

# **TOCA TRAINING CENTERS, LLC. – TOCA GENERATIONS CUP (“COMPETITION”)**

## **Official Rules (“Official Rules”)**

(Updated as of July 25, 2026)

VOID WHERE PROHIBITED BY LAW. COMPETITION STARTS 12:00 AM PST ON June 27, 2026, AND ENDS AT 11:59 PM PST ON August 16, 2026 (the “Competition Period”).

**1) What is the TOCA Generations Cup?** A national, multi-generational competition that starts with Center Qualifiers, where individuals across four generations compete (see below) in four (4) fast, soccer-based skills challenges at any of the twenty-eight (28) participating TOCA centers (each a “Center” and collectively, the “Centers”) which are listed on Exhibit I to these Official Rules. The top players from each generation at each Center advance to Regional Championships, where they form all-star, multi-generational teams and compete as a unit against every other all-star team in their region. The top team in each region travels to TOCA Social Dallas to compete for two grand prizes. The Competition runs from June 27<sup>th</sup> through August 16<sup>th</sup>, culminating in the National Championship at TOCA Social Dallas.

**2) ELIGIBILITY.** The Competition:

- Is open to all individuals ages born before 2021 who are residents of any state in which TOCA (including any subsidiaries thereof) has a participating Center (each a “Player” and collectively, the “Players”).
- Void where prohibited by law.
- Players who are under 18 years of age must have the consent of a parent or legal guardian to participate, and in the event that they are part of a Team (defined below) that participates in the National Championships (see below), must be accompanied to the National Championship by a parent, legal guardian, or an individual over 25 years of age who has been approved, in writing, by their parent or legal guardian.
- Employees of TOCA Football, Inc., and subsidiaries or affiliates, members of their immediate family (parents, spouses, children, siblings and their respective spouses) and persons living in the same household of each, are not eligible to enter or win.
- All Players will be expected to show proof of eligibility. Failure to provide a birth certificate, Drivers’ License, or other acceptable form of eligibility verification may result in the applicable Player being unable to participate.
- Each parent or legal guardian, for any Player wishing to participate in the Competition who is under eighteen (18) years of age, must execute on behalf of the applicable Player, a waiver and release agreement acceptable to Sponsor, prior to the applicable Player’s participation.
- Each Player eighteen (18) years of age or older wishing to participate in the Competition, must execute a waiver and release agreement acceptable to Sponsor, prior to participation.

**3) ACCEPTANCE OF RULES AND LAWS.** By participating in the Competition, Players and/or their parent(s) or legal guardian, as applicable, are agreeing to be fully and unconditionally bound by these Official Rules and represent and warrant that the Player meets the eligibility requirements. In addition, Players and/or their parent(s) or legal guardian, as

applicable, agree to accept the decisions of the Sponsor as final and binding as it relates to the Competition, and all aspects thereof. The Competition is subject to all applicable federal, state, provincial and local laws.

**4) WHAT'S THE COMPETITION.** Individual players compete in a series of challenges/games in the first stage of competition. In the second and third stages of the competition, advancing players form four (4) player, multi-generational “all-star” teams (each a “Team” and collectively, the “Teams”) that compete in a series of skills challenges/games. In the individual stage of the competition, a player will compete in all four (4) challenges/games. In the team stages of the competition, a portion of the skills challenges/games will require all four (4) players on a Team to participate while others will require the Team members select one (1) Team member who will participate on behalf of the Team. Teams will compete and advance in the Competition as noted below.

#### Competition Structure

The Teams will compete as follows:

- Center Qualifying Stage – June 27, 2026 through July 25, 2026 (“Qualifying Stage”): In the Qualifying Stage, Individuals will complete a series of soccer-based challenges and games (in aggregate the “Qualifying Slate”) as detailed in Exhibit II to these Official Rules and will earn points based upon their performance. During the Qualifying Stage, each Center will designate four (4) dates on which the Qualifying Slate may be completed (each date a “Qualifying Date”). Each individual may complete the Qualifying Slate on any/all of the four (4) Qualifying Dates, for up to a total of four (4) scores. If an Individual completes the Qualifying Slate on more than one (1) Qualifying Date, their highest score will be used;
- Regional Championships – August 1, 2026: The Individual with the best score from each generation at each participating Center on each of the four (4) Qualifying Dates will automatically qualify for the Regional Championships. Each individual from each generation who automatically qualifies on a given Qualifying Date, will form an “All-Star” Multi-Generation team and compete in the Regional Championships as a Team. In addition, at the end of the Qualifying Slate, the four (4) individuals with the next best overall scores from each generation at each center will also qualify for the Regional Championships, as wildcard entries, and will form “All-Star” Multi-Generational teams for Regionals based on their Wildcard qualifying position. In total, eight (8) individuals per generation per Center will qualify for the Regional Championships, forming eight (8) “All-Star” Multi-Generational teams for the Regional Championships. Specifically, this will be four (4) teams comprised of the individuals with the best scores for each generation on the applicable Qualifying Date and four (4) teams comprised of individuals with the next best scores for each generation at the end of the Qualifying Slate. If a center doesn’t have enough participants in the Center Qualifier stage to field eight (8) “All-Star” Multi-Generations teams for the Regional Championships, the number of All-Star teams a center will field will equal the highest number of qualifiers that center produced in any single generation. For example, a center qualifying 5 Future Call-Ups, 6 Rising Stars, 2 Starting XI, and 4 Legends will field 6 teams. For any generation with fewer qualifiers than the “All-Star” team count, the remaining roster spots in that generation are open to TOCA members, first come, first served. In the example above, that center would have open roster spots for 1 Future Call-Up, 4 Starting XI, and 2 Legends. Members who take an additional spot are then assigned to the specific team(s) needing a participant using a random number generator. If a center does not have TOCA members of the Generation needing additional players, they can offer the spot to other TOCA customers or community

members. Teams qualifying for the Regional Championships will compete in a series of soccer-based skills challenges/games, as detailed in Exhibit III to these Official Rules, at the Center at which they qualified for the Regional Championships, and will earn points based upon their performance;

- National Championship – August 15, 2026 to August 16, 2026: The Team with the highest score in each Region will qualify for the National Championship; i.e. one (1) team per region. The National Championship will be held at TOCA Social Dallas, located at Grandscape® in The Colony, Texas (5740 Grandscape Boulevard, Suite 110, The Colony, TX 75056). Teams qualifying for the National Championships will compete in a series of soccer-based skills challenges/games, as detailed in Exhibit IV to these Official Rules, and will earn points based upon their performance. The Team with the best score at the National Championship will be the TOCA Generations Cup Winner and win the Grand Prize Trip (see below). In addition, the individual on the winning Team who scores the most points for the Team will win the prestigious “TOCA Generations Cup Golden Boot” Trophy.

In the event of ties at the Qualifying Stage, ties will be broken using each individual’s fastest time in Speed Dribble. If the applicable Individuals have the same time in the Speed Dribble, each Individual’s performance in Last One Juggling will be used to break the tie. In the event of a tie at the Regional Championship or the National Championship, ties will be broken using each applicable Team’s fastest time in the Generations Relay. If the applicable Teams have the same time in the Generations Relay, each Team’s performance in the Pass the Box challenge will be used to break the tie.

