

## Winter Cup 2019 Tournament Rules

1. Each team must have numbered alternate jerseys or numbered T-shirts available. Pennies may be used over the jersey to resolve color conflicts – must be able to see jersey number. Goalkeepers are not required to have a number on their jersey but should be identified by a number on the roster.
2. The **home team is listed first or on top in the schedule**. Both teams will occupy the same side of the field. Parents and un-rostered visitors will occupy the opposing side from the teams. In case of uniform conflict, the **home team is responsible for changing to an alternate color**; however the visitor must arrive wearing their darkest uniform. This is to circumvent a problem where the visiting team wants to wear white to force the home team into a darker uniform. The complex director will resolve any dispute. Each team must be prepared to present a game ball to the Referee prior to the start of the game for his/her selection.
3. A game shall be declared a forfeit if a team is not ready to play at the published time within ten (10) minutes of the game. At half time the teams must be ready to resume play within five (5) minutes of the referee's designation.
4. A game shall be declared a forfeit by the Cup & Games Committee or tournament committee **if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with a one hundred dollar (\$100.00) cash deposit**, before the end of the game to the tournament field headquarters.
5. The coach is responsible for all verbal and physical actions of their spectators and players, and can receive a disciplinary card from the referees. **Verbal and physical abuse will not be tolerated and may result in forfeit of the game and/or expulsion from the tournament.**
6. Each team must be able to present its validated tournament game roster and player cards (if from outside NTSSA) to the Tournament Official prior to the start of each match, if requested. A player may play for only one team in the tournament and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.
7. All games are full length. Half time will be 5 minutes.

Age	DIVISION	GAME LENGTH	BALL SIZE	OVERTIME -semi and finals	Approx. Field Size	Roster Size	Playing Format
07U – 08U	Academy	20 min halves	3	IFAB Kicks	35 by 25	8	4 v 4
09U – 10U	Academy	25 min halves	4	IFAB Kicks	35/45 by 55/65	12	7 v 7
11U - 12U	Competitive	30 min halves	4	IFAB Kicks	45/55 by 70/80	16	9 v 9
13U – 14U	Competitive	35 min halves	5	IFAB Kicks	Full	18	11 v 11
15U – 16U	Competitive	40 min halves	5	IFAB Kicks	Full	22	11 v 11
17U - 19U	Competitive	45 min halves	5	IFAB Kicks	Full	22	11 v 11

### 8. Advancements

<b>Advancing to SemiFinals &amp; Finals</b>	
<i>Awards for First and Second Place Finishes in All Age Brackets; First team listed is the home team</i>	
<b>FOUR TEAM BRACKET</b> - One bracket of four teams	FINAL: Highest points in bracket vs. Second Highest in bracket
<b>FIVE TEAM BRACKET</b> - One bracket of five teams	Teams play each other for 4 preliminary games. There is no playoff. 1 <sup>st</sup> in points receives first place, 2 <sup>nd</sup> in points receives second place. Tie breaker rules apply for determining top 2 teams.
<b>SIX TEAM BRACKET</b> - Two brackets of three teams, playing true cross-over games <i>(Example: A1, A2, A3 play B1, B2, B3. All games outside bracket)</i>	FINAL: Highest points of 6 teams vs. Second Highest points of 6 teams
<b>EIGHT TEAM BRACKET</b> - Two brackets of four teams	SEMI-1: Winner of first bracket vs. First Wildcard * SEMI-2: Winner of second bracket vs. Second Wildcard * FINAL: Winner of Semi 1 vs. Winner of Semi 2

