official matches.

An official measuring device will be available for the Referees to check the weight and dimensions of the balls; the bounce test shall be carried out physically.

CHAPTER VII OFFICIAL MATCHES

ARTICLE 24

The matches will have a duration of 70 minutes, with two halves of 35 minutes each, and a halftime break of 15 minutes.

The matches will take place at the following venue:

Mexican Football Federation, A.C, located at Av. Arboledas No. 101, Ex Hacienda Santín, San Mateo Otzacatipan, C.P. 50200, Toluca, State of Mexico.

The Final will be played at the venue designated by LIGA MX.

The matches will be played according to the Game Schedule prepared by LIGA MX.

ARTICLE 25

All Clubs must present to the Referee, at least 60 minutes prior to the scheduled kickoff, the final list of starting Players, substitutes, and Technical Staff, as well as the original registration cards issued by LIGA MX.

If an original registration card is not presented, the Player in question may not appear on the final list submitted by the Club for the match, even if he were to be one of the substitutes.

A. Dates and Times

ARTICLE 26

The matches will be scheduled at 10:00am and 12:15pm, respectively.

ARTICLE 27

In the matches, Clubs must be on the field with up to 14 Players, at least 6 minutes prior to the scheduled start time of the match.

For a match to begin, the minimum number of Players required on the field is 11; however, once the match has started, it shall not continue if one of the Clubs has less than 7 Players, and the provisions of the LIGA MX Competition Regulations shall apply.

On the bench, as substitutes, up to 14 Players from the remaining delegation members and up to 7 members of the Technical Staff may be present.

During the course of the game, the substitution of up to 7 Players per match will be allowed, and Clubs shall have a maximum of 3 opportunities to make such substitutions. There shall be no distinction between Goalkeepers and Field Players. The 7 Players to be substituted shall be chosen from the total number of substitute Players.

If substitutions are made during halftime, these will not count as one of the substitution windows.

A Player who has been substituted during a match may not re-enter the field of play.

B. Change of Time, Date, Suspensions, Withdrawals, and No-Shows

ARTICLE 28

Regarding to possible changes of time, date, suspensions, withdrawals and no-shows, these will be resolved by LIGA MX.

C. Sudden Cardiac Arrest Protocol

ARTICLE 29

All matches of the International Tournament must implement the Sudden Cardiac Arrest Protocol at all times, with the purpose of having the appropriate measures, care, and procedures for treatment in such cases.

D. Concussion Protocol

ARTICLE 30

During the International Youth Tournament, the Concussion Protocol will be applied in all matches.

CHAPTER VIII **REFEREES**

ARTICLE 31

The Referees' Commission of the FMF shall designate one Referee, two Assistant Referees, and one Fourth Official for each match of the competition.

The Referee who officiates the Grand Final must be a FIFA Referee, while the Assistant Referees and the Fourth Official shall be chosen from among the best rated in the Tournament.

CHAPTER IX GENERAL PROVISIONS OF THE COMPETITION

ARTICLE 32

LIGA MX shall cover for each of the participating Clubs the expenses of lodging, meals, and local ground transportation, for a delegation of up to 30 persons.

Likewise, LIGA MX shall provide personal accident insurance to the 30 members of each Club's delegation during the entire Tournament.

The delegations shall cover their own travel expenses to Mexico City and the corresponding insurances, except for the insurance referred to in the preceding paragraph.

LIGA MX will have an ambulance available for the clubs at the venues where the Tournament is being held.

CHAPTER X GENERAL PROVISIONS

ARTICLE 33

For this Tournament, the provisions contained in these Regulations shall be observed, their interpretation and application being the responsibility of LIGA MX.

Likewise, the provisions of the LIGA MX Competition Regulations, the FMF General Competition Regulations, and the regulations of the Fédération Internationale de Football Association (FIFA) shall apply subsidiarily.

Cases not provided for in these Competition Regulations shall be resolved by LIGA MX.

A. Awarding Ceremony

ARTÍCULO 34

At the end of the International Tournament, LIGA MX will deliver the trophy to the winning club awarding them as Champions.

CHAPTER XI SPECIAL SECTION ON SANCTIONS

A. Competent Authority

ARTICLE 35

In accordance with the powers granted by Article 83 of the Bylaws of the FMF, the Disciplinary Commission is the body empowered to sanction any violation of these Competition Regulations in accordance with the Disciplinary Regulations.

In this competition, monetary sanctions will not be applied to Players or members of the Technical Staff of the participating Clubs.

Infractions committed by Players and members of the Technical Staff of the teams during official matches will be sanctioned exclusively with the sporting sanctions that correspond in accordance with the provisions of the Disciplinary Regulations and other applicable regulations.

Players who accumulate four yellow cards during the course of the International Tournament, will be sanctioned with a one-match suspension.

Suspensions greater than 3 matches to a Player who has not completed the sanction from previous editions of the International Youth Tournament, will be applied in the next International Tournament in which the Player participates, regardless of the Club or category.

TRANSITIONAL PROVISIONS

FIRST

These Competition Regulations were approved by LIGA MX