#### Travel Award

Players on the Teams qualifying for the National Championships will each receive economy-class round-trip airfare to Dallas, Texas, one (1) night hotel accommodations (double occupancy) and select meals (the “Travel Award”). For Team members under 18 years of age, a parent, legal guardian or chaperon who is at least 25 years of age (approved by the applicable Player’s parent or legal guardian) will also receive airfare to and from Dallas, Texas, hotel accommodations (double occupancy) and select meals. All other expenses, including but not limited to, taxes, gratuities, and incidentals, are the sole responsibility of the applicable recipient of the Travel Award (or their parent or legal guardian, as applicable).

The value of the Travel Award will vary based on the location of each Player, or as applicable, parent, legal guardian or Chaperon receiving a Travel Award. The estimated value of the Travel Award is between \$1,000 to \$3,000.

Travel Awards are not transferable or substitutable other than by Sponsor, who reserves the right to make substitutions at its sole discretion. The Player, or as applicable, parent, legal guardian or Chaperon receiving a Travel Award is responsible for all applicable federal, state, local or other taxes, if any, associated with acceptance and use of the Travel Award. Unclaimed Travel Awards may not be awarded.

#### Individuals

Individuals compete in one of four (4) age divisions or “Generations” based on their birth year:

- Future Call-Ups: Players who were born between 2015 – 2020;
- Rising Stars: Players who were born between 2008-2014;

- Starting XI: Players who were born between 1992 – 2007;
- Legends: Players who were born in or prior to 1991.

Players register as an individual for the Competition.

### Teams

Teams will be formed based on performance at the Center Qualifying Stage and comprised of four (4) Players, with one (1) representative from each “generation” which are as follows:

- Future Call-Ups: Players who were born between 2015 – 2020;
- Rising Stars: Players who were born between 2008-2014;
- Starting XI: Players who were born between 1992 – 2007;
- Legends: Players who were born in or prior to 1991.

Teams for the Regional Championships and National Championships must consist of four (4) Players who meet the above age criteria.

If a generation is not represented at a Qualifier Date for a particular Center, an extra wildcard spot for that generation will be awarded to that Center.

If a player is unable to join a Team for the Regional or National Championships, their position will be substituted for the next highest placed player from the same Center and same generation at the conclusion of the Center Qualifying Stage of the Competition. Only team members present and competing at the National Championships are eligible for the Grand Prizes. Substituted Players must be of the same “generation”.

If a player who has qualified for a place in the Regional Championships does not show up on the applicable Regional Championship day, the center shall select a substitute using a random number generator, drawn from the qualified players of that same generation who are present at the center that day. The selected substitute will compete on their own All-Star team and on the team of the player who did not show, for a total of two teams that day. The substitute's performance is scored independently for each team; each team's score reflects that team's own result in every challenge, regardless of a shared player. Substituted Players must be of the same “generation”.

### Cost

The cost to participate in the Qualifying Stage is as follows:

- Current TOCA member = \$25 per Qualifying Date; for example, if a member participates in two (2) Qualifying Dates the cost would be \$50.
- Non-Member = \$50 for first Qualifying Date; and \$25 for additional Qualifying Date; for example, if a non-member participates in two (2) Qualifying Dates their cost would be \$75

There is no charge to participate in the Regional Championships or the National Championship.

Players may participate at multiple Centers for the Qualifying Stage. In the event that a Player qualifies for the Regional Championships at more than one Center, the Player must

select with which Team and Center to participate in the Regional Championship, and for the Team(s) not selected their position will be substituted for the next highest placed player from the same Center and same generation at the conclusion of the Center Qualifying Stage of the Competition. For the sake of clarity, Players may not participate on multiple Teams in either the Regional Championships or the National Championship.

**5) WHERE TO PARTICIPATE.** Please see list of participating TOCA centers in Exhibit I.

**7) GRAND PRIZE TRIP:** Each member of the Team that wins the National Championship will receive: (a) two (2) round trip, economy class airline tickets to London for themselves and a guest; (b) a three-night stay at a London area hotel (double occupancy); and (c) two (2) tickets to a professional soccer match (subject to availability). All other expenses, including but not limited to, taxes, gratuities, and incidentals, are the sole responsibility of each member of the winning Team (or their parent or legal guardian, as applicable). Team members of the Grand Prize Trip winning Team under the age of 18 must be accompanied by a parent or legal guardian as their guest. The approximate retail value of the Grand Prize Trip is \$5,000 per member of the Grand Prize Trip winning Team/parent, guardian or chaperon. Actual/Appraised value of the Grand Prize Trip may differ at the time of Grand Prize Trip award. For example, the actual value will vary by Team member based on applicable airfare and hotel costs. The Grand Prize Trip is not transferable, substitutable or redeemable for cash. Sponsor reserves the right to substitute prizes of similar nature and of equal or greater value, at its sole discretion. The Grand Prize Trip is awarded with no warranty or guarantee, either express or implied, by Sponsor. Travel dates are subject to availability and blackout dates. The Sponsor is not responsible for cancellations, delays, or weather-related issues. Any person participating in the Grand Prize Trip must execute (on have a parent or legal guardian execute on their behalf for participants under 18 years of age) a liability/publicity release and provide a W-9 for tax purposes. Any person participating in the Grand Prize Trip (or their parent or legal guardian if applicable) is solely responsible for paying any and all applicable federal, state and/or local taxes, if any, attributable to receipt of the Grand Prize Trip. Unclaimed Grand Prize Trips may not be awarded.

Non-compliance with these Official Rules may result in disqualification.

Participation in the Competition, acceptance of the Travel Award, and/or the Grand Prize Trip constitutes permission for Sponsor, and/or their designees to use, where permitted by law, Player's, regional Championships participant and the National Champion's (including their guest or parent or legal guardian) name, likeness, picture, image or statements related to the Competition for advertising, publicity, news, trade, public relations and promotional purposes, in any and all media now or hereafter known throughout the world, without any further compensation, notice, review or consent.