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Advancing to SemiFinals & Finals	
<b>TEN TEAM DIVISION</b> - Two brackets of three teams each playing cross-over games and one bracket of four teams	SEMI-1: Highest points in combined 2 brackets of 3 teams vs. Wildcard* SEMI-2: Highest points in bracket of 4 vs. Second Highest points in combined 2 brackets of 3 teams FINAL: Winner of Semi 1 vs. Winner of Semi 2
<b>TWELVE TEAM BRACKET</b> - Three brackets of four teams	SEMI-1: Winner of first bracket listed vs. Wildcard* SEMI-2: Winner of second bracket listed vs. Winner of third bracket listed FINAL: Winner of Semi 1 vs. Winner of Semi 2
<b>FOURTEEN TEAM BRACKET</b> - Two brackets of three teams playing cross-over games and two brackets of four teams	SEMI-1: Highest points in combined 2 brackets of 3 teams vs. Highest points in first listed 4-team bracket SEMI-2: Second highest points in combined 2 brackets of 3 teams vs. Highest points in second listed 4-team bracket FINAL: Winner of Semi 1 vs. Winner of Semi 2
<i>*Wildcard next highest points any bracket after other advancers determined</i>	

9. Preliminary games may end in a tie. Tiebreaker rules will apply for teams tied to determine which team advances to playoffs. If teams are still tied, IFAB "kicks" from Penalty spot will be taken to determine winner. If Quarter Final, Semi-Final, or Final games end in a tie, IFAB "kicks" from the penalty spot will be taken to determine the winner.
10. NTSSA 10 Point Scoring System for preliminary games will be as follows:
- 6 points for a win
  - 3 points for a tie
  - 0 points for a loss
  - 1 point per goal scored in the game with a maximum of 3
  - 1 point for a shut out (not allowing opponent to score)
  - A forfeit game will be scored at a 3-0 win in calculating preliminary game points for tiebreaker determination.
11. **It will be the responsibility of the both teams to turn in game sheet/score card to the tournament officials at the tournament tent where your game is played, unless instructed otherwise.** The coach/manager must verify the posted score prior to the team's next game. If any discrepancy between the two teams reported scores, then the referees score will be final.
12. If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairings may be made by the Tournament Committee.
13. **TIE BREAKERS:** If two or more teams are tied in points after their preliminary games are completed, the following tie breaker procedures will be used to determine the team advancing:
- Head to Head game results - winner will advance.
  - Goal differential - team with highest goal differential against opponents will advance (maximum of 6) goals scored - goals against.  
  
Only the first 6 goals scored by any team in any game will be counted in calculating winning points for advancement. (Example: A 4-1 game = 4-1 in calculating advancement; a 10-3 game = 6-3 in calculating advancement).
  - Fewest goals allowed - team with fewest goals allowed will advance.
  - Most number of "shut-outs" - team with most "shut-outs" will advance
  - Fewest accumulation of caution points, 1 point for yellow and 2 points for red.
  - IFAB kicks (kicks from the penalty spot)
- These tiebreaker procedures will be applied, in order, to the teams tied in points until one team is selected for advancement.
- THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO REMOVE ANY TEAM FROM THE TOURNAMENT AND/OR MAKE THEM INELIGIBLE FOR THE PLAY-OFF ROUNDS FOR INTENTIONALLY FORFEITING A GAME(S).
14. **Minimum Players:** In 11v11 format games, each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. In 9v9 format games, seven (7) players are required to start and continue the game.

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In 7v7 format games, five (5) players are required to start and continue the game. In 4v4 format games, three (3) players are required to start and continue the game.

15. There will be free substitution, with the referee's consent, at the following times:
  - a. A player receiving a yellow card (the player carded only)
  - b. Prior to a throw-in for the team in possession only
  - c. Prior to a goal kick
  - d. After a goal by either team
  - e. After an injury, when the referee stops the play
  - f. At half time by either team
  - g. In case of extreme heat, at the referees discretion
  