**8) GENERAL CONDITIONS:** Sponsor, together with any parent company(ies), subsidiaries or affiliates and their respective directors, officers, employees, members, shareholders, representatives and agents (collectively, the "Released Parties") are not responsible for travel delays or cancellations, technical, hardware, software, telecommunications, network, electronic, or telephone malfunctions or failures of any kind, lost or unavailable network connections, or failed, incorrect, incomplete, inaccurate, garbled or delayed electronic communications caused by the user or by any part of the equipment or programming associated with or used in the Competition or by any typographical, printing, human or other errors relating to or in connection with the Competition, including, without limitation, errors which may occur in the administration of the Competition, the processing or verification of entries, the announcement of the Grand Prize Trip, any Competition related materials, or decisions made in

good faith. Sponsor reserves the right to cancel or modify the Competition if fraud, technical failures (including but not limited to computer virus, malware, bugs or unauthorized intervention) or any other factor beyond Sponsor's reasonable control impairs the integrity of the Competition, as determined by the Sponsor in its sole discretion. Sponsor reserves the right, in its sole discretion, to disqualify any individual it finds to be tampering with the Competition or to be acting in violation of these Official Rules or in an unsportsmanlike or disruptive manner. In the event of a dispute as to the identity or age of any Player, Sponsor shall, in its sole discretion determine the validity of that entry. ANY ATTEMPT BY ANY PERSON TO UNDERMINE THE LEGITIMATE OPERATION OF THE COMPETITION MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAW, AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES AND OTHER REMEDIES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW. SPONSOR'S FAILURE TO ENFORCE ANY TERM OF THESE OFFICIAL RULES SHALL NOT CONSTITUTE A WAIVER OF THAT OR ANY OTHER PROVISION HEREOF. By entering the Competition, Players and to the extent that the applicable Player is less than eighteen (18) years of age, their parent or legal guardian on their behalf as well as on behalf of the applicable parent or legal guardian, release and hold harmless the Released Parties from any and all liability for any claims, costs, injuries, losses, actions or damages of any kind (including without limitation related to personal injury, death, damage to property, infringement of proprietary rights, rights of publicity or privacy or defamation) arising out of or in connection with participating in the Competition or acceptance, use, nonuse or misuse of the Travel Award and/or the Grand Prize Trip.

**9) SPONSOR:** TOCA Training Centers, LLC, 2777 Bristol Street, Suite D, Costa Mesa, CA 92626; (949) 230-8544

**10) MISCELLANEOUS:** The Competition is created and administered by TOCA Training Centers, LLC. All trademarks used are the property of their respective owner(s) and are used for prize description purposes only. Grandscape is a registered trademark of LMG Ventures, LLC, who is not a sponsor or administrator of this Competition.

## **EXHIBIT I**

### **Participating TOCA Locations Grouped by Region**

#### West Region

Participating Centers: Langley, B.C.; North Vancouver, B.C.; Lynwood, WA; Redmond, WA; Costa Mesa, CA; and Denver, CO.

#### Central Region

Participating Centers: Allen, TX; Carrollton, TX; The Colony, TX; and Keller, TX.

#### Midwest Region

Participating Centers: Evanston, IL; Naperville, IL; Madison (Fitchburg), WI; St. Louis, MO; Burnsville, MN; Columbus (Lewis Center), OH; and Cincinnati (Milford), OH.

#### Northeast Region

Participating Centers: Farmington, MI; Novi East (Novi), MI; Wixom, MI; Toledo (Rossford), OH; Rocky River, OH; and Richmond-Bedford Heights (Bedford Heights), OH.

#### Southeast Region

Participating Centers: Johns Creek (Suwanee), GA; Loganville, GA; Marietta, GA; Perimeter (Atlanta), GA; and Nashville (Franklin), TN.

## EXHIBIT II

### Center Qualifying Stage Qualifying Slate

#### THE FOUR EVENTS

| #       | EVENT                    | FORMAT                                                                                                    |
|---------|--------------------------|-----------------------------------------------------------------------------------------------------------|
| G0<br>1 | <b>Shooting Frenzy</b>   | Individual. 1 minute. 10 balls. Shoot at targets worth different point values. Most points wins.          |
| G0<br>2 | <b>Precision Pass</b>    | Individual. 1 minute. 10 balls. Pass into three scoring zones plus a flat marker bonus. Most points wins. |
| G0<br>3 | <b>Last One Juggling</b> | Individual. Up to 8 minutes. Keep the ball airborne inside the boundary. Last player standing wins.       |
| G0<br>4 | <b>Speed Dribble</b>     | Individual. Timed. Solo slalom dribble through cones, there and back. Fastest time wins.                  |

|                 |                            |                                             |
|-----------------|----------------------------|---------------------------------------------|
| <b>G0<br/>1</b> | <b>SHOOTING<br/>FRENZY</b> | <i>Individual   1 Minute Per<br/>Player</i> |
|-----------------|----------------------------|---------------------------------------------|

|                           |                                                           |
|---------------------------|-----------------------------------------------------------|
| <b>Participants</b>       | Every player competes individually                        |
| <b>Duration</b>           | 1 minute per player                                       |
| <b>Shooting line</b>      | 10 yards from targets; player shoots from behind the line |
| <b>Station dimensions</b> | 6 yards wide x 12 yards deep                              |
| <b>Balls per player</b>   | 10 balls lined up at the shooting line before each heat   |

#### RULES

1. Every competitor takes their 1-minute turn individually at the shooting station.
2. The player shoots from behind the designated shooting line; shots from in front of the line do not count.
3. Targets within the goal are worth different numbers of points based on difficulty.
4. A ball scores when it passes through or hits a target.

**SCORING:** Upper corners = 25 pts each. Middle = 15 pts. Lower corners = 10 pts each. Highest total in 1 minute wins.

|                 |                       |                                             |
|-----------------|-----------------------|---------------------------------------------|
| <b>G0<br/>2</b> | <b>PRECISION PASS</b> | <i>Individual   1 Minute Per<br/>Player</i> |
|-----------------|-----------------------|---------------------------------------------|

|                        |                                    |
|------------------------|------------------------------------|
| <b>Participants</b>    | Every player competes individually |
| <b>Duration</b>        | 1 minute per player                |
| <b>Lane dimensions</b> | 3 yards wide x 16 yards deep       |

|                         |                                                                                                |
|-------------------------|------------------------------------------------------------------------------------------------|
| <b>Balls per player</b> | 10 balls lined up at the shooting line before each heat                                        |
| <b>Zones</b>            | Zone 1 (8–10 yd) = 5 pts; Zone 2 (10–12 yd) = 10 pts; Zone 3 (12–14 yd) = 15 pts               |
| <b>Flat marker</b>      | Placed at the center of Zone 3 (13 yd from shooting line). Ball touching flat marker = 25 pts. |

## RULES

1. Every competitor takes their 1-minute turn individually in a lane.
2. The player passes from behind the shooting line toward the zone targets downfield.
3. Each of the 10 balls scores based on which zone it comes to rest in and remains in at the end of the minute.
4. A ball that comes to rest touching the flat marker in zone 3 scores 25 points.
5. A ball knocked out of a zone by another ball shot later in the 1-minute round does not count towards the total score.
6. Balls are only counted towards score based on their position at the end of the 1-minute round.
7. If a player's ball leaves their lane and enters another player's lane, they receive 0 points for that ball, and the impacted player can reshoot a ball if it was impacted negatively.

**SCORING:** Zone 1 = 5 pts. Zone 2 = 10 pts. Zone 3 = 15 pts. Flat marker = 25 pts. Highest total wins.

|                 |                              |                                                   |
|-----------------|------------------------------|---------------------------------------------------|
| <b>G0<br/>3</b> | <b>LAST ONE<br/>JUGGLING</b> | <i>Individual   Up to 8 Minutes   2<br/>Heats</i> |
|-----------------|------------------------------|---------------------------------------------------|

|                       |                                                                  |
|-----------------------|------------------------------------------------------------------|
| <b>Participants</b>   | Every player competes individually                               |
| <b>Heat structure</b> | Always 2 heats; players per heat = total players divided by 2    |
| <b>Max duration</b>   | Up to 8 minutes per heat                                         |
| <b>Station size</b>   | Fixed at 6 x 6 yards per station (4 players per station)         |
| <b>Boundary</b>       | Station grid expands with player count; station size stays fixed |
| <b>Equipment</b>      | 1 ball per active player; boundary markers and station dividers  |

## RULES

1. All competitors keep the ball airborne inside their designated station boundary for the duration of the heat.
2. Each player uses their own ball.
3. Players must remain inside the boundary at all times while active.
4. The challenge is elimination-based: players are removed when they commit a violation.
5. Maximum duration per heat is 8 minutes.
6. If multiple players remain when time expires, they tie and share equal points.

### YOU ARE OUT IF:

- Your ball touches the ground
- You step outside the boundary
- You make contact with another player's body
- You make contact with another player's ball

**SCORING:** Finish order across both heats combined determines position points. Players eliminated later earn more points. Players still juggling at 8:00 record 8:00 as their time and tie at the top of their heat.

**G0  
4**

**SPEED  
DRIBBLE**

*Individual | Timed | Solo  
Dribble*

|                        |                                                    |
|------------------------|----------------------------------------------------|
| <b>Participants</b>    | Every player competes individually                 |
| <b>Lane dimensions</b> | 3 yards wide x 16 yards deep                       |
| <b>Cone spacing</b>    | 4 cones per lane in a straight line, 3 yards apart |
| <b>Run pattern</b>     | Slalom dribble through cones, there and back       |
| <b>Timing</b>          | Recorded to nearest tenth of a second              |

## RULES

1. Every player takes their individual timed turn in a lane.
2. The player dribbles through cones in a slalom pattern to the end and back to the starting line.
3. Carrying or throwing the ball results in a restart of that attempt.
4. Skipping a cone results in a restart of that attempt.
5. The clock starts when the player's ball crosses the start line and stops when the player crosses back over the finish line.

**SCORING:** Fastest solo time = maximum points. Times recorded to the nearest tenth of a second.

## SCORING SYSTEM

### How a Competitor Earns Points

Each of the 4 events awards points based on finishing position within a competitor's generation. A competitor's total score is the sum of their position points across all 4 events. Scoring is generation-by-generation: a Future Call-Up competes against other Future Call-Ups, a Legend against other Legends.

### How Position Is Determined

| EVENT                    | METRIC        | HOW IT WORKS                                                                         |
|--------------------------|---------------|--------------------------------------------------------------------------------------|
| <b>Shooting Frenzy</b>   | Points scored | Most points accumulated in 1 minute across 10 balls wins within the generation.      |
| <b>Precision Pass</b>    | Points scored | Most points accumulated in 1 minute across 10 balls wins within the generation.      |
| <b>Last One Juggling</b> | Survival time | Players eliminated later rank higher. Players still juggling at 8:00 tie at the top. |
| <b>Speed Dribble</b>     | Time          | Fastest solo dribble-and-back time wins within the generation.                       |

## Ties

If two or more competitors tie in a single event within a generation, they split the points by averaging the points for the tied positions. For example: if two players tie for first place, and first place earns 80 points while second place earns 64 points, each tied player receives 72 points  $((80+64) \text{ divided by } 2)$ . The next highest-placed competitor receives the points for third place.

If there is a tie for first place overall or for a wildcard spot, the competitor with the fastest Speed Dribble time from their best qualifying night wins the spot.

### Points Table by Player Cap Size

Each center sets a maximum player cap per qualifying event before the competition window. Every qualifying night at that center uses the points table for that cap size, regardless of actual attendance on the night. Players who did not register on a given night score zero. This ensures all nights at the same center are directly comparable for wildcard purposes.

| PLACE | 32 PLAYERS | 48 PLAYERS | 64 PLAYERS | 80 PLAYERS | 96 PLAYERS | 112 PLAYERS | 128 PLAYERS |
|-------|------------|------------|------------|------------|------------|-------------|-------------|
| 1st   | 100        | 100        | 100        | 100        | 100        | 100         | 100         |
| 2nd   | 85         | 85         | 85         | 85         | 85         | 85          | 85          |
| 3rd   | 72         | 72         | 72         | 72         | 72         | 72          | 72          |
| 4th   | 60         | 60         | 60         | 60         | 60         | 60          | 60          |
| 5th   | 50         | 50         | 50         | 50         | 50         | 50          | 50          |
| 6th   | 42         | 42         | 42         | 42         | 42         | 42          | 42          |
| 7th   | 35         | 35         | 35         | 35         | 35         | 35          | 35          |
| 8th   | 29         | 29         | 29         | 29         | 29         | 29          | 29          |
| 9th   | 24         | 24         | 24         | 24         | 24         | 24          | 24          |
| 10th  | 23         | 23         | 23         | 24         | 24         | 24          | 24          |
| 11th  | 21         | 22         | 23         | 23         | 23         | 23          | 23          |
| 12th  | 20         | 21         | 22         | 23         | 23         | 23          | 23          |
| 13th  | 18         | 21         | 22         | 22         | 22         | 23          | 23          |
| 14th  | 17         | 20         | 21         | 22         | 22         | 22          | 23          |
| 15th  | 16         | 19         | 20         | 21         | 22         | 22          | 22          |
| 16th  | 14         | 18         | 20         | 21         | 21         | 22          | 22          |
| 17th  | 13         | 17         | 19         | 20         | 21         | 21          | 22          |
| 18th  | 12         | 17         | 19         | 20         | 21         | 21          | 21          |
| 19th  | 11         | 16         | 18         | 19         | 20         | 21          | 21          |
| 20th  | 10         | 15         | 18         | 19         | 20         | 20          | 21          |
| 21st  | 9          | 14         | 17         | 19         | 19         | 20          | 21          |
| 22nd  | 7          | 14         | 16         | 18         | 19         | 20          | 20          |
| 23rd  | 6          | 13         | 16         | 18         | 19         | 20          | 20          |
| 24th  | 5          | 12         | 15         | 17         | 18         | 19          | 20          |
| 25th  | 5          | 11         | 15         | 17         | 18         | 19          | 20          |
| 26th  | 4          | 11         | 14         | 16         | 18         | 19          | 19          |
| 27th  | 3          | 10         | 14         | 16         | 17         | 18          | 19          |
| 28th  | 2          | 9          | 13         | 16         | 17         | 18          | 19          |
| 29th  | 1          | 9          | 13         | 15         | 17         | 18          | 19          |
| 30th  | 1          | 8          | 12         | 15         | 16         | 17          | 18          |
| 31st  | 1          | 8          | 12         | 14         | 16         | 17          | 18          |
| 32nd  | 1          | 7          | 11         | 14         | 16         | 17          | 18          |
| 33rd  | —          | 6          | 11         | 13         | 15         | 17          | 18          |
| 34th  | —          | 6          | 10         | 13         | 15         | 16          | 17          |