16. Team Discipline ("Cumulative Card System") (North Texas Rule 3.11.2.3):
  - a. Yellow Cards - One game automatic suspension for the game following an individual's third yellow card. Two game automatic suspension for the game following such individual's fifth yellow card of the tournament. One game automatic suspension for the game following such individual's 6th yellow card of the tournament.
    - i. **NOTE:** A player/coach/assistant coach receiving a second yellow card in a single game is suspended for the balance of that game, and those two yellow cards are then added to such individual's previous total of yellow cards for that tournament to determine whether additional game suspensions, if any, are required.
    - ii. Red cards issued *solely* as a result of a second yellow in a single game will not be added to such individual's red card total for the tournament.
  - b. Red Cards - One game automatic suspension for the game following an individual's first red card of the tournament. Automatic suspension, pending a hearing, from all NTSSA-sanctioned activities following such individual's second red card of the tournament.
    - i. Red cards issued *solely* as a result of a second yellow card in a single game will not be added to such individual's red card total for the tournament.
    - ii. **NOTE:** In cases where, during a single game, an individual receives a yellow card followed by a "straight red card" (as opposed to a red card issued solely as a result of a second yellow) both cards will be added to such individual's respective total of red and yellow cards for the tournament and punished accordingly.
    - iii. If Tournament Officials determine that a red card was issued for an infraction that was not an "expulsion" offense in accordance with the IFAB Laws of the Game, such officials may reduce the red card to a yellow card and assess sanctions accordingly.
    - iv. The Tournament Officials may not, however, do away with the card altogether. A full report of this action must be sent to NTSSA.
  - c. Seventh Card - Any individual obtaining a seventh card in tournament play shall be immediately suspended pending a hearing with NTSSA A&D Committee (meaning any combination of yellow and red cards totaling seven).
  - d. The Sit-Out Verification Form (used for any player, coach, manager, or spectator, sitting out a game due to disciplinary action) must be signed by the referee.
  - e. Any individual that has been ejected must leave the field area within two minutes of the ejection or the game will be forfeited. **Ejection for fighting or violent conduct will automatically result in the person not being allowed to participate in the remainder of the Tournament.**
  - f. The Coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated.
  
17. **All referee decisions are final. No protests will be allowed, except for ineligible player.**
  
18. Per USSF Guidelines: **Players in 11U programs and younger shall not engage in heading**, either in practices or in games. In adherence to these new requirements, referees have been instructed by U.S. Soccer of the following rule addition: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
  
19. The Chairman of Cup & Games, tournament director, or their designee, is empowered to make all decisions regarding the competition during the tournament.
  
20. The decision of the Chairman of Cup & Games or Tournament Director is final in all matters. No appeals will be allowed beyond that point.
  
21. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".

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22. If a game is played into the second half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete. Full-length games, if tied will be determined by the tiebreaker procedure. If the game is stopped due to the acts of one team or its spectators or a coach, player or spectator refuses to leave the complex, these acts (or refusals) may cause a game abandonment, which would be considered a forfeit by that coach's, player's or spectator's team and the final score would be recorded as a 3-0 win by the other team.
23. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament committee.
24. Net and Flags will be provided by the Tournament.
25. Any team that withdraws from a tournament less than two weeks from the start of the tournament or does not complete all required scheduled games, may not be allowed to enter any sanctioned tournaments until said team appears before the NTSSA Cup & Games Committee for a hearing explaining their actions and may forfeit their entry fee and performance bond, if one has been posted.
26. All teams not accepted by the tournament will be refunded in full within 10 days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on web sites can be considered notification of teams accepted)
27. In case of rain or lightning - HARD RAIN, NOT A SPRINKLE - weather updates will be posted on the website as soon as possible. Additionally messages will be sent to managers and coaches through the Got Soccer program.
28. If inclement weather cancels the tournament prior to completion of a team's first scheduled game of the tournament, a maximum of 50% of the entry fee will be retained by the tournament to cover start-up cost of the tournament.
29. Once game time temperature exceeds 90 degrees, the Tournament Director may institute water breaks (mandatory or referee's discretion). The water breaks would occur in 1st and 2nd halves of play and the official time will not stop.
30. For any assistance needed, see the Cup & Games Field Coordinator or call the tournament headquarters at 214-908-4342 or email triumphtournaments@gmail.com.

Website: [www.triumphfc.org](http://www.triumphfc.org)