| PLACE | 32 PLAYERS | 48 PLAYERS | 64 PLAYERS | 80 PLAYERS | 96 PLAYERS | 112 PLAYERS | 128 PLAYERS |
|-------|------------|------------|------------|------------|------------|-------------|-------------|
| 35th  | —          | 5          | 10         | 13         | 15         | 16          | 17          |
| 36th  | —          | 5          | 9          | 12         | 14         | 16          | 17          |
| 37th  | —          | 4          | 9          | 12         | 14         | 15          | 16          |
| 38th  | —          | 4          | 8          | 12         | 14         | 15          | 16          |
| 39th  | —          | 3          | 8          | 11         | 13         | 15          | 16          |
| 40th  | —          | 3          | 8          | 11         | 13         | 15          | 16          |
| 41st  | —          | 2          | 7          | 10         | 13         | 14          | 15          |
| 42nd  | —          | 2          | 7          | 10         | 12         | 14          | 15          |
| 43rd  | —          | 1          | 6          | 10         | 12         | 14          | 15          |
| 44th  | —          | 1          | 6          | 9          | 12         | 13          | 15          |
| 45th  | —          | 1          | 5          | 9          | 11         | 13          | 14          |
| 46th  | —          | 1          | 5          | 9          | 11         | 13          | 14          |
| 47th  | —          | 1          | 5          | 8          | 11         | 13          | 14          |
| 48th  | —          | 1          | 4          | 8          | 10         | 12          | 14          |
| 49th  | —          | —          | 4          | 8          | 10         | 12          | 14          |
| 50th  | —          | —          | 4          | 7          | 10         | 12          | 13          |
| 51st  | —          | —          | 3          | 7          | 10         | 12          | 13          |
| 52nd  | —          | —          | 3          | 7          | 9          | 11          | 13          |
| 53rd  | —          | —          | 3          | 6          | 9          | 11          | 13          |
| 54th  | —          | —          | 2          | 6          | 9          | 11          | 12          |
| 55th  | —          | —          | 2          | 6          | 8          | 10          | 12          |
| 56th  | —          | —          | 2          | 5          | 8          | 10          | 12          |
| 57th  | —          | —          | 1          | 5          | 8          | 10          | 12          |
| 58th  | —          | —          | 1          | 5          | 8          | 10          | 11          |
| 59th  | —          | —          | 1          | 4          | 7          | 9           | 11          |
| 60th  | —          | —          | 1          | 4          | 7          | 9           | 11          |
| 61st  | —          | —          | 1          | 4          | 7          | 9           | 11          |
| 62nd  | —          | —          | 1          | 4          | 6          | 9           | 11          |
| 63rd  | —          | —          | 1          | 3          | 6          | 8           | 10          |
| 64th  | —          | —          | 1          | 3          | 6          | 8           | 10          |
| 65th  | —          | —          | —          | 3          | 6          | 8           | 10          |
| 66th  | —          | —          | —          | 2          | 5          | 8           | 10          |
| 67th  | —          | —          | —          | 2          | 5          | 8           | 9           |
| 68th  | —          | —          | —          | 2          | 5          | 7           | 9           |
| 69th  | —          | —          | —          | 2          | 5          | 7           | 9           |
| 70th  | —          | —          | —          | 2          | 4          | 7           | 9           |
| 71st  | —          | —          | —          | 1          | 4          | 7           | 9           |
| 72nd  | —          | —          | —          | 1          | 4          | 6           | 8           |
| 73rd  | —          | —          | —          | 1          | 4          | 6           | 8           |
| 74th  | —          | —          | —          | 1          | 4          | 6           | 8           |
| 75th  | —          | —          | —          | 1          | 3          | 6           | 8           |

| PLACE | 32 PLAYERS | 48 PLAYERS | 64 PLAYERS | 80 PLAYERS | 96 PLAYERS | 112 PLAYERS | 128 PLAYERS |
|-------|------------|------------|------------|------------|------------|-------------|-------------|
| 76th  | —          | —          | —          | 1          | 3          | 6           | 8           |
| 77th  | —          | —          | —          | 1          | 3          | 5           | 7           |
| 78th  | —          | —          | —          | 1          | 3          | 5           | 7           |
| 79th  | —          | —          | —          | 1          | 2          | 5           | 7           |
| 80th  | —          | —          | —          | 1          | 2          | 5           | 7           |
| 81st  | —          | —          | —          | —          | 2          | 4           | 7           |
| 82nd  | —          | —          | —          | —          | 2          | 4           | 6           |
| 83rd  | —          | —          | —          | —          | 2          | 4           | 6           |
| 84th  | —          | —          | —          | —          | 1          | 4           | 6           |
| 85th  | —          | —          | —          | —          | 1          | 4           | 6           |
| 86th  | —          | —          | —          | —          | 1          | 3           | 6           |
| 87th  | —          | —          | —          | —          | 1          | 3           | 5           |
| 88th  | —          | —          | —          | —          | 1          | 3           | 5           |
| 89th  | —          | —          | —          | —          | 1          | 3           | 5           |
| 90th  | —          | —          | —          | —          | 1          | 3           | 5           |
| 91st  | —          | —          | —          | —          | 1          | 3           | 5           |
| 92nd  | —          | —          | —          | —          | 1          | 2           | 5           |
| 93rd  | —          | —          | —          | —          | 1          | 2           | 4           |
| 94th  | —          | —          | —          | —          | 1          | 2           | 4           |
| 95th  | —          | —          | —          | —          | 1          | 2           | 4           |
| 96th  | —          | —          | —          | —          | 1          | 2           | 4           |
| 97th  | —          | —          | —          | —          | —          | 2           | 4           |
| 98th  | —          | —          | —          | —          | —          | 1           | 3           |
| 99th  | —          | —          | —          | —          | —          | 1           | 3           |
| 100th | —          | —          | —          | —          | —          | 1           | 3           |
| 101st | —          | —          | —          | —          | —          | 1           | 3           |
| 102nd | —          | —          | —          | —          | —          | 1           | 3           |
| 103rd | —          | —          | —          | —          | —          | 1           | 3           |
| 104th | —          | —          | —          | —          | —          | 1           | 3           |
| 105th | —          | —          | —          | —          | —          | 1           | 2           |
| 106th | —          | —          | —          | —          | —          | 1           | 2           |
| 107th | —          | —          | —          | —          | —          | 1           | 2           |
| 108th | —          | —          | —          | —          | —          | 1           | 2           |
| 109th | —          | —          | —          | —          | —          | 1           | 2           |
| 110th | —          | —          | —          | —          | —          | 1           | 2           |
| 111th | —          | —          | —          | —          | —          | 1           | 2           |
| 112th | —          | —          | —          | —          | —          | 1           | 1           |
| 113th | —          | —          | —          | —          | —          | —           | 1           |
| 114th | —          | —          | —          | —          | —          | —           | 1           |
| 115th | —          | —          | —          | —          | —          | —           | 1           |
| 116th | —          | —          | —          | —          | —          | —           | 1           |

| PLACE            | 32 PLAYERS | 48 PLAYERS | 64 PLAYERS | 80 PLAYERS | 96 PLAYERS | 112 PLAYERS | 128 PLAYERS |
|------------------|------------|------------|------------|------------|------------|-------------|-------------|
| 117th            | —          | —          | —          | —          | —          | —           | 1           |
| 118th            | —          | —          | —          | —          | —          | —           | 1           |
| 119th            | —          | —          | —          | —          | —          | —           | 1           |
| 120th            | —          | —          | —          | —          | —          | —           | 1           |
| 121st            | —          | —          | —          | —          | —          | —           | 1           |
| 122nd            | —          | —          | —          | —          | —          | —           | 1           |
| 123rd            | —          | —          | —          | —          | —          | —           | 1           |
| 124th            | —          | —          | —          | —          | —          | —           | 1           |
| 125th            | —          | —          | —          | —          | —          | —           | 1           |
| 126th            | —          | —          | —          | —          | —          | —           | 1           |
| 127th            | —          | —          | —          | —          | —          | —           | 1           |
| 128th            | —          | —          | —          | —          | —          | —           | 1           |
| <b>Max Score</b> | <b>400</b> | <b>400</b> | <b>400</b> | <b>400</b> | <b>400</b> | <b>400</b>  | <b>400</b>  |
| <b>Min Score</b> | <b>4</b>   | <b>4</b>   | <b>4</b>   | <b>4</b>   | <b>4</b>   | <b>4</b>    | <b>4</b>    |

Note: Max Score = 4 events × 1st place points (100). Min Score = 4 events × last place points.

## ADVANCEMENT AND WILDCARD LOGIC

After all 4 qualifying nights, the top 8 competitors per generation on the center leaderboard advance to Regionals.

| PATHWAY          | SPOTS                                 | HOW IT WORKS                                                                                            |
|------------------|---------------------------------------|---------------------------------------------------------------------------------------------------------|
| <b>Automatic</b> | 1 per generation per Qualifying Event | The individual from each generation with the highest points per Qualifying Date advances                |
| <b>Wildcard</b>  | 4 per generation per Center           | Next highest cumulative leaderboard scores among non- event-winners at the end of the qualifying slate. |

### Wildcard Scenarios

| SCENARIO                                                          | HOW IT RESOLVES                                                                                    |
|-------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| <b>Competitor wins a Qualifying Date</b>                          | Automatic qualifier. Their score still counts on the leaderboard for ranking purposes.             |
| <b>Competitor enters multiple nights</b>                          | Best single-night score counts. Only one score per competitor appears on the leaderboard.          |
| <b>A night had fewer players than the cap</b>                     | Points awarded based on cap size, not actual attendance. Absent players score zero.                |
| <b>Tied leaderboard scores for a wildcard spot</b>                | The competitor with the fastest Speed Dribble time from their best qualifying night wins the spot. |
| <b>A generation has 0 players competing at a qualifying event</b> | The auto-qualifier spot for that generation turns into an extra wildcard spot for that generation. |

**WILDCARD SCOPE:** Wildcard spots are determined within a single center only, per generation. Cross-center comparison is not required at the qualifier stage.



### EXHIBIT III

## Regional Championship Stage Soccer Challenges/Games Details

### OVERVIEW

The Regional Championship is the second stage of the Generations Cup. It is a one-day, virtual competition hosted simultaneously at every participating center in a region. Each center fields up to 8 All-Star teams, built from the players who qualified at that center during the Center Qualifier stage. Each team is made up of four players, one from each generation, competing together across the same five skill-based challenges that defined the Generations Cup before the individual-format Center Qualifiers: Pass the Box, Shooting Frenzy, Through the Gate, Last One Juggling, and Generations Relay.

Teams compete from their home center; scores are submitted to a central leaderboard and ranked across every team in the region. The top team per region advances to the National Finals at TOCA Social Dallas.

| FUTURE CALL-UPS | RISING STARS   | STARTING XI    | LEGENDS             |
|-----------------|----------------|----------------|---------------------|
| Born 2015-2020  | Born 2008-2014 | Born 1992-2007 | Born 1991 or before |

### TEAM FORMAT

|                             |                                                                                                                                                                                          |
|-----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Team size</b>            | 4 players; one from each generation                                                                                                                                                      |
| <b>Wristband challenges</b> | At check-in, each player selects exactly one wristband challenge: Shooting Frenzy, Through the Gate, or Last One Juggling. Players may not compete in more than one wristband challenge. |
| <b>Team challenges</b>      | Pass the Box and Generations Relay require all four players on the team.                                                                                                                 |

### THE FIVE CHALLENGES

| #  | CHALLENGE         | FORMAT                                                                                                                                                 |
|----|-------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01 | Pass the Box      | Team. All 4 players. 4 minutes. Pass the ball clockwise around the box; one completed rotation through all 4 players scores 1 point. Most points wins. |
| 02 | Shooting Frenzy   | Individual. Wristband. 1 minute. 10 balls. Shoot at targets worth different point values. Most points wins.                                            |
| 03 | Through the Gate  | Pair. Wristband. 3 minutes. Pass the ball through a 1-yard gate as many times as possible. Most points wins.                                           |
| 04 | Last One Juggling | Individual. Wristband. Up to 8 minutes. Keep the ball airborne inside the boundary. Last player standing wins.                                         |
| 05 | Generations Relay | Team. All 4 players. Timed. Slalom dribble relay through cones, there and back. Fastest time wins.                                                     |

|                         |                     |                                      |
|-------------------------|---------------------|--------------------------------------|
| <b>CHALLENGE<br/>01</b> | <b>PASS THE BOX</b> | <b>TEAM CHALLENGE: ALL 4 PLAYERS</b> |
|-------------------------|---------------------|--------------------------------------|

|                     |                    |
|---------------------|--------------------|
| <b>Participants</b> | All 4 players      |
| <b>Duration</b>     | 4 minutes per heat |

|                  |                                                                 |
|------------------|-----------------------------------------------------------------|
| <b>Box size</b>  | 4 yd x 4 yd; 1 player at each corner                            |
| <b>Spacing</b>   | 4-yard gap between boxes when multiple boxes run simultaneously |
| <b>Equipment</b> | 1 ball and 4 cones per box                                      |
| <b>Judging</b>   | 1 judge per box                                                 |

1. All four players position at one corner of the box, one per corner.
2. The ball is passed clockwise around the box from player to player.
3. One complete rotation through all four players counts as 1 point.
4. The ball must reach every player on each rotation to count.
5. The ball must go on the outside of the cones.
6. Incomplete rotations at the end of time do not count toward the score.
7. If a player has to leave their area to retrieve the ball, they can. If in retrieving the ball a player or their ball interferes with another team's play, 1 completed rotation is deducted from their team's score.
8. The team with the most completed rotations at the end of 4 minutes wins.

**SCORING:** 1 point per completed rotation through all 4 players. 4-minute window. Most points wins.

|                         |                            |                                            |
|-------------------------|----------------------------|--------------------------------------------|
| <b>CHALLENGE<br/>02</b> | <b>SHOOTING<br/>FRENZY</b> | <b>INDIVIDUAL CHALLENGE:<br/>WRISTBAND</b> |
|-------------------------|----------------------------|--------------------------------------------|

|                     |                          |
|---------------------|--------------------------|
| <b>Participants</b> | 1 shooter<br>(wristband) |
| <b>Duration</b>     | 1 minute per heat        |

|                           |                                                           |
|---------------------------|-----------------------------------------------------------|
| <b>Shooting line</b>      | 10 yards from targets; player shoots from behind the line |
| <b>Station dimensions</b> | 6 yards wide x 12 yards deep                              |
| <b>Balls per player</b>   | 10 balls lined up at the shooting line before each heat   |

1. The player wearing the wristband is the designated shooter for this challenge.
2. The shooter attempts up to 10 shots within the 1-minute window.
3. Shots must be taken from behind the designated shooting line; shots from in front of the line do not count.
4. Only the wristband player's shots are scored.

5. Targets within the goal are worth different numbers of points, as indicated on the target; a player accumulates points when a ball passes through a target.

**SCORING:** Points per successful shot. Points per target vary based on difficulty. Highest number of points accumulated wins the challenge.

**WRISTBAND RULE:** *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

**CHALLENGE  
03**

**THROUGH THE GATE**

**PAIR CHALLENGE: WRISTBAND**

|                     |                                                       |
|---------------------|-------------------------------------------------------|
| <b>Participants</b> | 2 players who selected the Through the Gate wristband |
| <b>Duration</b>     | 3 minutes per heat                                    |

|                         |                                                                                                                      |
|-------------------------|----------------------------------------------------------------------------------------------------------------------|
| <b>Player distance</b>  | 10 yards apart, indicated by flat markers, facing each other                                                         |
| <b>Gate width</b>       | 1 yard; marked with cones at the midpoint between the two players                                                    |
| <b>Station width</b>    | 3 yards per station                                                                                                  |
| <b>Station spacing</b>  | 1-yard gap between stations                                                                                          |
| <b>Footprint (base)</b> | 15 yd wide x 14 yd deep for 4 stations side by side (10 yd player distance + 2 yd buffer each end)                   |
| <b>Equipment</b>        | 1 ball per pair; 2 cones per lane marking the gate; 2 flat markers per lane indicating where each player passes from |
| <b>Judging</b>          | 1 judge per pair                                                                                                     |

- Two players who selected Through the Gate compete together as a pair.
- Players face each other with the gate positioned between them.
- Players pass the ball back and forth through the gate opening as many times as possible.
- Only ground passes count; a pass counts when the ball does not lose contact with the ground and travels cleanly through the gate without touching the cones.
- A pass must be initiated from the player's respective 10-yard mark, indicated by flat markers.
- Players may not cross past the gate to retrieve the ball; each player must remain on their own side.
- If the ball exits the play area, players can retrieve it, but if the player or their ball interferes with another team, they receive a 1-point deduction. Play resumes when the player returns with the ball to their 10-yard mark.

**SCORING:** 1 point per clean pass through the gate. 3-minute window. Team with the highest points wins the challenge.

**WRISTBAND RULE:** *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

|                         |                              |                                            |
|-------------------------|------------------------------|--------------------------------------------|
| <b>CHALLENGE<br/>04</b> | <b>LAST ONE<br/>JUGGLING</b> | <b>INDIVIDUAL CHALLENGE:<br/>WRISTBAND</b> |
|-------------------------|------------------------------|--------------------------------------------|

|                     |                                                         |
|---------------------|---------------------------------------------------------|
| <b>Participants</b> | 1 wristband player per team; all compete simultaneously |
| <b>Max duration</b> | 8 minutes                                               |

|                      |                                                                                                                                            |
|----------------------|--------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Boundary zone</b> | Fixed at 6 x 6 yards per station (4 players per station); station grid expands as more wristband players compete, station size stays fixed |
| <b>Equipment</b>     | 1 ball per active player; boundary markers and station dividers                                                                            |

1. All players who selected the Last One Juggling wristband compete simultaneously inside the designated boundary area.
2. Each player uses their own ball and must keep it off the ground for the duration of the challenge.
3. Players must remain inside the boundary at all times while active.
4. The challenge is elimination-based: players are removed from competition when they commit a violation.
5. The challenge runs for a maximum of 8 minutes.
6. If multiple players remain when time expires, all survivors share points.

**YOU ARE OUT IF:** *Your ball touches the ground; you step outside the boundary; you make contact with another player's body; you make contact with another player's ball.*

**SCORING:** Last player standing earns maximum points. Multiple survivors when time expires all earn points.

**WRISTBAND RULE:** *Each player may compete in only one wristband challenge: Shooting Frenzy, Last One Juggling, or Through the Gate.*

|                         |                          |                                      |
|-------------------------|--------------------------|--------------------------------------|
| <b>CHALLENGE<br/>05</b> | <b>GENERATIONS RELAY</b> | <b>TEAM CHALLENGE: ALL 4 PLAYERS</b> |
|-------------------------|--------------------------|--------------------------------------|

|                     |               |
|---------------------|---------------|
| <b>Participants</b> | All 4 players |
| <b>Format</b>       | Timed relay   |

|                       |                                                                                                                                                                    |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Lane width</b>     | 3 yards per lane                                                                                                                                                   |
| <b>Cones per lane</b> | 4 cones in a straight line, spaced 3 yards apart                                                                                                                   |
| <b>Lane length</b>    | 16 yards total (12 yd course + 2 yd buffer each end)                                                                                                               |
| <b>Equipment</b>      | 1 ball and 4 cones per lane; 1 flat marker per lane, placed 1 yard from the first cone, marking where the next player starts and stands while waiting to be tagged |

1. Teams choose their own running order before the relay begins; the order cannot be changed once competition starts.
2. Players must dribble through the cones in a slalom pattern, alternating left, right, left, to the end of the cones and back to the starting line.

3. Carrying or throwing the ball results in a restart of that player's leg.
4. Skipping a cone results in a restart of that player's leg from the beginning.
5. Teams may only use one ball for the duration of the relay. If they lose control of the ball, they can retrieve it, but if they or their ball interfere with another team, they must restart that player's leg from the beginning.
6. The next player may not begin until the incoming player has dribbled the ball to them; the ball must pass the starting line and the player must physically tag the next player.
7. The clock starts when the first player's ball crosses the start line and stops when the final player crosses back over the finish line.
8. The team with the fastest total combined time wins the challenge.

**SCORING:** Timed, stopwatch. Fastest team time earns maximum points. Times recorded to the nearest tenth of a second.

## SCORING SYSTEM

### How a Team Earns Points

Each of the 5 challenges awards points based on finishing position across the full regional field for that challenge. A team's total score is the sum of its position points across all 5 challenges. The points ladder is the same across all challenges: 1st place earns the most, last place earns the least.

### How Position Is Determined

| CHALLENGE         | METRIC              | HOW IT WORKS                                                                                   |
|-------------------|---------------------|------------------------------------------------------------------------------------------------|
| Pass the Box      | Completed rotations | Most full rotations through all 4 players in 4 minutes wins.                                   |
| Shooting Frenzy   | Points scored       | Most points accumulated in 1 minute wins. Targets carry a set point value based on difficulty. |
| Through the Gate  | Completed passes    | Most successful passes through the gate in 3 minutes wins.                                     |
| Last One Juggling | Survival            | Last player keeping the ball airborne within bounds wins.                                      |
| Generations Relay | Time                | Fastest combined dribble-and-tag relay time wins.                                              |

### Ties

If two or more teams tie in a single challenge, the teams split the points by averaging the points for the tied positions. For example: if two teams tie for first place, and first place earns 80 points while second place earns 64 points, each tied team receives 72 points, the average of 80 and 64. The next-placed team receives the points for third place.

If there is a tie for first place in the region at the end of the Regional Championship, the tie is resolved in two steps: first by fastest Generations Relay time (ascending); if still tied, by longest Last One Juggling time (descending).

### Points Table by Regional Field Size

Every team in a region is ranked together, per challenge, against the full field of teams competing in that region that day, not just the teams at its own center. Each region is assigned a points table based on the maximum number of teams that could compete on the day, regardless of the actual number of teams on the day: West (48 teams), Central (32 teams), Midwest (56 teams), Northeast (48 teams), Southeast (40 teams).

| PLACE | 32 | 40 | 48 | 56 |
|-------|----|----|----|----|
| 1st   | 80 | 80 | 80 | 80 |
| 2nd   | 64 | 64 | 64 | 64 |
| 3rd   | 50 | 50 | 50 | 50 |
| 4th   | 38 | 38 | 38 | 38 |
| 5th   | 28 | 28 | 28 | 28 |
| 6th   | 20 | 20 | 20 | 20 |
| 7th   | 14 | 14 | 14 | 14 |
| 8th   | 10 | 10 | 10 | 10 |
| 9th   | 8  | 8  | 8  | 8  |
| 10th  | 8  | 8  | 8  | 8  |
| 11th  | 7  | 8  | 8  | 8  |
| 12th  | 7  | 7  | 7  | 8  |
| 13th  | 7  | 7  | 7  | 7  |
| 14th  | 6  | 7  | 7  | 7  |
| 15th  | 6  | 7  | 7  | 7  |
| 16th  | 6  | 6  | 7  | 7  |
| 17th  | 5  | 6  | 7  | 7  |
| 18th  | 5  | 6  | 6  | 7  |
| 19th  | 5  | 6  | 6  | 7  |
| 20th  | 5  | 5  | 6  | 6  |
| 21st  | 4  | 5  | 6  | 6  |
| 22nd  | 4  | 5  | 6  | 6  |
| 23rd  | 4  | 5  | 5  | 6  |
| 24th  | 3  | 5  | 5  | 6  |
| 25th  | 3  | 4  | 5  | 6  |
| 26th  | 3  | 4  | 5  | 5  |
| 27th  | 2  | 4  | 5  | 5  |
| 28th  | 2  | 4  | 5  | 5  |
| 29th  | 1  | 3  | 4  | 5  |
| 30th  | 1  | 3  | 4  | 5  |
| 31st  | 1  | 3  | 4  | 5  |
| 32nd  | 1  | 3  | 4  | 5  |
| 33rd  | -  | 2  | 4  | 4  |

|           |         |         |         |         |
|-----------|---------|---------|---------|---------|
| 34th      | -       | 2       | 3       | 4       |
| 35th      | -       | 2       | 3       | 4       |
| 36th      | -       | 1       | 3       | 4       |
| 37th      | -       | 1       | 3       | 4       |
| 38th      | -       | 1       | 3       | 4       |
| 39th      | -       | 1       | 3       | 4       |
| 40th      | -       | 1       | 2       | 3       |
| 41st      | -       | -       | 2       | 3       |
| 42nd      | -       | -       | 2       | 3       |
| 43rd      | -       | -       | 1       | 3       |
| 44th      | -       | -       | 1       | 3       |
| 45th      | -       | -       | 1       | 3       |
| 46th      | -       | -       | 1       | 2       |
| 47th      | -       | -       | 1       | 2       |
| 48th      | -       | -       | 1       | 2       |
| 49th      | -       | -       | -       | 2       |
| 50th      | -       | -       | -       | 1       |
| 51st      | -       | -       | -       | 1       |
| 52nd      | -       | -       | -       | 1       |
| 53rd      | -       | -       | -       | 1       |
| 54th      | -       | -       | -       | 1       |
| 55th      | -       | -       | -       | 1       |
| 56th      | -       | -       | -       | 1       |
| Max Score | 40<br>0 | 40<br>0 | 40<br>0 | 40<br>0 |
| Min Score | 5       | 5       | 5       | 5       |

**NOTE:** Max Score = 5 challenges x 1st place points (80). Min Score = 5 challenges x last place points (1). Values decay place by place, consistent with the Center Qualifier points table.

## ADVANCEMENT

| PATHWAY           | SPOTS        | HOW IT WORKS                                                                                                                        |
|-------------------|--------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Regional Champion | 1 per region | The team with the highest total points across all 5 challenges, region-wide, advances to the National Finals at TOCA Social Dallas. |

| SCENARIO | HOW IT RESOLVES |
|----------|-----------------|
|----------|-----------------|

|                                              |                                                                                                                                                                                                                                                                                              |
|----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| A qualified player does not show up          | The center's random-number-generator substitution protocol applies; see No-Show Substitution Protocol.                                                                                                                                                                                       |
| Tied leaderboard scores for the region title | Two-step tiebreak: first, fastest Generations Relay time (ascending); if still tied, longest Last One Juggling time (descending).                                                                                                                                                            |
| A center fields fewer than 8 teams           | The total number of teams competing in the region that day is smaller. Every team in the region, regardless of center, is still scored against the same shared points ladder, sized to that region's assigned maximum number of teams, regardless of the actual number competing on the day. |

## TEAM FORMATION

|                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|--------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Team formation</b>                | The number of All-Star teams a center fields equals the highest number of qualifiers the center produced in any single generation. For example, a center with 5 Future Call-Ups, 6 Rising Stars, 2 Starting XI, and 4 Legends qualifiers fields 6 teams.                                                                                                                                                                                                                                                                                                                                                                                    |
| <b>Filling generation shortfalls</b> | For any generation with fewer qualifiers than the team count, the remaining roster spots in that generation are opened up to TOCA members, first come, first served. Members who take an additional spot are then assigned to the specific team(s) needing a fill using a random number generator.                                                                                                                                                                                                                                                                                                                                          |
| <b>Player No Shows</b>               | <ol style="list-style-type: none"> <li>1. If a qualified player does not show up on Regional Championship day, the center selects a substitute using a random number generator, drawn from the qualified players of that same generation who are present at the center that day.</li> <li>2. The selected substitute competes on their own All-Star team and on the team of the player who did not show, for a total of two teams that day.</li> <li>3. The substitute's performance is scored independently for each team; each team's score reflects that team's own result in every challenge, regardless of a shared player.</li> </ol> |

**EXHIBIT IV**  
**National Championship Stage**  
**Soccer Challenges/Games Details**

The details of the soccer challenges and games to be used for the National Championship will be published by August 14, 2026.

Sponsor reserves the right to adjust the adjust, alter or substitute the games used at the National Championship Stage at its sole discretion.